



# Industry Statistical Report

Arts & recreation services

2024/25

A workers compensation and injury  
management scheme that works for all.

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# INTRODUCTION

## Industry Statistical Report

### WorkCover WA

WorkCover WA is the government agency responsible for overseeing the workers compensation and injury management scheme in Western Australia, constituted under the *Workers Compensation and Injury Management Act 2023*.

WA operates a privately underwritten workers compensation scheme, where private insurance agencies are approved by WorkCover WA to provide workers compensation insurance to WA employers. Additionally, WorkCover WA also exempts large employers, who have the material and financial resources to cover their own liabilities from any workplace injuries that may occur, from having to obtain workers compensation insurance from an approved insurer. Exempt employers are commonly referred to as self-insurers. During the period referenced in this report, there were six approved insurers and 23 self-insurers operating within the WA workers compensation scheme.

Data from the Insurance Commission of Western Australia (ICWA) is also included in this report. ICWA manages workers compensation arrangements for WA government agencies. Although not an approved insurer within the WA workers compensation scheme, ICWA is considered to be more appropriately grouped with approved insurers rather than self-insurers.

### Purpose of report

WorkCover WA annually publishes eight industry-specific reports covering the following high-risk industry divisions:

- Agriculture, forestry and fishing
- Arts and recreation services
- Construction
- Education and training
- Health care and social assistance
- Manufacturing
- Mining
- Transport, postal and warehousing.

These reports provide industry-specific insight into claims activity within the Western Australian workers compensation scheme over a four-year period.

### Things to note

As data for the most recent financial year is subject to develop over time due to the evolving nature of claims, care should be exercised when referencing and comparing against previous years. Developments are less likely to affect claim numbers but will have more impact on claim payments.

The 'p' in the reference period (2024/25p) signifies 'provisional data' - data that is subject to change over time as further information about the claims are received.

Information in the report should also be read with consideration of the statements set out in the disclaimer provided.

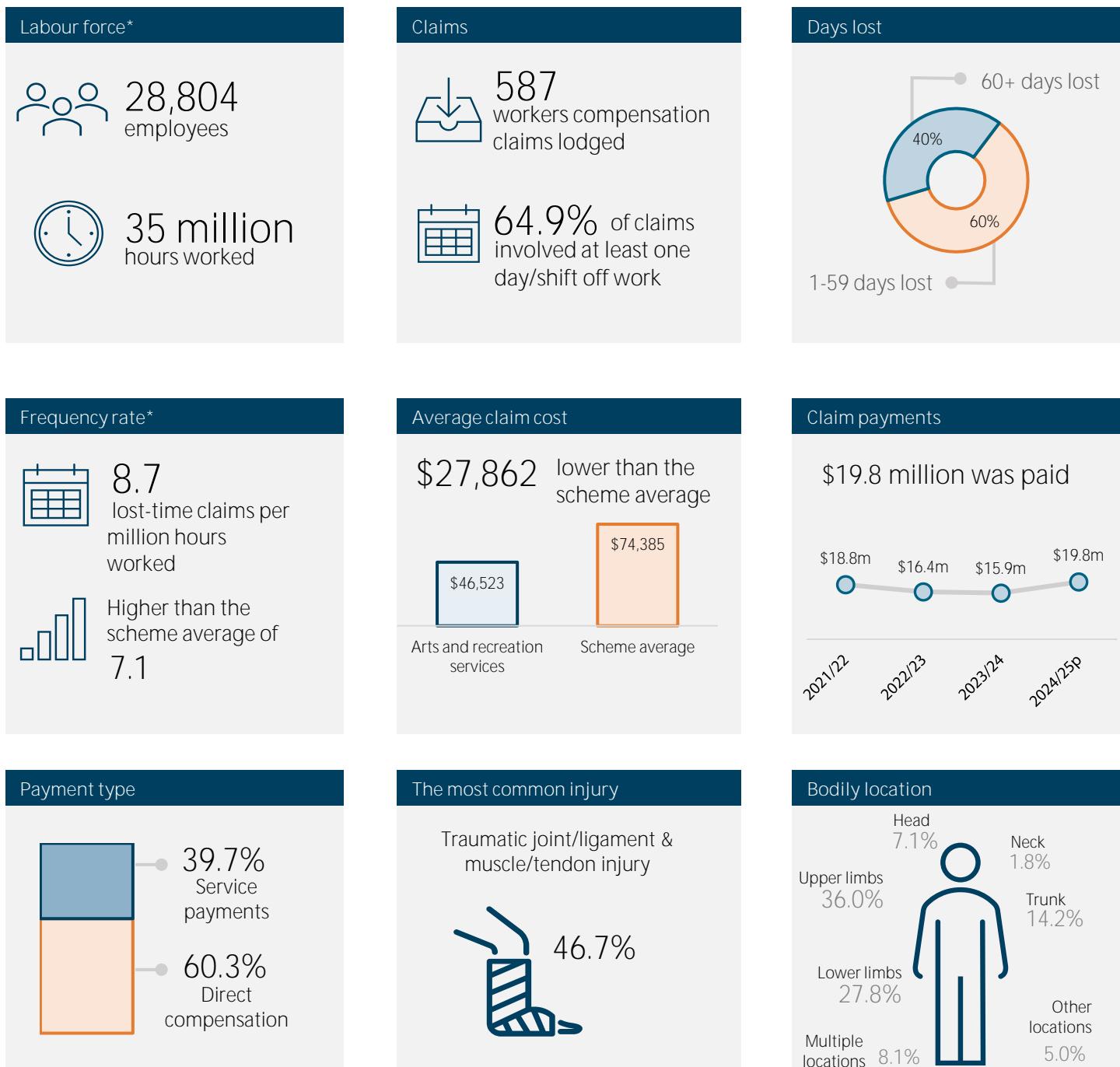
Frequency rates are based on the latest available data sourced from the Australian Bureau of Statistics, which lags by one year from this report's timeframe.

