

8 YEARS  
OF  
GROWTH

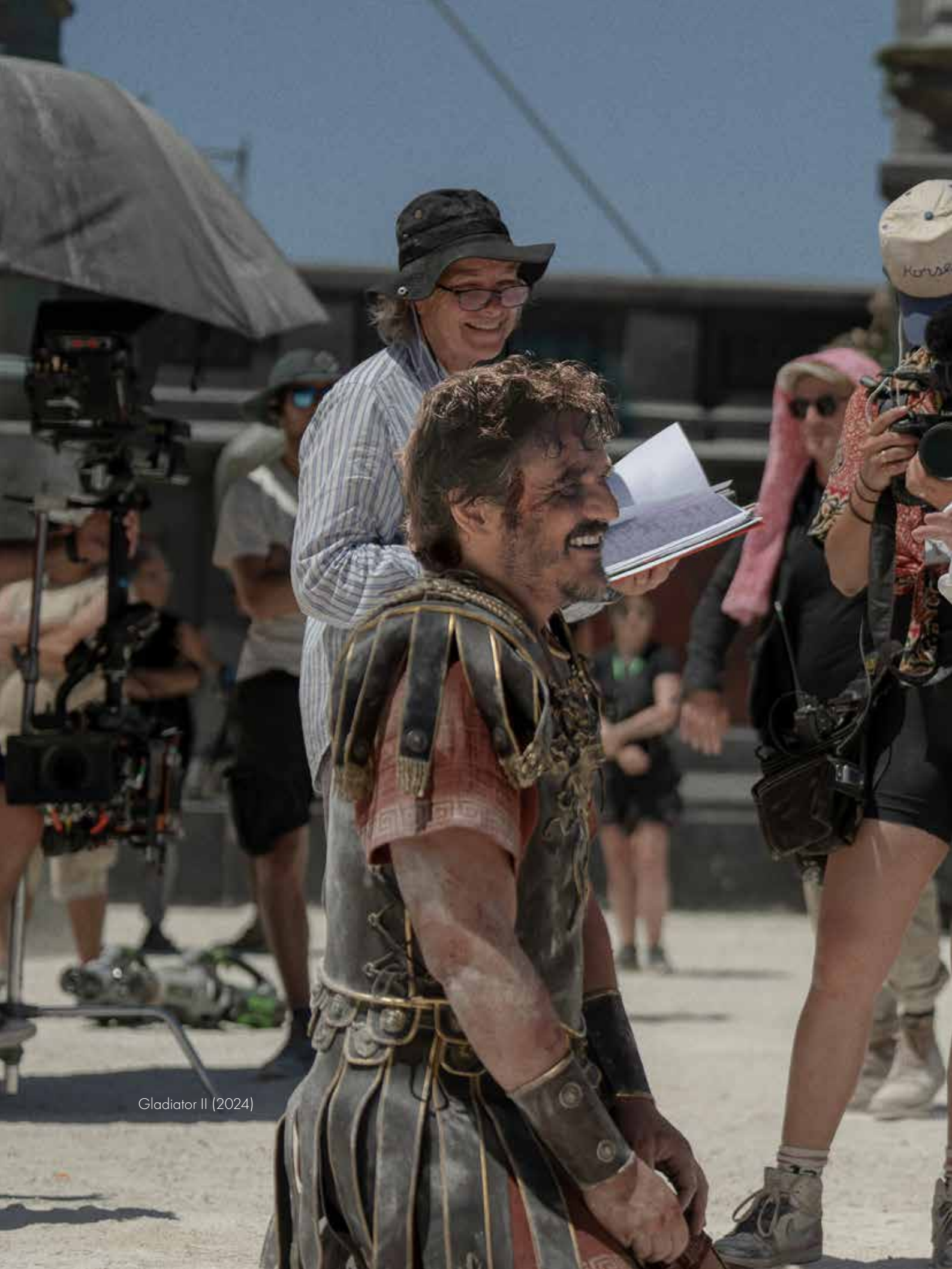
THE IMPACT OF  
**THE FILM INDUSTRY**  
IN MALTA



8 YEARS  
OF  
GROWTH

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**THE FILM INDUSTRY**  
IN MALTA

March 2026



Gladiator II (2024)



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Dedicated to all those  
who believed in the  
film industry in *Malta*  
and turned our dream  
into a reality.

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Napoleon (2023)

# EXECUTIVE SUMMARY

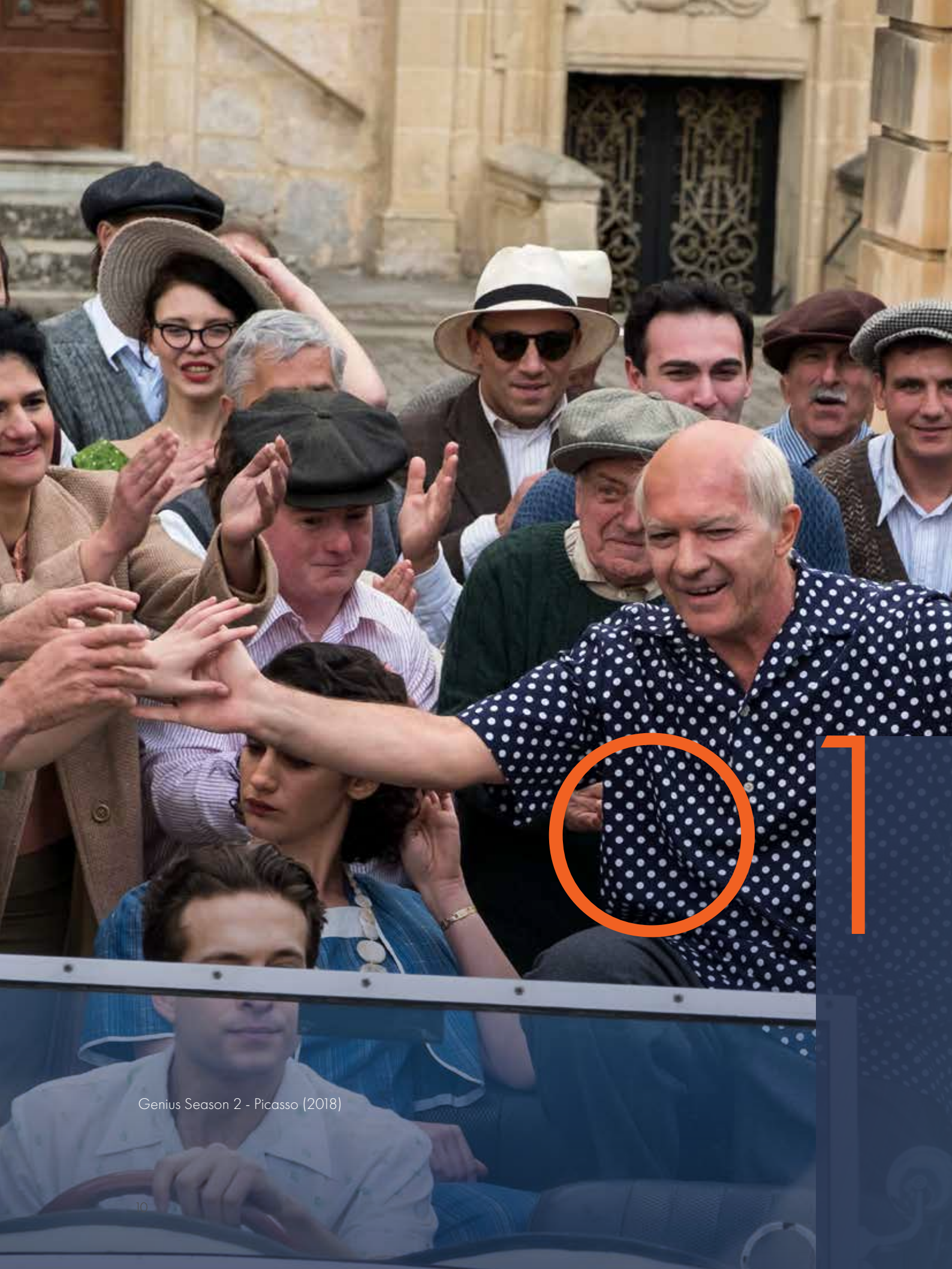
This study examines the economic impact of the film and motion picture industry in Malta, focusing on how film production activity contributes to national output, employment, and fiscal performance.

Using an Input-Output (I-O) model calibrated on National Accounts data published by the National Statistics Office (NSO) and film and movie making expenditure sourced from the Malta Film Commission (MFC), the analysis captures the direct, indirect, and induced effects of film-related expenditure on the Maltese economy between 2005–2025.

## The key findings of this study are:

- The film industry's overall contribution to Gross Value Added (GVA) **increased from 0.28% (2005–2017) to 0.83% (2018–2025), with the peak contribution being 2.16% in 2023, and the trough contribution 0.05% in 2013.**
- In 2024 euro terms, the cumulative contribution to GDP during the period 2005 to 2017 was EUR 356 million, as against EUR 1,208 million during the period 2018 to 2025, or rising from **EUR 30 million per year pre 2018 to EUR 173 million per year post 2018, or nearly 6 times as much.**
- Employment effects rose from an average of around **500 full-time equivalents (FTEs) per year in 2005–2017 to around 2,500 FTEs per year after 2017, or 5 times as much. The peak boost to employment was 6,500 in 2023.**
- The **industry has shifted from a sporadic, project-based activity to a consistent, structural contributor to economic growth.**
- The strongest sectoral Impacts are recorded in Accommodation and Food Services, Wholesale and Retail Trade and Transportation and Storage.
- These sectors together with Electricity, Water and Air Conditioning, Real Estate Activities and Professional and Technical Services sectors account for the majority of total GVA gains, **implying that film making activities have extensive economic interconnections.**

- From a macroeconomic perspective, film making activity is estimated to have led to increases in:
  - Private consumption: largest increase, reflecting higher household incomes.
  - Gross fixed capital formation: due to investment in infrastructure and production capacity.
  - Exports: confirming Malta's integration into the global film production network.
  
