

# The Impact of Sport on the European Economy – An Agenda

*Christian Helmenstein*  
**SportsEconAustria**

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# Overview

Background

Method

Implementation

Analysis

# Background

- Europe 2020:
  - Objective: a better understanding of the economics of sport and its contribution to growth and employment
  - Starting position: a lack of comprehensive and internationally comparable information
- Tools available
  - Individual “*Sport Satellite Accounts*” using the
  - “*Vilnius Definition of Sport*”

# Comparison

## National IOT-S(port)

- One for each country
- Tailored to nation-specific sport preferences

## Multiregional Models

- A single IOT-S for the European Union
- EU-wide calculation of the contribution of sport to growth and employment
- Modular structure: Standard IOTs as well as IOT-S will be used (“Frame for Tables”)

# National IOT

Region 1		Subsection				Final Demand	Gross Production
		1	2	3	$\Sigma$		
Subsection	1						
	2						
	3						
	$\Sigma$						
<b>Gross Value Added</b>							
<b>Gross Production</b>							

# Several National IOTs

Region 1		Subsection			Final	Gross														
		1	2	3																
Subsection	1				Region 2	Subsection	1	2	3	Final	Gross									
	2						1	2	3											
	3						Subsection	1					Region 3	Subsection	1	2	3	$\Sigma$	Final Demand	Gross Production
	$\Sigma$							2							1	2	3	$\Sigma$		
<b>Gross Value Added</b>					<b>Gross Value Added</b>					<b>Gross Value Added</b>										
<b>Gross Production</b>					<b>Gross Production</b>					<b>Gross Production</b>										

# One Multiregional IOT

Region 1		Subsection			Final	Gross	Region 2		Subsection			Final	Gross	Region 3		Subsection				Final Demand	Gross Production	
		1	2	3					1	2	3					1	2	3	Σ			
Subsection	1						Subsection	1				Subsection	1									
	2							2					2									
	3							3					3									
	Σ							Σ					Σ									
<b>Gross Value Added</b>							<b>Gross Value Added</b>					<b>Gross Value Added</b>										
<b>Gross Production</b>							<b>Gross Production</b>					<b>Gross Production</b>										

			Region 1			Region 2			Region 3			Final Demand	Gross Production
			Subsection			Subsection			Subsection				
			1	2	3	1	2	3	1	2	3		
Region 1	Subsection	1											
		2											
		3											
Region 2	Subsection	1											
		2											
		3											
Region 3	Subsection	1											
		2											
		3											
<b>Gross Value Added</b>													
<b>Gross Production</b>													

# Methods

- Balanced Regional Model (Leontief):  
*Crucial limitation: number of regions*
- Interregional Input-Output-Model (Isard):  
*Crucial limitation: enormous data requirement*
- Multiregional Input-Output-Model (Chenery & Moses): *Unlimited number of regions and manageable amount of data necessary (<6% than Isard) → **Our Choice***

# Implementation

- 1) Collection of national IOTs for the EU-27 ✓
- 2) Standardisation of national IOTs ✓
- 3) Enlargement of national IOTs  
by sport related subsections (in progress) ✓
- 4) Data collection and estimation  
of sport-related shares ✓
- 5) (in parallel)  
Enhancement of the portfolio of algorithms ✓
- 6) Compilation of the input-output table sport (TRAS)

# Implementation

- 7) Set-up of the multiregional input-output model sport (MRIOT-S)
- 8) Inclusion of import and export data
- 9) Finalisation of the MRIOT-S
- 10) Input-output analysis
- 11) Report

# Analysis

- Computation of value-added effects
- Computation of sport-related employment effects
- Derivation of multiplier effects
- Differences and similarities between countries
- Strength/weaknesses-analysis
- Analysis of growth potentials

# Contact



## SportsEconAustria

Institute for Sports Economics  
Schottenfeldgasse 29  
A - 1070 Vienna

[christian.helmenstein@spea.at](mailto:christian.helmenstein@spea.at)

[anna.kleissner@spea.at](mailto:anna.kleissner@spea.at)

[guenther.grohall@spea.at](mailto:guenther.grohall@spea.at)