# ARTS & RECREATION SERVICES

The Arts and Recreation Services industry is classified according to the *Australian and New Zealand Standard Industrial Classification 2006* provided by the Australian Bureau of Statistics.

This industry includes businesses mainly engaged in heritage, creative and performing arts, sports and recreation, and gambling activities.

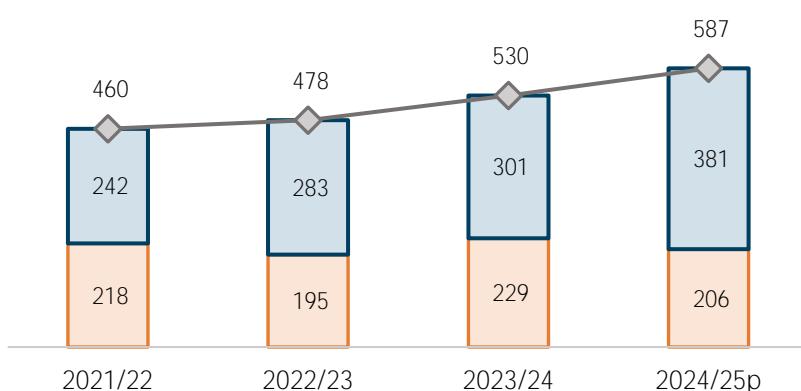
## Arts and recreation services at a glance 2024/25p



\* Based on 2023/24, as 2024/25 was not available at the time of reporting.

# ARTS & RECREATION SERVICES

## Claim numbers number of claims lodged by lost-time



### ■ All claims

Total claims in the Arts and recreation services industry show a stable to decreasing trend over the last four years.

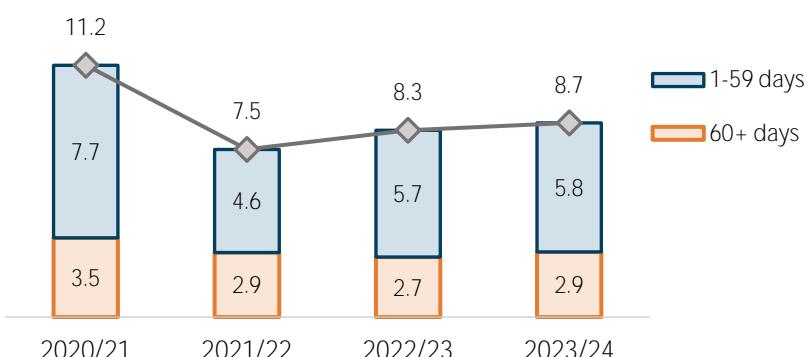
### ■ Lost-time claims

Lost-time claims averaged 302 claims between 2021/22 to 2024/25p.

### ■ No lost-time claims

Claims with no time off work decreased (-5.5%) over the same period.

## Frequency rate\* lost-time claims per million hours worked



Frequency rate indicates the prevalence of workers compensation lost-time claims by measuring the number of claims per million hours worked. The number of hours worked by employed persons is supplied by the Australian Bureau of Statistics.

\* The 2024/25 frequency rates were not available at the time of reporting.