- With regards to the fiscal impact of financial incentives:
  - Tax revenues generated from film activity have consistently exceeded the cost of cash rebate incentives. **The total net fiscal benefit was EUR 35 million in 2005 to 2017, compared to EUR 94 million in 2018 to 2025, or from a net EUR 3 million per year pre-2018 to EUR 12 million per year, or 4 times as much.**
  - The current rebate system has effectively attracted production while maintaining a positive net fiscal balance.



Genius Season 2 - Picasso (2018)

# INTRODUCTION

This study estimates the sectoral and macroeconomic impacts of the film and motion industry in Malta. In particular, this article uses an Input-Output (IO) based model to capture both direct and indirect economic impacts of film making activities in Malta.

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The study focuses primarily on the direct, indirect and induced effects generated by the demand of film productions in Malta spanning since 2005. Given the considerable length of the time-span considered and also taking in consideration the different roles and incentive models adopted by the Malta Film Commission over the years, the study compares and contrasts the impacts film making activities have had on the Maltese economy across two distinct time periods: one spanning 2005-2017, and another between 2018 and 2025.

In an effort to capture in a holistic manner the impacts that film productions have had in an economy, this study uses an Input-Output based model based on the latest symmetric IO tables published by the National Statistics Office (NSO). Model simulations were produced using granular data provided by the Malta Film Commission (MFC) and National Accounts aggregated data published by NSO. In this way, apart from capturing only the specific expenditure that accruing from the film from, this analysis takes in consideration also the economic activity that accrues from the economic output of upstream sectors. That is, those sectors that either directly or indirectly supply intermediate inputs to the film making industry. In other words, from a technical perspective, assessing the overall impact of increased film production in Malta requires considering not only the direct effects of higher demand but also the indirect and induced effects that arise throughout the economy.

This study shows that the film industry in Malta has grown considerably after 2018. **The direct share of this industry in Malta's economic growth has increased more than threefold, from around 0.13% to 0.4% between the 2005-2017 and 2018-2025 periods.** Looking at results from a sectoral perspective, we find that the economic sectors most affected directly from this industry are Accommodation, food services activities and other travel related services, Transportation and storage and Arts, entertainment and recreation. Furthermore, this analysis highlights how the film making industry has considerable backward and forward linkages within the economy, contributing indirectly to economic activity in Electricity, gas, steam and air conditioning supply, Real estate activities and Agriculture, forestry and fishing. Finally, results indicate that the economic activity spurred by the film making industry has directly and indirectly generated significant tax revenues that have cumulatively left a positive contribution to the fiscal position of Government, even after accounting for the generous tax rebates offered to film makers.



Das Boot (2018 - 2023)

## DIRECT EFFECTS OF THE FILM MAKING INDUSTRY

The most apparent economic impact of the film industry is the direct expenditure made by film companies here in Malta.

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This money is a direct injection of foreign funds that creates new value added in the Maltese economy. Yet this expenditure, though the beginning, and most evident, economic impact of the industry is only part of the positive contribution of films to Malta.

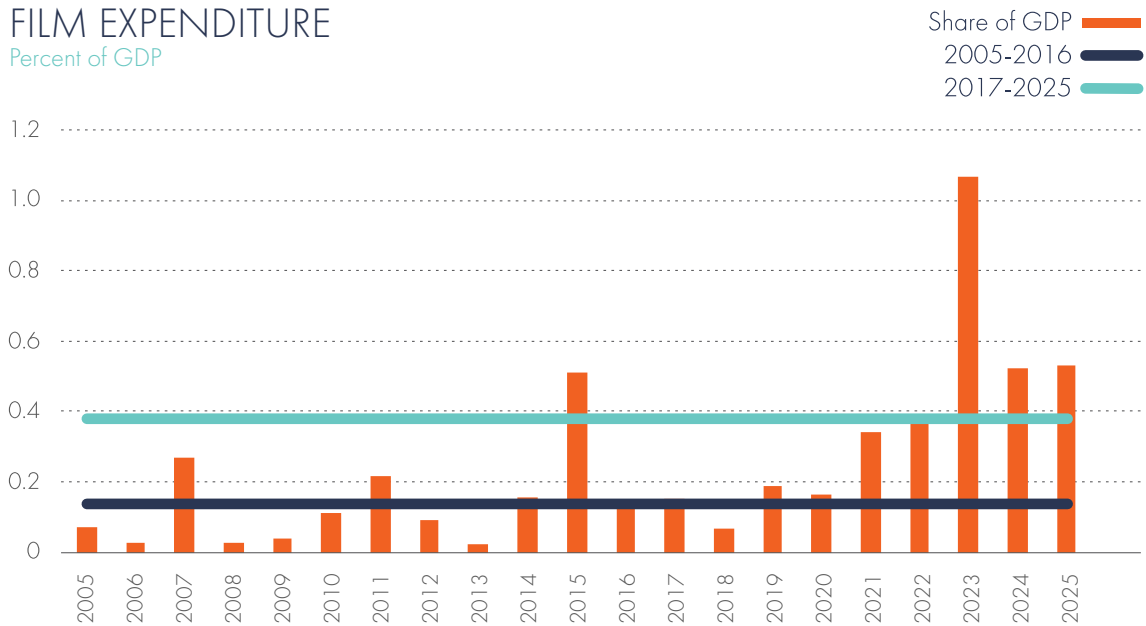
Chart 1, highlights the production history of 20 years in Malta.

Chart 2, plots the annual share of film expenditure in overall real economic activity in Malta, between 2005 and 2025. The data show that film expenditure in Malta has ranged between 0.2% and almost 1.1% of GDP. Furthermore, the data uncover that there are considerable and clear differences in both size and dynamics of this industry between the two periods considered in this analysis, that is the 2005-2017 and 2018-2025 periods.



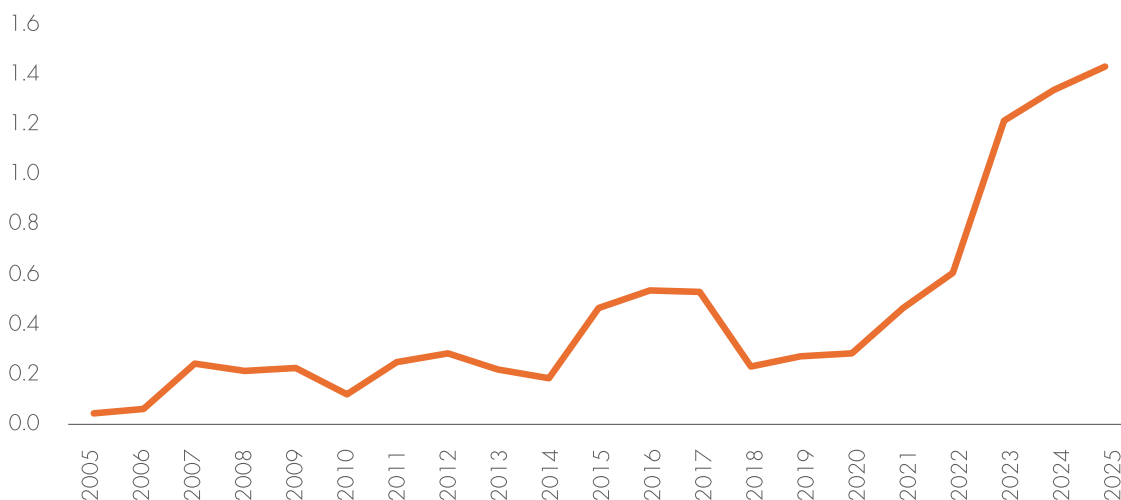
First, the size of the film industry in the former period has on average been around 0.14% of GDP, while in the latter, the direct contribution of this industry to overall economic activity has more than tripled to an average of 0.4% of GDP. Secondly, the size of the performance of the film making industry in the 2005-2017 period was quite erratic when measured as a ratio of GDP, with very strong years followed by lacklustre periods. On the other hand, **the film industry between 2017 and 2025 has tendentially been more stable exhibiting a consistent improvement year after year.**

**Chart 2**  
**SHARE OF**  
**FILM EXPENDITURE**  
 Percent of GDP



To assess the economic impact of the film industry on Malta in a scientifically robust and comprehensive manner, we employ film expenditure data provided by the Malta Film Commission (MFC) to simulate an Input-Output (I-O) model of the Maltese economy. This analytical model is constructed using the most recent Symmetric Input-Output Tables published by the National Statistics Office (NSO). Its primary objective is to measure the direct, indirect, and induced effects generated by the demand for film productions across the economy.

**Chart 3**  
PERCENTAGE GDP IMPACT  
OF FILM PRODUCTION  
3 Year Moving Average



As demonstrated in Chart 3, the film industry used to be a very cyclical industry pre-2018, leading to repeated cycles of boom and bust, with little evidence of a sustained take-off. This inevitably meant that firms involved in this industry could not invest in equipment or in improving their human resources. It was only in recent years that this appears to have changed, with the industry growing in a more consistent manner, and generating enough prospects to encourage long term investment.

**Taken together since the launch of the cash rebate scheme, the industry has generated over €1.5 billion in gross value added. Of this total contribution, €356 million was created prior to 2018, and more than €1.2 billion in subsequent years, with the annual contribution in the post-2018 period being six times as much pronounced than in the preceding period.**



The Last Voyage of the Demeter (2023)

## INDIRECT AND INDUCED EFFECTS

In an economic system, when a particular sector experiences an increase in demand for its goods or services, the repercussions extend well beyond that sector's immediate production activities.

