



Australian Government



2026 Census: Occupation Guidance for the Screen & Games Industry

On **Tuesday 11 August 2026**, Australians will complete the 2026 Census.

The Census will ask you to fill out the following information based on the main job you held in **the week before** you receive the Census:

- Your **occupation title**
- The **main tasks you perform** in that occupation
- The **business name** you work for
- The **industry or business** you work in
- The **main goods or services** provided by the business you work for

The information you provide will help the ABS to code your occupation accurately.

Why the Census matters for the screen and games industries

Every role matters

From Production Assistants to Screen Producers, Cinematographers to Animators, Costume Designers to Digital Game Developers – your role deserves to be counted.

Freelancers and contractors count

Whether you're working project to project, running your own business or juggling multiple roles.

Every response builds a clearer picture

The Census helps show the size, diversity and location of Australia's screen and games workforce.

Better data helps inform better decisions

Reliable Census data gives governments, industry and researchers a clearer picture of the workforce, helping inform future planning, skills development and infrastructure.

Our industry is better recognised than ever before

Recent updates to Australia's occupation classifications mean more screen and games jobs are now better reflected in Census data. Now it's time to make those improvements count.

How to be recognised in the 2026 Census

1. Respond to key questions about your occupation

- **Occupation:** This is your role as it appears on the call sheet or your organisational chart (e.g. production manager, lighting supervisor or game designer). Avoid broad terms such as "manager", "artist" or "creative".
- **Main duties:** include a brief description of the work you do, use keywords such as film, television, games, animation, VFX, production or post-production. Additional guidance is available [here](#).

2. Record industry or business of employer

This is the industry that best describes your employer or business, such as "film and television drama production", "film and television picture editing / post-production" or "game development".

3. If you have more than one role

If you work across multiple roles or projects, choose the occupation that best reflects the work you spend most of your time doing.

4. If you're freelance or self-employed

Whether you're employed, freelance, self-employed or contracting, enter your actual occupation. Do not enter terms such as "self-employed", "contractor" or "business owner".

Further information about the 2026 Census can be found via info.census.abs.gov.au