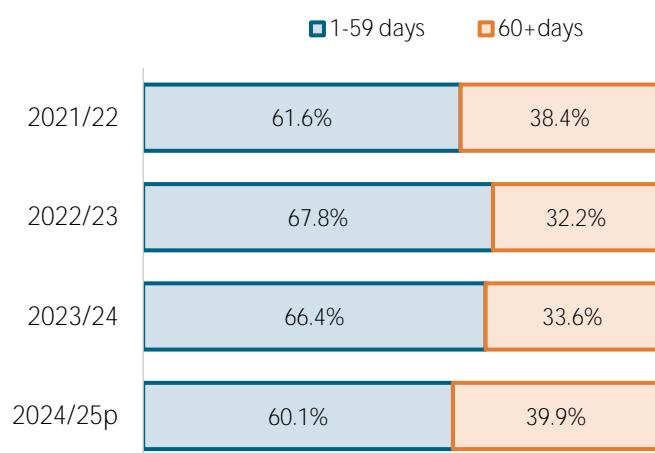
The frequency rate for the Arts and recreation services industry was 8.7 lost-time claims per million hours worked, compared to the scheme average of 7.1 for 2023/24.

# ARTS & RECREATION SERVICES

## Claim numbers number of claims lodged by days lost

Days Lost	2021/22	2022/23	2023/24	2024/25p
0 days	218	195	229	206
1 - 4 days	40	61	40	54
5 - 19 days	63	77	85	87
20 - 59 days	46	54	75	88
60 - 119 days	36	29	44	70
120 - 179 days	14	14	15	36
180+ days	43	48	42	46
Total claims	460	478	530	587

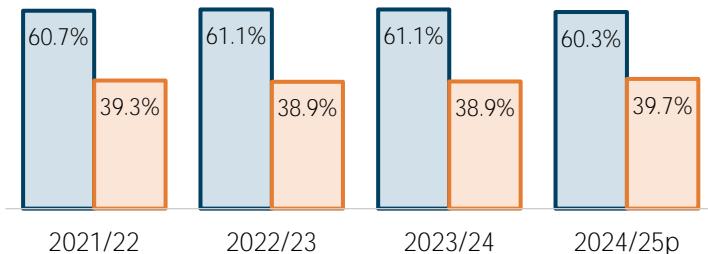
## Lost-time claims proportions by days lost



Arts and recreation services accounted for 2.3% of total claims lodged in 2024/25p in the WA workers compensation scheme.

# ARTS & RECREATION SERVICES

## Total claim payments proportions by payment group



### Direct compensation

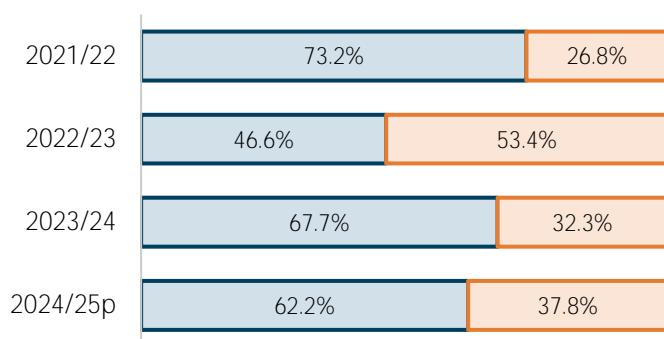
payments made directly to the worker (either by income replacement or lump sums).



### Service payments

includes medical & hospital, allied health, workplace rehabilitation and legal & miscellaneous payments.

## Direct compensation payments proportions by payment type



### Income payments

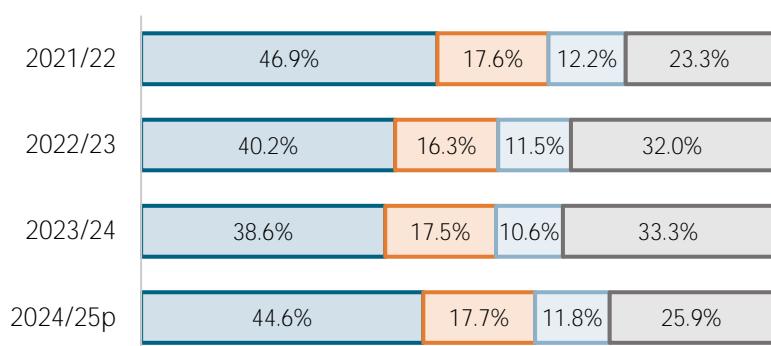
as a proportion of direct compensation payments ranged from 46.6% to 73.2% over four years.



### Lump sums

accounted for 26.8% to 53.4% of direct compensation payments to workers over the last four years.