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This occurs because every sector within an economy is closely interconnected through networks of supply chains, service provision, and income flows. Specifically, when demand for film productions rises, it not only boosts the output of film-related companies but also stimulates growth in other industries that supply essential goods and services to the film sector—such as accommodation, catering, transportation, construction, equipment rental, and professional services.

Therefore, a rigorous estimation of the economic impact of the film industry in Malta must account for more than just the direct effects of film production expenditures. It must also capture the indirect effects, which arise from increased demand in supporting sectors, and the induced effects, which stem from the additional household spending generated by higher employment and incomes across the economy. This comprehensive, system-wide approach provides a more accurate picture of the true economic contribution of the film industry to Malta's overall economic activity.

The direct effects represent the most immediate and observable impact that occurs within the sector experiencing an increase in demand. These effects capture the rise in production, employment, and income that result directly from the additional expenditure or investment in that specific sector. For instance, in the case of the film industry, this would include spending on local production crews, actors, equipment rental, set construction, and related services directly involved in the production process.

The indirect effects capture the secondary impacts that occur as other industries respond to the increased demand from the primary sector. These effects reflect the interdependencies between industries within the economy.

For example, as film production expands, suppliers that provide inputs—such as accommodation services, catering companies, transportation providers, logistics firms, and equipment suppliers—also experience higher demand for their goods and services. Similarly, increased manufacturing output in one sector might raise demand for raw materials, energy, and distribution services, creating a chain reaction across multiple supporting industries.

Finally, the induced effects encompass the tertiary impacts that arise from changes in household income generated by the direct and indirect effects. When workers and business owners in the affected industries earn higher incomes, they spend a portion of these earnings on consumer goods and services such as food, retail, housing, and entertainment. This additional household spending stimulates further economic activity, supporting jobs and income in unrelated sectors. In essence, induced effects represent the broader "ripple effect" that propagates throughout the economy as increased earnings translate into higher overall consumption and economic growth.

Together, the direct, indirect, and induced effects provide a comprehensive picture of how an initial increase in demand in one sector can multiply across the economy—amplifying its total economic impact well beyond the original point of expenditure.

The analysis in this study is carried out at the highest possible level of sectoral detail, specifically at the NACE 40 level of disaggregation. This means that the economy is divided into 40 distinct industry categories, allowing for a precise and comprehensive assessment of how film production spending interacts with different parts of the Maltese economy.

To achieve this, detailed expenditure data on film productions undertaken in Malta—provided by the Malta Film Commission (MFC)—are carefully broken down and assigned to the appropriate NACE categories based on the nature of each expenditure item. For instance, spending on accommodation services is classified under the hospitality sector, while payments for set construction or equipment rental are attributed to construction and rental service categories, respectively. This detailed mapping ensures that every euro spent by the film industry is accurately linked to the sector that actually receives it.

Once the expenditure is allocated by NACE category, these values are introduced into the Input-Output model as changes in final demand. The model then simulates how this new demand for goods and services from film productions ripples through the economy. It traces the direct effects (the immediate increase in output within film-related sectors), the indirect effects (the subsequent rise in output among suppliers and supporting industries), and the induced effects (the additional economic activity generated through higher household incomes and spending).

To make the results more accessible and easier to interpret, the model's detailed outputs—originally calculated at the NACE 40 level—are later aggregated to the NACE 18 classification, providing a more concise yet still meaningful representation of the economic relationships. These aggregated results are presented and discussed in Table 1, offering a clear overview of the magnitude and distribution of the film industry's economic impact across major sectors of the Maltese economy.

**The peak contribution was in 2023, when nearly a fifth of all economic growth was generated by the film industry.**

**Table 1**  
**TOTAL EFFECTS OF FILM  
PRODUCTION EXPENDITURE**  
Percent deviation from no Expenditure Baseline

	2005-2017	2018-2025	2018	2019	2020	2021	2022	2023	2024	2025
<b>Agriculture, forestry and fishing</b>	0.34	1.00	0.17	0.46	0.40	0.83	0.95	2.59	1.27	1.30
<b>Mining, quarrying and construction</b>	0.16	0.46	0.08	0.21	0.18	0.39	0.44	1.20	0.59	0.60
<b>Manufacturing</b>	0.17	0.49	0.08	0.23	0.20	0.41	0.47	1.28	0.63	0.64
<b>Electricity, water, air conditioning</b>	0.38	1.12	0.19	0.51	0.45	0.94	1.07	2.92	1.43	1.46
<b>Wholesale and retail trade</b>	0.53	1.54	0.26	0.71	0.62	1.29	1.47	4.01	1.96	2.00
<b>Transportation and storage</b>	0.51	1.50	0.25	0.69	0.60	1.25	1.43	3.90	1.91	1.95
<b>Accommodation, food services activities</b>	0.75	2.21	0.37	1.01	0.89	1.85	2.11	5.75	2.82	2.87
<b>Information and communication</b>	0.14	0.42	0.07	0.19	0.17	0.35	0.40	1.10	0.54	0.55
<b>Financial and insurance activities</b>	0.07	0.22	0.04	0.10	0.09	0.18	0.21	0.57	0.28	0.28
<b>Real estate activities</b>	0.43	1.26	0.21	0.58	0.50	1.05	1.20	3.27	1.61	1.64
<b>Professional, scientific and technical activities</b>	0.15	0.44	0.07	0.20	0.18	0.37	0.42	1.15	0.57	0.58
<b>Administrative and support services activities</b>	0.20	0.58	0.10	0.27	0.23	0.49	0.56	1.51	0.74	0.76
<b>Public administration and defense;</b>	0.03	0.09	0.02	0.04	0.04	0.08	0.09	0.24	0.12	0.12
<b>Education</b>	0.15	0.44	0.07	0.20	0.18	0.37	0.42	1.14	0.56	0.57
<b>Human health and social work activities</b>	0.13	0.37	0.06	0.17	0.15	0.31	0.36	0.97	0.48	0.49
<b>Arts, entertainment and recreation</b>	0.36	1.06	0.18	0.49	0.42	0.89	1.01	2.76	1.35	1.38
<b>Other service activities</b>	0.43	1.26	0.21	0.58	0.50	1.05	1.20	3.28	1.61	1.64
<b>Households as employers</b>	0.50	1.45	0.24	0.67	0.58	1.22	1.39	3.78	1.85	1.89
<b>Total Contribution to Maltese GVA</b>	<b>0.28</b>	<b>0.83</b>	<b>0.14</b>	<b>0.38</b>	<b>0.3</b>	<b>0.7</b>	<b>0.8</b>	<b>2.2</b>	<b>1.1</b>	<b>1.08</b>



Jurassic World: Dominion (2022)

FAIR SPANISH LA

## INPUT-OUTPUT MODEL RESULTS

This chapter presents the results of the Input-Output (I-O) model simulation, which estimates the contribution of the film industry to Malta's Gross Value Added (GVA) across various sectors of the economy.

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The analysis compares two distinct periods: 2005–2017 and 2018–2025, in order to capture the evolution of the film industry’s economic footprint over time. The results are disaggregated by sector using the NACE 18 classification and reflect the direct, indirect, and induced effects generated by expenditure on film productions undertaken in Malta.

The findings indicate a significant and broad-based increase in the contribution of film-related activities to Malta’s overall economic output between the two periods. The total contribution to GVA has increased almost threefold, rising from an average of 0.28% during 2005–2017 to 0.83% in the period 2018–2025. **This trend highlights the growing importance of the film industry as a catalyst for economic diversification and cross-sectoral linkages within the Maltese economy.**

## 4.1. Sectoral Contributions to GVA

The detailed results by sector are presented in Table 1, illustrating the annual contributions of film production expenditure to GVA across the two periods. **The findings reveal that the economic effects of film productions are not confined only to the creative industries but extend to a wide range of sectors that provide intermediate goods and services.**

### 4.1.1. High-Impact Sectors

The Accommodation and Food Services sector records the largest impact, with an average contribution of 2.21% in 2018–2025 compared to 0.75% in the earlier period. This outcome underscores the strong interconnection between the film industry and Malta’s tourism and hospitality infrastructure, as film crews, cast members, and production staff drive demand for accommodation, catering, and related services. The peak impact occurs in 2023 (5.75%), suggesting a particularly intense period of production activity.

Similarly, the Wholesale and Retail Trade and Transportation and Storage sectors show notable increases in their contributions, averaging 1.54% and 1.50% respectively during 2018–2025. These sectors benefit from the logistical and material support required during filming, including the transportation of equipment, distribution of supplies, and local procurement of goods. Both sectors exhibit a sharp rise in 2023, consistent with the production surge observed across the economy.

The Electricity, Water, and Air Conditioning Supply sector also records a significant increase (from 0.38% to 1.12%), reflecting the intensive use of utilities associated with large-scale productions, particularly those involving extensive lighting, sound, and climate control systems. Likewise, Real Estate and Other Service Activities each show average contributions of 1.26% in the later period, driven by increased short-term rentals, property use for filming, and auxiliary services such as maintenance and event support. As expected, the Arts, Entertainment, and Recreation sector is also considerably affected by the increase in film industry output, mainly through the direct effects, considering that such economic activity is normally recorded under this NACE code.

### 4.1.2. Moderate-Impact Sectors

The sectors with moderate but meaningful contributions include Administrative and Support Services (0.58%), Professional, Scientific and Technical Activities (0.44%), and Information and Communication (0.42%). These sectors provide vital support services such as management, legal, consulting, ICT infrastructure, and digital post-production, all of which are increasingly relevant as Malta strengthens its position as a film production hub.

