README: Primary and Secondary Data Overview for "Rethinking Economic Models for Creative Industries"

Overview

This README provides documentation and context for the primary and secondary data sources used in the article titled "Rethinking Economic Models for Creative Industries: Performative Algorithms and the Limits of Computability." The dataset compilation supports both theoretical analysis and empirical findings presented throughout the paper. Data sources are categorized into Primary Fieldwork Data and Secondary International Datasets.

1. Primary Fieldwork Data

Research Site: Vertigo Eco-Art Village and the Centre for Innovation in Dance Technologies (CIDT), Israel
Time Frame: 2019–2022
Research Methods: Ethnographic fieldwork, structured interviews, site observation, and documentary collection and analysis.

Dataset type	Source	Time Frame	Variables	Relevance
Observational field notes	CIDT/Vertigo Eco-Art Village	2022–2022	Embodied practice, design adaptation, space usage	Illustrates performative algorithm dynamics in creative labor
Interview transcripts	CIDT/Vertigo Eco-Art Village	2019–2020	Tacit knowledge, institutional narratives, ethical inclusion	Reveals institutional logic and novelty intermediation
Performance metrics	CIDT/Vertigo Eco-Art Village	2022–2022	Annual performance count, audience engagement	Measures cultural productivity and site-based growth
Infrastructure valuation	CIDT/Vertigo Eco-Art Village	2022–2022	Estimated capital value of facilities and installations	Anchors economic value in performative and sustainable design
Visitors' records	CIDT/Vertigo Eco-Art Village	2022–2022	Annual and cumulative visitor numbers	Supports claims about micro-scale cultural scalability

2. Secondary International Datasets

These datasets were sourced from established international organizations and used to provide macro-level context on the creative economy.

Dataset Type	Source	Time Frame	Variables	Relevance
UNCTAD Creative Economy Outlook	UNCTAD (2024)	2010–2022	Global revenue, export trends, sectoral growth	Establishes global context for creative economy expansion
The Culture Fix Creative People, Places and Industries	OECD (2022)	2015–2022	Platform usage, digital access, tech penetration	Identifies digital asymmetries and platform dependence
Global Digital Art & NFT Data	Statista (2023)	2016–2022	NFT transaction volume, digital art market growth	Reveals NFT transaction volume, digital art market growth
Employment & GDP Contribution	BEA / NASAA	2010–2022	State-level creative sector GDP and employment	Links creative labour to national economic structure
Creative Sector Benchmark	Otis College / UNESCO	2018–2022	Annual industry performance benchmarks	Supports comparative analysis with Vertigo site data

Usage in Article:

• Support time-series projections on global creative economy growth
• Compare regional and sector-specific performance trends
• Contextualize primary data from CIDT within broader global trends
• Ground theoretical claims about performativity, performative algorithms, and performative phase (state) space and novelty intermediation in empirical realities.

Data Integration Approach

Quantitative data from secondary sources were analysed using Python (Pandas, Matplotlib, KMeans) for trend analysis, clustering, and time-series visualization.

Qualitative data were thematically coded using a two-round grounded theory approach and

triangulated with observational fieldnotes.

All datasets were cross-validated and manually cleaned to ensure consistency and interpretability across scales (micro to macro).

License & Ethical Considerations

Primary data was collected with full informed consent of the participants and clearance where applicable according to Coventry University's protocols.

Public secondary datasets are used in accordance with each institution's data use policy.

For further details or to request access to non-public primary data, please contact the corresponding author.