### 4.1.3. Lower-Impact Sectors

Sectors such as Financial and Insurance Activities and Public Administration (0.09%) display relatively smaller effects, reflecting their limited direct involvement in film production activities. Nonetheless, their contributions are not negligible, as financial services and administrative processes facilitate investment, permitting, and regulatory support for the industry.

Other areas such as Education (0.44%) and Human Health and Social Work (0.37%) show modest but consistent growth. This likely reflects the indirect effects of training, skills development, and increased employment opportunities arising from an expanding creative sector workforce. Interestingly, Agriculture, Forestry, and Fishing (1.00%) also records measurable impacts, suggesting spillover effects through catering supply chains and location-based services, such as the use of rural sites for filming.

**The results collectively demonstrate that the film industry has evolved from a project-based contributor into a systemic economic driver with extensive backward and forward linkages.** The sectors exhibiting the largest increases are those supplying essential goods and services to production activities—such as hospitality, logistics, retail, and utilities—confirming the strong multiplier effects captured by the Input-Output model.

**This transformation indicates a shift toward a more integrated and resilient film ecosystem, where the benefits of production activity permeate throughout the economy. The findings align with the observed expansion of Malta’s film infrastructure, enhanced government incentives, and the growing reputation of Malta as a desirable filming location within the European and global context.**

## 4.2. Sectoral Contributions to Employment

Table 2 shows the effects on employment by sector, that the film making industry has directly or indirectly supported whilst also taking in consideration induced effects. The sectoral effects are driven by two factors, first by the sectoral GVA effects discussed above and secondly by the extent of labour intensity of a given sector. In this light the sectors with the strongest employment effects will be those that are more linked, directly and indirectly to film making activity, and also those sectors that are more labour intensive. In this respect, the strongest employment effect is registered in the Arts, Entertainment, and Recreation sector, with film making activities expected to support up to a maximum of 1,600 employees in 2023. This is followed by Wholesale and Retail Trade and Transportation and Storage sectors.

**Overall film making activities are estimated to have contributed on average to around 500 employees in the period 2005-2017. This has increased almost five-fold to an average of around 2500 employees supported yearly in the period 2018-2025, with a peak registered in 2023 with a total of 6500 full time equivalents supported by the film and movie industry.**



Prizefighter: The Life of Jem Belcher (2022)



**Table 2**  
**TOTAL EFFECTS OF FILM**  
**PRODUCTION EXPENDITURE**  
 Full time equivalent employment

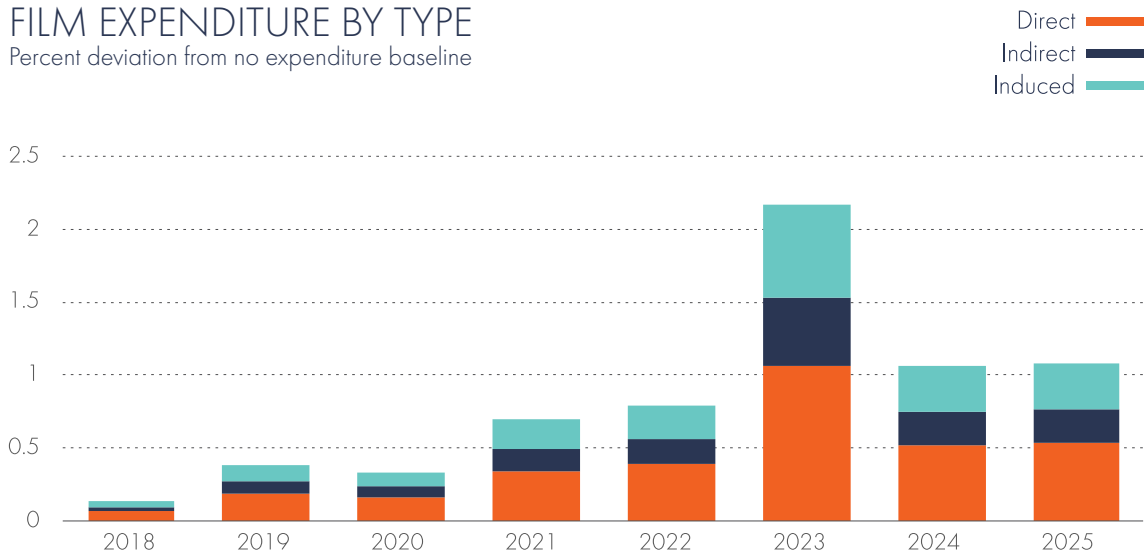
	2005-2017	2018-2025	2018	2019	2020	2021	2022	2023	2024	2025
<b>Agriculture, forestry and fishing</b>	2	10	1	4	4	8	9	28	14	15
<b>Mining, quarrying and construction</b>	10	50	7	19	17	37	45	132	69	72
<b>Manufacturing</b>	26	123	16	48	43	92	112	327	170	178
<b>Electricity, water, air conditioning</b>	4	21	3	8	7	16	19	55	29	30
<b>Wholesale and retail trade</b>	108	517	68	201	180	388	472	1371	712	747
<b>Transportation and storage</b>	40	189	25	73	66	142	173	502	261	273
<b>Accommodation, food services activities</b>	88	418	55	162	146	314	382	1109	576	604
<b>Information and communication</b>	8	40	5	16	14	30	37	107	55	58
<b>Financial and insurance activities</b>	6	27	4	11	10	21	25	73	38	40
<b>Real estate activities</b>	3	14	2	6	5	11	13	38	20	21
<b>Professional, scientific and technical activities</b>	12	59	8	23	20	44	53	155	81	85
<b>Administrative and support services activities</b>	25	121	16	47	42	91	111	322	167	175
<b>Public administration and defense;</b>	4	19	3	7	7	14	17	51	26	28
<b>Education</b>	21	99	13	38	34	74	90	261	136	142
<b>Human health and social work activities</b>	16	76	10	30	27	57	70	202	105	110
<b>Arts, entertainment and recreation</b>	130	621	82	241	216	465	566	1646	855	897
<b>Other service activities</b>	12	57	8	22	20	43	52	152	79	83
<b>Households as employers</b>	2	12	2	5	4	9	11	31	16	17
<b>Total Contribution to Maltese Employment</b>	<b>518</b>	<b>2475</b>	<b>327</b>	<b>960</b>	<b>862</b>	<b>1855</b>	<b>2257</b>	<b>6562</b>	<b>3407</b>	<b>3575</b>

### 4.3. Overall GVA Drivers

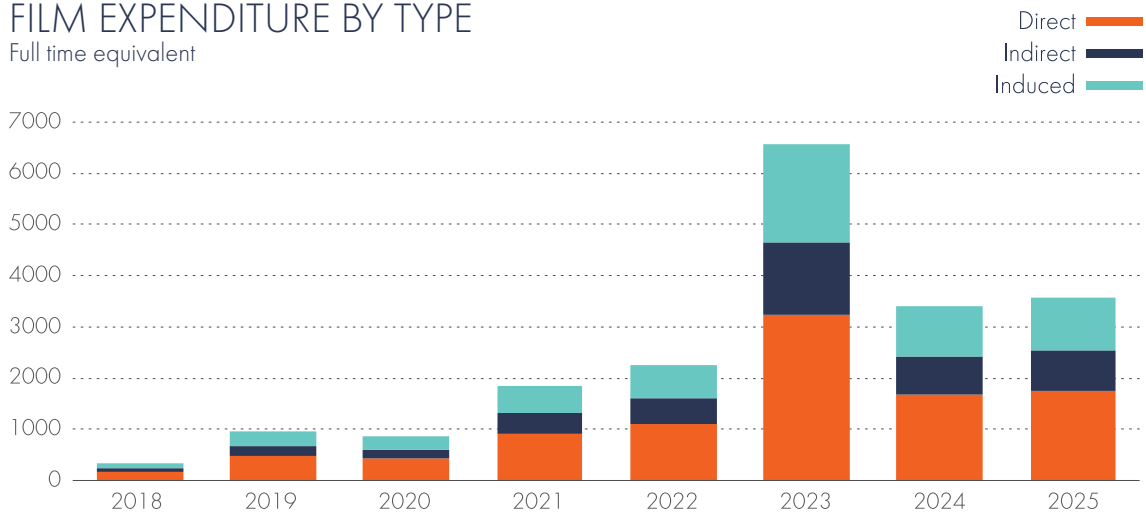
In order to better understand the extent of the interconnectedness of the film-making industry in Malta, the following section decomposes the total aggregate GVA effects into those pertaining to first round effects, or direct effects, those pertaining to second round, or indirect effects, and those pertaining to tertiary effects, capturing induced effects.

Chart 4 illustrates the total Gross Value Added (GVA) effects of film expenditure in Malta, distinguishing between direct, indirect, and induced impacts over the period 2018–2025. The values are expressed as percent deviations from a no-expenditure baseline, effectively showing the incremental contribution of film production activities to Malta’s overall economic output. **The chart demonstrates a clear upward trajectory in total GVA effects, culminating in a pronounced peak in 2023, followed by a stabilization at higher levels in 2024 and 2025.**

**Chart 4**  
TOTAL GVA EFFECTS OF  
FILM EXPENDITURE BY TYPE  
Percent deviation from no expenditure baseline



**Chart 5**  
**TOTAL EMPLOYMENT EFFECTS OF**  
**FILM EXPENDITURE BY TYPE**  
 Full time equivalent



The direct effects (shown in orange) represent the immediate contribution of film production to GVA, such as wages and profits generated within the industry itself. These effects form the largest share of total GVA throughout the period, indicating that production activities have a substantial and growing direct economic footprint. The indirect effects (in navy blue) capture the additional output generated in supporting sectors—such as logistics, hospitality, and professional services—while the induced effects (in teal) reflect the further economic stimulus created when employees spend their earnings on goods and services across the economy. Both indirect and induced effects increase progressively over time, highlighting the expanding network of linkages between the film industry and the wider Maltese economy.

The spike in 2023 reflects an exceptionally strong year for film production, likely associated with heightened production incentives. During this year, all three effect types—direct, indirect, and induced—reach their highest levels, underscoring the industry’s capacity to generate widespread economic spillovers. Importantly, the persistence of relatively high levels in 2024 and 2025 suggests that **the film industry’s influence is becoming structurally embedded, rather than cyclical, signaling its evolution into a consistent driver of economic growth and diversification in Malta. During the period 2018 to 2025, the film industry sustained around 20,000 jobs.**

Chart 5 illustrates the employment impacts generated by film production expenditure in Malta, expressed in full-time equivalent (FTE) terms and separated into direct, indirect, and induced effects.

The results point to a clear upward trend in job creation linked to film activity between 2018 and 2025, culminating in a sharp increase in 2023 before settling at a higher, more stable level in the following years. This trajectory highlights the expanding capacity of the film industry to support employment both within its own ranks and across the wider economy.

The direct employment effects (in orange), correspond to jobs created within the film sector itself—such as those in production, direction, cinematography, set design, and technical operations. These positions form the backbone of the industry’s employment contribution and show steady growth throughout the period. The indirect effects (navy blue) capture jobs supported in sectors that supply goods and services to film productions, including transport, catering, accommodation, and logistics. The induced effects (teal) represent additional employment generated as a result of increased household spending by workers benefiting from direct and indirect effects—leading to greater demand in sectors such as retail, leisure, and local services.

The 2023 peak, driven by the filming of *Gladiator II*, reaching an estimated 6,000 to 7,000 full-time equivalent jobs, signals an exceptionally active production year, possibly associated with a cluster of large-scale international shoots or major local projects. The relative balance between direct, indirect, and induced components during this period indicates a broad distribution of employment gains across multiple layers of the economy. In the years following 2023, the data suggests a

period of consolidation rather than decline, with employment stabilizing at a level well above that of the pre-2021 period. **This pattern implies that the film industry is evolving from a source of intermittent, project-based work into a steady and integrated contributor to Malta’s employment landscape, supporting not only creative professionals but also a diverse range of service and supply chain occupations.**

To better understand the main sectors that drive these results, Table 3 shows the sectoral contributions to total GVA due to film and movie-making activities across time. Contrary to the results shown in Table 2, these estimates take in consideration both the increased value added generated in each sector, as well as the size of the sector relative to the overall economy. Indeed, the ability of any economic activity in stimulating economic growth is not only given by the strength of the interlinkages that this activity might have across different sectors, but also by the size of these relevant sectors. In this case the ability of film making activities to stimulate economic growth is driven by the strong indirect and induced links to Wholesale and Retail Trade, Accommodation and Food Services and Transportation and Storage, which together contribute almost to half of the overall effects on total GVA. Taking also in consideration the economic growth directly generated within the Arts, Entertainment, and Recreation, the sector statistically recording film-making activities, these four sectors are able to explain two third of all economic activity generated by film-making activities in Malta.



Last Breath (2025)



**Table 3**  
**SECTORAL CONTRIBUTIONS TO**  
**TOTAL GVA DEVIATIONS DUE**  
**TO FILM PRODUCTION EXPENDITURE**  
 Percentage Points

	2005-2017	2018-2025	2018	2019	2020	2021	2022	2023	2024	2025
<b>Agriculture, forestry and fishing</b>	0.00	0.01	0.00	0.00	0.00	0.01	0.01	0.03	0.01	0.01
<b>Mining, quarrying and construction</b>	0.01	0.02	0.00	0.01	0.01	0.01	0.02	0.04	0.02	0.02
<b>Manufacturing</b>	0.01	0.04	0.01	0.02	0.02	0.03	0.04	0.11	0.05	0.05
<b>Electricity, water, air conditioning</b>	0.01	0.02	0.00	0.01	0.01	0.02	0.02	0.05	0.03	0.03
<b>Wholesale and retail trade</b>	0.06	0.17	0.03	0.08	0.07	0.14	0.16	0.44	0.22	0.22
<b>Transportation and storage</b>	0.03	0.08	0.01	0.04	0.03	0.07	0.08	0.22	0.11	0.11
<b>Accommodation, food services activities</b>	0.04	0.11	0.02	0.05	0.04	0.09	0.11	0.29	0.14	0.15
<b>Information and communication</b>	0.01	0.03	0.00	0.01	0.01	0.02	0.03	0.07	0.03	0.03
<b>Financial and insurance activities</b>	0.01	0.02	0.00	0.01	0.01	0.02	0.02	0.05	0.02	0.02
<b>Real estate activities</b>	0.02	0.07	0.01	0.03	0.03	0.06	0.07	0.19	0.09	0.09
<b>Professional, scientific and technical activities</b>	0.01	0.03	0.01	0.01	0.01	0.03	0.03	0.08	0.04	0.04
<b>Administrative and support services activities</b>	0.01	0.03	0.01	0.01	0.01	0.03	0.03	0.08	0.04	0.04
<b>Public administration and defense;</b>	0.00	0.01	0.00	0.00	0.00	0.00	0.01	0.01	0.01	0.01
<b>Education</b>	0.01	0.02	0.00	0.01	0.01	0.02	0.02	0.06	0.03	0.03
<b>Human health and social work activities</b>	0.01	0.02	0.00	0.01	0.01	0.02	0.02	0.06	0.03	0.03
<b>Arts, entertainment and recreation</b>	0.04	0.13	0.02	0.06	0.05	0.11	0.13	0.34	0.17	0.17
<b>Other service activities</b>	0.00	0.01	0.00	0.01	0.01	0.01	0.01	0.03	0.02	0.02
<b>Households as employers</b>	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
<b>Total Contribution to Maltese GVA</b>	<b>0.28</b>	<b>0.83</b>	<b>0.14</b>	<b>0.38</b>	<b>0.30</b>	<b>0.70</b>	<b>0.80</b>	<b>2.20</b>	<b>1.10</b>	<b>1.08</b>

## 4.4. Macroeconomic Activity

Table 4 presents the estimated macroeconomic effects of film production expenditure on key components of Malta's Gross Domestic Product (GDP) for the periods 2005–2017 and 2018–2025, along with annual data for the latter period. The results, expressed as percentage deviations from a no-expenditure baseline, illustrate how increased activity in the film sector translates into broader macroeconomic impacts through both direct and indirect economic linkages.

**Table 4**  
TOTAL EFFECTS OF FILM  
PRODUCTION EXPENDITURE  
ON FINAL DEMAND VARIABLES  
Percent deviation from no Expenditure Baseline

	2005-2017	2018-2025	2018	2019	2020	2021	2022	2023	2024	2025
<b>GDP</b>	0.28	0.83	0.14	0.38	0.33	0.70	0.79	2.16	1.06	1.08
<b>Private consumption</b>	0.52	1.52	0.25	0.70	0.61	1.27	1.45	3.95	1.94	1.97
<b>Government Consumption</b>	0.12	0.35	0.06	0.16	0.14	0.30	0.34	0.92	0.45	0.46
<b>Gross Fixed Capital Formation</b>	0.18	0.53	0.09	0.24	0.21	0.44	0.50	1.37	0.67	0.68
<b>Changes in Inventories</b>	-0.27	-0.78	-0.13	-0.36	-0.31	-0.66	-0.75	-2.04	-1.00	-1.02
<b>Total Exports</b>	0.13	0.37	0.06	0.17	0.15	0.31	0.36	0.97	0.48	0.49
<b>Imports</b>	0.16	0.31	0.08	0.21	0.18	0.38	0.44	1.19	0.58	-0.60

Overall, the film industry's influence on Malta's GDP shows a pronounced increase over time, rising from an average contribution of 0.28% in 2005–2017 to 0.83% in 2018–2025. This represents nearly a three-fold expansion, reflecting the growing scale of production activity and the strengthening of the sector's multiplier effects across the wider economy. The year-by-year results reveal a gradual rise up to 2022, followed by a sharp peak in 2023, where GDP effects reach 2.16% above baseline levels—indicating an exceptional year for film-related expenditure and output. In subsequent years, GDP impacts stabilize at just over 1%, suggesting a sustained, structural contribution of the film industry to Malta's economic growth.

A closer look at the components of GDP highlights that private consumption is the most responsive to changes in film production activity, averaging 1.52% in 2018–2025 compared to 0.52% in the earlier period. **This indicates that much of the economic benefit from film production circulates through household spending, driven by increased employment and income within film-related and supporting sectors.**

Government consumption also increases, though to a lesser extent, rising from 0.12% to 0.35%. This reflects higher demand for public services and administrative functions associated with large-scale production activity, such as regulatory oversight, permitting, and infrastructure support. Similarly, gross fixed capital formation—representing investment in physical assets—shows an increase from 0.18% to 0.53%, suggesting that film-related spending contributes to a buildup of productive capacity in sectors such as construction, equipment, and facilities.

Both exports and imports increase over time, consistent with the open nature of Malta’s economy and the international orientation of its film industry. Exports rise from 0.13% to 0.37%, reflecting the growing contribution of film productions to Malta’s service exports, particularly through foreign-funded projects. Imports, on the other hand, increase from 0.16% to 0.31%, as higher production activity necessitates the import of specialized equipment, materials, and expertise. The parallel growth in both categories highlights the dual nature of the industry’s economic role—simultaneously stimulating domestic output while relying on international inputs.

#### **4.5. Fiscal Incentives and Effect of Fiscal Balance**

Data shows that cash rebate rates to film producers have always hovered between 10-20% of overall film expenditure between 2005 and 2017. **From 2018 onwards, the Malta Film Commission has invested heavily in trying to boost the film making industry in Malta through a more generous cash rebate system.** In fact, from 2018 onwards the cash rebate rate has increased to 40%.

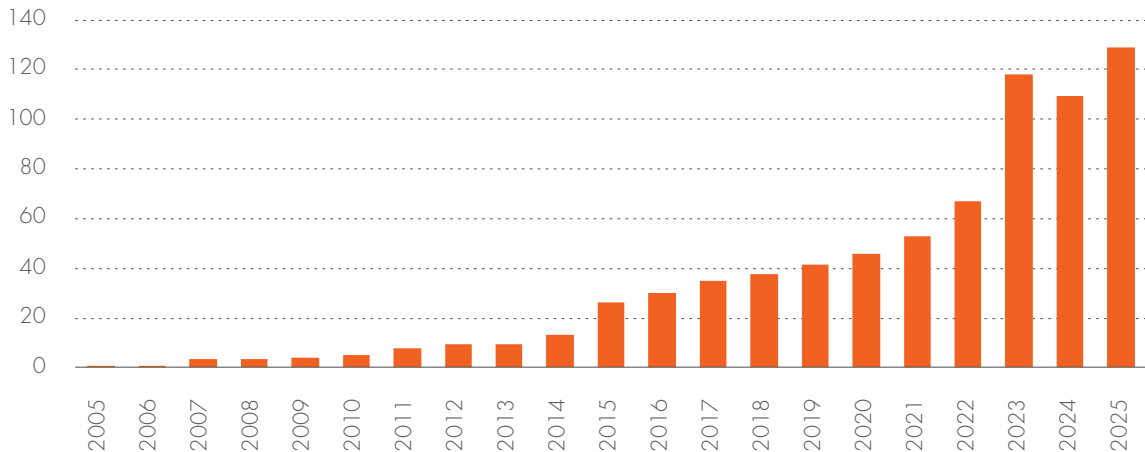
As argued above, this period coincided with a significant increase in the size of the film making industry in Malta suggesting that subsidies to film making firms have led to an increase in the movie making activities in Malta, and consequently contributed to economic growth. In this respect in order to understand the impact that these cash rebate have had on Government finances, one needs to internalise the increase in tax revenue that was directly and indirectly brought about by the increase in film making activity in Malta.

In this light, we therefore undergo a cost benefit analysis that utilises model outcomes to estimate the increases in tax revenues collected by the Maltese Government as a consequence of the increase in economic output driven by film production activity. These are then netted by the cash rebate provided by the Malta Film Commission leading to a measure of net impact on the Government Balance.

Chart 6

## CUMULATIVE NET EFFECTS OF FILM PRODUCTION ON GOVERNMENT FINANCES

Millions of Euro, tax revenues net of rebates



As argued above, the increase in film production expenditure coincides with the increase in rebate rates provided by the Maltese authorities. In order to understand whether such rebates had a net negative or positive effect on Government finances, we undergo a cost benefit analysis that utilises model outcomes to estimate the increases in tax revenues collected by the Maltese Government as a consequence of the increase in economic output driven by film production activity. **Chart 6 shows that film activity in Malta has generated tax revenues that have substantially exceeded the cash rebates offered to film producers.**

This positive result is found across all the sample under consideration (that is between 2005 and 2024). Nonetheless data shows that this positive net effect on Government finances has climbed considerably from 2018 onwards. This effect is driven on the one hand by the considerably investment led by the Malta Film Commission in an effort to attract more film productions in Malta and also by the fact that film production has particularly high value added multipliers, implying that an increase in final demand of film production leads to a more than proportional increase in value added and thus tax revenues. This result suggests that the general practice of providing film producers with cash rebates in order to attract film productions in Malta, does not only lead to positive economic activity but also leads to positive net fiscal effects.

**The total net fiscal benefit was EUR 35 million in 2005 to 2017, compared to EUR 94 million in 2018 to 2025, or from a net EUR 3 million per year pre-2018 to EUR 12 million per year, or 4 times as much.**



Secret Service (2026)



Jurassic World: Rebirth (2025)

# CONCLUSION AND POLICY IMPLICATIONS

The findings of this study demonstrate that the film and motion picture industry has evolved into a meaningful and increasingly structural component of Malta's economic landscape.

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Through the use of an Input-Output model calibrated with detailed expenditure data sourced from the Malta Film Commission and official National Statistics Office tables, this analysis quantified the direct, indirect, and induced effects that film production generates across the Maltese economy. The results consistently show that the sector's contribution to national output, employment, and fiscal revenues has expanded markedly since 2018, supported by a maturing production ecosystem and targeted policy incentives.

Between the periods 2005–2017 and 2018–2025, the total contribution of film production to Gross Value Added (GVA) nearly tripled, from 0.28% to 0.83%, with a similar increase observed in GDP, from 0.28% to 0.83%. The trend observed since 2018 suggests that the film sector has gradually evolved from a sporadic, project-driven activity into a more stable and regular contributor to output and employment.

The strongest economic linkages were recorded in the Accommodation and Food Services, Wholesale and Retail Trade, and Transportation and Storage sectors, highlighting the deep integration of film production within Malta’s service economy. Additional spillover effects were registered in Real Estate, Electricity and Utilities, and Professional and Technical Services, confirming the wide-ranging network of backward and forward linkages associated with film-making activity. This cross-sectoral interdependence reinforces the notion that the film industry functions as a high-multiplier activity, capable of stimulating broad-based economic growth through both consumption and investment channels.

The macroeconomic effects reveal that private consumption has been the principal transmission channel of the film industry’s economic contribution, reflecting increased household income and employment arising from production activity. Meanwhile, the rise in gross fixed capital formation suggests that the industry has catalyzed investment in supporting infrastructure and capacity.

Importantly, the fiscal analysis shows that tax revenues generated by the industry have consistently exceeded the value of the cash rebates offered to producers. This implies that Malta’s incentive framework not only enhances competitiveness but also yields a positive net return to the public finances.

From a policy perspective, the results provide strong justification for maintaining—yet strategically refining—Malta’s film incentive regime. Sustaining investment in production infrastructure, skills development, and logistical capacity would help consolidate Malta’s competitive advantage as a film destination. At the same time, a gradual diversification of incentives towards industry-related training programmes, and green production practices could enhance the industry’s long-term sustainability and domestic value retention. In this type of industry, it is also vital to invest in branding, particularly through events that showcase our country’s product and potential.

**In sum, the Maltese film industry has become a powerful catalyst for economic diversification, employment, and fiscal resilience.**

Its expansion since 2018 illustrates how a refocused vision sustained by strong leadership, coupled with a well-designed incentive framework and strategic investment, together with institutional support, can transform a niche creative sector into a sustained driver of national economic growth.



Das Boot (2018 - 2023)



# APPENDIX

**Table A1**

## TOTAL GVA EFFECTS OF FILM PRODUCTION EXPENDITURE FULL DISAGGREGATION

Percent deviation from no Expenditure Baseline

	2005-2017	2018-2025	2018	2019	2020	2021	2022	2023	2024	2025
<b>Crop and animal production, ...</b>	0.45	1.32	0.22	0.61	0.53	1.11	1.26	3.44	1.69	1.72
<b>Fishing and aquaculture</b>	0.07	0.19	0.03	0.09	0.08	0.16	0.18	0.50	0.25	0.25
<b>Manufacture of food products,...</b>	0.45	1.32	0.22	0.61	0.53	1.11	1.26	3.44	1.68	1.72
<b>Manufacture of textiles, ...</b>	0.12	0.36	0.06	0.17	0.15	0.30	0.35	0.95	0.46	0.47
<b>Manufacture of wood and wood products</b>	0.24	0.69	0.11	0.32	0.28	0.58	0.66	1.80	0.88	0.90
<b>Manufacture of paper and paper products, ...</b>	0.11	0.33	0.06	0.15	0.13	0.28	0.32	0.87	0.43	0.44
<b>Manufacture of other non-metallic products</b>	0.19	0.56	0.09	0.26	0.22	0.47	0.53	1.46	0.71	0.73
<b>Manufacture of basic metals</b>	0.10	0.28	0.05	0.13	0.11	0.24	0.27	0.74	0.36	0.37
<b>Manufacture of fabricated metal products,</b>	0.17	0.49	0.08	0.22	0.20	0.41	0.47	1.27	0.62	0.64
<b>Manufacture of computer, electronic equip ...</b>	0.03	0.08	0.01	0.04	0.03	0.07	0.08	0.22	0.11	0.11
<b>Repair and installation of machinery</b>	0.19	0.55	0.09	0.25	0.22	0.46	0.52	1.42	0.70	0.71
<b>Electricity, gas, water ...</b>	0.38	1.12	0.19	0.51	0.45	0.94	1.07	2.92	1.43	1.46
<b>Mining and quarrying and construction</b>	0.16	0.46	0.08	0.21	0.18	0.39	0.44	1.20	0.59	0.60
<b>Wholesale and retail trade</b>	0.35	1.02	0.17	0.47	0.41	0.86	0.98	2.67	1.31	1.33
<b>Wholesale trade,</b>	0.28	0.81	0.13	0.37	0.33	0.68	0.77	2.11	1.04	1.05
<b>Retail trade,</b>	0.82	2.40	0.40	1.10	0.96	2.01	2.29	6.24	3.06	3.12
<b>Land, water and air transport ...</b>	0.51	1.50	0.25	0.69	0.60	1.25	1.43	3.90	1.91	1.95
<b>Accommodation and food service activities</b>	0.75	2.21	0.37	1.01	0.89	1.85	2.11	5.75	2.82	2.87
<b>Publishing activities, motion picture, ...</b>	0.14	0.42	0.07	0.19	0.17	0.35	0.40	1.10	0.54	0.55
<b>Financial service activities, ...</b>	0.03	0.10	0.02	0.04	0.04	0.08	0.09	0.26	0.13	0.13
<b>Insurance, reinsurance ...</b>	0.32	0.94	0.16	0.43	0.38	0.78	0.89	2.43	1.19	1.22

2005-2017 2018-2025 2018 2019 2020 2021 2022 2023 2024 2025

<b>Activities auxiliary to financial services ...</b>	0.12	0.35	0.06	0.16	0.14	0.29	0.33	0.90	0.44	0.45
<b>Real estate activities</b>	0.43	1.26	0.21	0.58	0.50	1.05	1.20	3.27	1.61	1.64
<b>Legal and accounting activities</b>	0.18	0.53	0.09	0.24	0.21	0.44	0.51	1.38	0.68	0.69
<b>Architectural and engineering activities</b>	0.19	0.56	0.09	0.25	0.22	0.47	0.53	1.45	0.71	0.72
<b>Other professional, scientific activities</b>	0.05	0.16	0.03	0.07	0.06	0.13	0.15	0.42	0.20	0.21
<b>Rental and leasing activities</b>	0.11	0.33	0.05	0.15	0.13	0.27	0.31	0.85	0.42	0.43
<b>Employment activities</b>	0.21	0.63	0.10	0.29	0.25	0.52	0.60	1.63	0.80	0.81
<b>Travel agency ...</b>	0.36	1.05	0.17	0.48	0.42	0.88	1.00	2.73	1.34	1.36
<b>Security and Investigation activities</b>	0.23	0.67	0.11	0.31	0.27	0.56	0.64	1.74	0.85	0.87
<b>Public administration</b>	0.03	0.09	0.02	0.04	0.04	0.08	0.09	0.24	0.12	0.12
<b>Education</b>	0.15	0.44	0.07	0.20	0.18	0.37	0.42	1.14	0.56	0.57
<b>Human health activities</b>	0.13	0.37	0.06	0.17	0.15	0.31	0.35	0.96	0.47	0.48
<b>Social work activities</b>	0.13	0.38	0.06	0.18	0.15	0.32	0.37	1.00	0.49	0.50
<b>Creative, arts and entertainment ...</b>	0.01	0.04	0.01	0.02	0.02	0.03	0.04	0.10	0.05	0.05
<b>Sports activities and amusement activities</b>	9.93	29.07	4.83	13.33	11.66	24.35	27.78	75.70	37.12	37.81
<b>Activities of membership organisations</b>	0.25	0.73	0.12	0.34	0.29	0.61	0.70	1.90	0.93	0.95
<b>Repair of computers and personal and goods</b>	0.42	1.22	0.20	0.56	0.49	1.02	1.17	3.19	1.56	1.59
<b>Other personal service activities</b>	0.51	1.50	0.25	0.69	0.60	1.26	1.43	3.90	1.91	1.95
<b>Activities of households as employers</b>	0.50	1.45	0.24	0.67	0.58	1.22	1.39	3.78	1.85	1.89

**Table A2**  
**INDIRECT GVA EFFECTS OF**  
**FILM PRODUCTION EXPENDITURE**  
**FULL DISAGGREGATION**  
 Percent deviation from no Expenditure Baseline

	2005-2017	2018-2025	2018	2019	2020	2021	2022	2023	2024	2025
<b>Crop and animal production, ...</b>	0.25	0.74	0.12	0.34	0.30	0.62	0.71	1.93	0.95	0.97
<b>Fishing and aquaculture</b>	0.03	0.10	0.02	0.05	0.04	0.08	0.09	0.26	0.13	0.13
<b>Manufacture of food products,...</b>	0.26	0.76	0.13	0.35	0.31	0.64	0.73	1.99	0.97	0.99
<b>Manufacture of textiles, ...</b>	0.07	0.20	0.03	0.09	0.08	0.17	0.19	0.52	0.25	0.26
<b>Manufacture of wood and wood products</b>	0.16	0.48	0.08	0.22	0.19	0.40	0.46	1.26	0.62	0.63
<b>Manufacture of paper and paper products, ...</b>	0.08	0.22	0.04	0.10	0.09	0.19	0.21	0.58	0.28	0.29
<b>Manufacture of other non-metallic products</b>	0.12	0.36	0.06	0.17	0.15	0.30	0.35	0.94	0.46	0.47
<b>Manufacture of basic metals</b>	0.07	0.19	0.03	0.09	0.08	0.16	0.18	0.50	0.24	0.25
<b>Manufacture of fabricated metal products,</b>	0.12	0.34	0.06	0.16	0.14	0.29	0.33	0.90	0.44	0.45
<b>Manufacture of computer, electronic equip ...</b>	0.02	0.05	0.01	0.02	0.02	0.04	0.05	0.12	0.06	0.06
<b>Repair and installation of machinery</b>	0.13	0.39	0.06	0.18	0.16	0.33	0.37	1.02	0.50	0.51
<b>Electricity, gas, water ...</b>	0.24	0.70	0.12	0.32	0.28	0.59	0.67	1.84	0.90	0.92
<b>Mining and quarrying and construction</b>	0.11	0.33	0.06	0.15	0.13	0.28	0.32	0.87	0.42	0.43
<b>Wholesale and retail trade</b>	0.17	0.51	0.08	0.23	0.20	0.43	0.49	1.33	0.65	0.66
<b>Wholesale trade,</b>	0.17	0.49	0.08	0.23	0.20	0.41	0.47	1.28	0.63	0.64
<b>Retail trade,</b>	0.56	1.63	0.27	0.75	0.66	1.37	1.56	4.25	2.09	2.12
<b>Land, water and air transport ...</b>	0.45	1.33	0.22	0.61	0.53	1.11	1.27	3.46	1.70	1.73
<b>Accommodation and food service activities</b>	0.51	1.48	0.25	0.68	0.60	1.24	1.42	3.86	1.89	1.93
<b>Publishing activities, motion picture, ...</b>	0.10	0.28	0.05	0.13	0.11	0.24	0.27	0.74	0.36	0.37

2005-2017 2018-2025 2018 2019 2020 2021 2022 2023 2024 2025

<b>Financial service activities, ...</b>	0.02	0.06	0.01	0.03	0.03	0.05	0.06	0.16	0.08	0.08
<b>Insurance, reinsurance ...</b>	0.16	0.46	0.08	0.21	0.19	0.39	0.44	1.20	0.59	0.60
<b>Activities auxiliary to financial services ...</b>	0.07	0.21	0.03	0.10	0.08	0.17	0.20	0.54	0.27	0.27
<b>Real estate activities</b>	0.22	0.66	0.11	0.30	0.26	0.55	0.63	1.71	0.84	0.85
<b>Legal and accounting activities</b>	0.13	0.38	0.06	0.18	0.15	0.32	0.37	1.00	0.49	0.50
<b>Architectural and engineering activities</b>	0.13	0.38	0.06	0.18	0.15	0.32	0.37	1.00	0.49	0.50
<b>Other professional, scientific activities</b>	0.04	0.11	0.02	0.05	0.04	0.09	0.10	0.28	0.14	0.14
<b>Rental and leasing activities</b>	0.08	0.23	0.04	0.11	0.09	0.20	0.22	0.61	0.30	0.30
<b>Employment activities</b>	0.14	0.42	0.07	0.19	0.17	0.35	0.40	1.08	0.53	0.54
<b>Travel agency ...</b>	0.13	0.39	0.07	0.18	0.16	0.33	0.38	1.03	0.50	0.51
<b>Security and Investigation activities</b>	0.18	0.53	0.09	0.24	0.21	0.44	0.51	1.38	0.68	0.69
<b>Public administration</b>	0.02	0.06	0.01	0.03	0.02	0.05	0.05	0.15	0.07	0.07
<b>Education</b>	0.08	0.23	0.04	0.11	0.09	0.19	0.22	0.60	0.30	0.30
<b>Human health activities</b>	0.06	0.18	0.03	0.08	0.07	0.15	0.17	0.47	0.23	0.23
<b>Social work activities</b>	0.07	0.20	0.03	0.09	0.08	0.17	0.19	0.52	0.25	0.26
<b>Creative, arts and entertainment ...</b>	0.01	0.02	0.00	0.01	0.01	0.02	0.02	0.06	0.03	0.03
<b>Sports activities and amusement activities</b>	9.76	28.59	4.74	13.11	11.47	23.95	27.32	74.44	36.50	37.18
<b>Activities of membership organisations</b>	0.23	0.68	0.11	0.31	0.27	0.57	0.65	1.76	0.86	0.88
<b>Repair of computers and personal and goods</b>	0.24	0.70	0.12	0.32	0.28	0.58	0.66	1.81	0.89	0.90
<b>Other personal service activities</b>	0.26	0.75	0.12	0.34	0.30	0.63	0.72	1.95	0.96	0.98
<b>Activities of households as employers</b>	0.23	0.68	0.11	0.31	0.27	0.57	0.65	1.76	0.86	0.88

**Table A3**

## DIRECT GVA EFFECTS OF FILM PRODUCTION EXPENDITURE FULL DISAGGREGATION

Percent deviation from no Expenditure Baseline

	2005-2017	2018-2025	2018	2019	2020	2021	2022	2023	2024	2025
<b>Crop and animal production, ...</b>	0.08	0.23	0.04	0.11	0.09	0.19	0.22	0.60	0.29	0.30
<b>Fishing and aquaculture</b>	0.02	0.06	0.01	0.03	0.02	0.05	0.06	0.16	0.08	0.08
<b>Manufacture of food products,...</b>	0.08	0.22	0.04	0.10	0.09	0.18	0.21	0.57	0.28	0.29
<b>Manufacture of textiles, ...</b>	0.03	0.09	0.01	0.04	0.03	0.07	0.08	0.23	0.11	0.11
<b>Manufacture of wood and wood products</b>	0.02	0.06	0.01	0.03	0.02	0.05	0.06	0.15	0.08	0.08
<b>Manufacture of paper and paper products, ...</b>	0.01	0.03	0.01	0.02	0.01	0.03	0.03	0.09	0.04	0.04
<b>Manufacture of other non-metallic products</b>	0.01	0.03	0.00	0.01	0.01	0.02	0.02	0.07	0.03	0.03
<b>Manufacture of basic metals</b>	0.01	0.02	0.00	0.01	0.01	0.01	0.01	0.04	0.02	0.02
<b>Manufacture of fabricated metal products,</b>	0.01	0.02	0.00	0.01	0.01	0.01	0.01	0.04	0.02	0.02
<b>Manufacture of computer, electronic equip ...</b>	0.01	0.02	0.00	0.01	0.01	0.02	0.02	0.05	0.02	0.02
<b>Repair and installation of machinery</b>	0.02	0.05	0.01	0.02	0.02	0.04	0.04	0.12	0.06	0.06
<b>Electricity, gas, water ...</b>	0.04	0.11	0.02	0.05	0.04	0.09	0.10	0.29	0.14	0.14
<b>Mining and quarrying and construction</b>	0.00	0.01	0.00	0.00	0.00	0.00	0.00	0.01	0.01	0.01
<b>Wholesale and retail trade</b>	0.14	0.42	0.07	0.19	0.17	0.35	0.40	1.09	0.54	0.55
<b>Wholesale trade,</b>	0.02	0.06	0.01	0.03	0.02	0.05	0.06	0.16	0.08	0.08
<b>Retail trade,</b>	0.55	1.62	0.27	0.74	0.65	1.36	1.55	4.22	2.07	2.11
<b>Land, water and air transport ...</b>	0.33	0.96	0.16	0.44	0.38	0.80	0.91	2.49	1.22	1.24
<b>Accommodation and food service activities</b>	0.48	1.40	0.23	0.64	0.56	1.18	1.34	3.66	1.79	1.83
<b>Publishing activities, motion picture, ...</b>	0.05	0.16	0.03	0.07	0.06	0.13	0.15	0.41	0.20	0.21

2005-2017 2018-2025 2018 2019 2020 2021 2022 2023 2024 2025

<b>Financial service activities, ...</b>	0.00	0.01	0.00	0.00	0.00	0.00	0.01	0.02	0.01	0.01
<b>Insurance, reinsurance ...</b>	0.13	0.38	0.06	0.18	0.15	0.32	0.37	1.00	0.49	0.50
<b>Activities auxiliary to financial services ...</b>	0.01	0.04	0.01	0.02	0.02	0.03	0.04	0.10	0.05	0.05
<b>Real estate activities</b>	0.15	0.43	0.07	0.20	0.17	0.36	0.41	1.12	0.55	0.56
<b>Legal and accounting activities</b>	0.01	0.04	0.01	0.02	0.02	0.03	0.04	0.11	0.05	0.05
<b>Architectural and engineering activities</b>	0.01	0.02	0.00	0.01	0.01	0.02	0.02	0.05	0.02	0.02
<b>Other professional, scientific activities</b>	0.00	0.01	0.00	0.00	0.00	0.00	0.01	0.02	0.01	0.01
<b>Rental and leasing activities</b>	0.00	0.01	0.00	0.00	0.00	0.01	0.01	0.03	0.01	0.01
<b>Employment activities</b>	0.00	0.01	0.00	0.00	0.00	0.00	0.01	0.01	0.01	0.01
<b>Travel agency ...</b>	0.07	0.19	0.03	0.09	0.08	0.16	0.19	0.51	0.25	0.25
<b>Security and Investigation activities</b>	0.01	0.03	0.00	0.01	0.01	0.02	0.03	0.07	0.04	0.04
<b>Public administration</b>	0.01	0.02	0.00	0.01	0.01	0.01	0.02	0.04	0.02	0.02
<b>Education</b>	0.07	0.20	0.03	0.09	0.08	0.16	0.19	0.51	0.25	0.26
<b>Human health activities</b>	0.06	0.16	0.03	0.07	0.07	0.14	0.16	0.42	0.21	0.21
<b>Social work activities</b>	0.07	0.19	0.03	0.09	0.08	0.16	0.18	0.50	0.25	0.25
<b>Creative, arts and entertainment ...</b>	0.00	0.01	0.00	0.01	0.00	0.01	0.01	0.03	0.01	0.01
<b>Sports activities and amusement activities</b>	9.18	26.89	4.46	12.33	10.79	22.52	25.70	70.02	34.33	34.97
<b>Activities of membership organisations</b>	0.18	0.52	0.09	0.24	0.21	0.43	0.50	1.35	0.66	0.67
<b>Repair of computers and personal and goods</b>	0.12	0.36	0.06	0.17	0.15	0.30	0.35	0.94	0.46	0.47
<b>Other personal service activities</b>	0.19	0.54	0.09	0.25	0.22	0.45	0.52	1.41	0.69	0.71
<b>Activities of households as employers</b>	0.23	0.68	0.11	0.31	0.27	0.57	0.65	1.76	0.86	0.88

**Table A4**  
**TOTAL GVA EFFECTS OF FILM**  
**PRODUCTION EXPENDITURE BY TYPE**  
 Millions of Euro

GDP effects in millions	2005-2017	2018-2025	2018	2019	2020	2021	2022	2023	2024	2025
<b>Type 1 Direct + Indirect</b>	16.3	117.5	13.4	39.4	34.0	82.3	102.8	315.1	169.0	183.9
<b>Type 2 Type 1 + Induced</b>	23.1	165.8	18.9	55.6	47.9	116.1	145.1	444.7	238.5	259.5
<b>Direct</b>	11.4	81.7	9.3	27.4	23.6	57.2	71.5	219.1	117.5	127.8
<b>Indirect</b>	5.0	35.8	4.1	12.0	10.3	25.1	31.3	96.0	51.5	56.0
<b>Induced</b>	6.7	48.3	5.5	16.2	14.0	33.8	42.3	129.6	69.5	75.6

Real GDP effects in millions - 2024 prices	2005-2017	2018-2025	2018	2019	2020	2021	2022	2023	2024	2025
<b>Type 1 Direct + Indirect</b>	21.0	122.2	15.8	45.9	39.2	94.4	111.2	322.7	169.0	179.7
<b>Type 2 Type 1 + Induced</b>	29.7	172.5	22.3	64.8	55.4	133.2	156.9	455.4	238.5	253.7
<b>Direct</b>	14.6	85.0	11.0	31.9	27.3	65.6	77.3	224.3	117.5	125.0
<b>Indirect</b>	6.4	37.3	4.8	14.0	12.0	28.8	33.9	98.3	51.5	54.8
<b>Induced</b>	8.6	50.3	6.5	18.9	16.1	38.8	45.7	132.7	69.5	73.9

**Table A5**  
**TOTAL EFFECTS OF FILM**  
**PRODUCTION EXPENDITURE**  
Full time equivalent employment

	2005-2017	2018-2025	2018	2019	2020	2021	2022	2023	2024	2025
<b>Agriculture, forestry and fishing</b>	2	10	1	4	4	8	9	28	14	15
<b>Mining, quarrying and construction</b>	10	50	7	19	17	37	45	132	69	72
<b>Manufacturing</b>	26	123	16	48	43	92	112	327	170	178
<b>Electricity, water, air conditioning ...</b>	4	21	3	8	7	16	19	55	29	30
<b>Wholesale and retail trade ...</b>	108	517	68	201	180	388	472	1371	712	747
<b>Transportation and storage</b>	40	189	25	73	66	142	173	502	261	273
<b>Accommodation, food services activities ...</b>	88	418	55	162	146	314	382	1109	576	604
<b>Information and communication</b>	8	40	5	16	14	30	37	107	55	58
<b>Financial and insurance activities</b>	6	27	4	11	10	21	25	73	38	40
<b>Real estate activities</b>	3	14	2	6	5	11	13	38	20	21
<b>Professional, scientific and technical activities</b>	12	59	8	23	20	44	53	155	81	85
<b>Administrative and support services activities</b>	25	121	16	47	42	91	111	322	167	175
<b>Public administration and defense; ...</b>	4	19	3	7	7	14	17	51	26	28
<b>Education</b>	21	99	13	38	34	74	90	261	136	142
<b>Human health and social work activities</b>	16	76	10	30	27	57	70	202	105	110
<b>Arts, entertainment and recreation</b>	130	621	82	241	216	465	566	1646	855	897
<b>Other service activities</b>	12	57	8	22	20	43	52	152	79	83
<b>Households as employers ...</b>	2	12	2	5	4	9	11	31	16	17
<b>Total Contribution to Maltese Employment</b>	<b>518</b>	<b>2475</b>	<b>327</b>	<b>960</b>	<b>862</b>	<b>1855</b>	<b>2257</b>	<b>6562</b>	<b>3407</b>	<b>3575</b>

**Table A6**  
**YEARLY AND CUMULATIVE**  
**FISCAL EFFECTS OF FILM**  
**PRODUCTION ACTIVITIES**  
 Millions of Euro

	2005-2017	2018-2025	2018	2019	2020	2021	2022	2023	2024	2025
<b>Yearly Fiscal Balance</b>	2.7	11.7	2.5	3.5	4.7	7.1	14.2	50.6	-8.6	19.8
<b>Cumulative Fiscal Balance</b>	11.3	75.2	37.7	41.3	46.0	53.1	67.3	117.9	109.3	129.1



The Magic Faraway Tree (2026)

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The Chronology of Water (2025)