## Service payments proportions by payment type



### Medical & hospital



### Allied health



### Workplace rehabilitation



### Legal & miscellaneous

# ARTS & RECREATION SERVICES

## Claim payments (\$million adjusted)

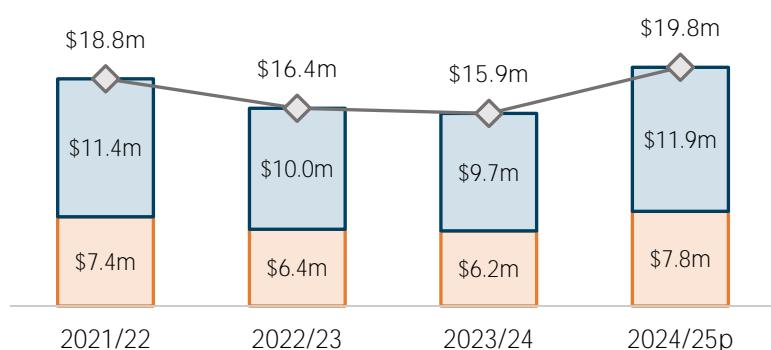
	2021/22	2022/23	2023/24	2024/25p
DIRECT COMPENSATION				
Income payments	\$8.4m	\$4.7m	\$6.6m	\$7.4m
Lump sums	\$3.1m	\$5.3m	\$3.1m	\$4.5m
SERVICE PAYMENTS				
Medical & hospital	\$3.5m	\$2.6m	\$2.4m	\$3.5m
Allied health*	\$1.3m	\$1.0m	\$1.1m	\$1.4m
Workplace rehabilitation	\$0.9m	\$0.7m	\$0.7m	\$0.9m
Legal & miscellaneous	\$1.7m	\$2.0m	\$2.1m	\$2.0m
Total claim payments	\$18.8m	\$16.4m	\$15.9m	\$19.8m



Total claim payments are adjusted to allow meaningful comparisons over time.

\* Allied health includes 'other treatment services'.

## Total claim payments (\$million adjusted) by payment group



Direct compensation payments increased from \$11.4 million in 2021/22 to \$11.9 million in 2024/25p.



Service payments also increased from \$7.4 million in 2021/22 and stands at \$7.8 million in 2024/25p.

Payments for claims in the Arts & recreation services industry in 2024/25p

totalled \$19.8 million, accounting for 1.3% of total scheme payments.

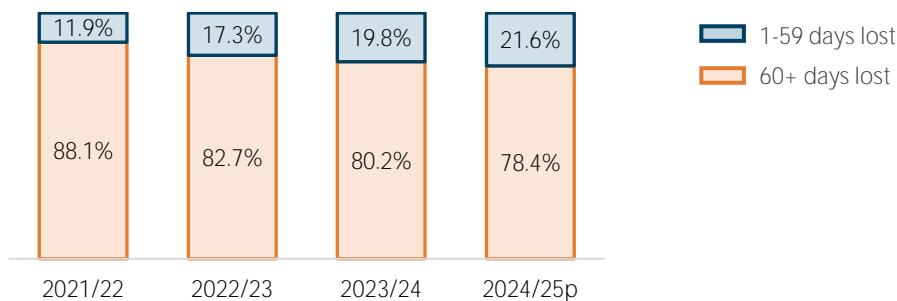
# ARTS & RECREATION SERVICES

## Claim costs\* total claim costs by days lost

	2021/22	2022/23	2023/24	2024/25p
1-59 days lost	\$1.4m	\$2.7m	\$3.0m	\$3.8m
60+ days lost	\$10.6m	\$13.1m	\$12.2m	\$13.9m
Total claims	\$12.1m	\$15.8m	\$15.2m	\$17.7m

\* Due to the evolving nature of claims, data is subject to change particularly for the most recent year.

## Claim costs\* proportion of claim costs by days lost



## Claim costs\* average claim costs by days lost

	2021/22	2022/23	2023/24	2024/25p
1-59 days lost	\$9,693	\$14,244	\$15,121	\$16,689
60+ days lost	\$114,507	\$143,646	\$120,997	\$91,470
Total claims	\$49,973	\$55,853	\$50,648	\$46,523

\* Due to the evolving nature of claims, data is subject to change particularly for the most recent year.

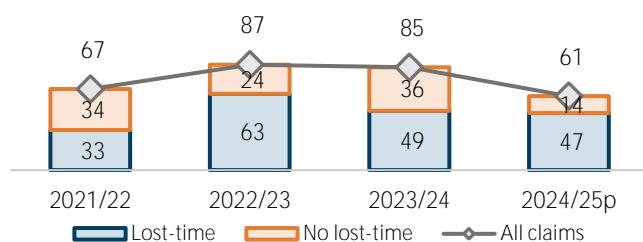
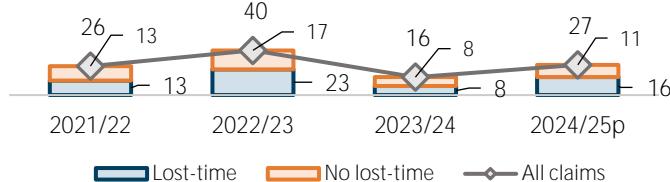
The average claim cost for Arts & recreation services was \$46,523 in 2024/25p, compared with the scheme average of \$74,385.

# ARTS & RECREATION SERVICES

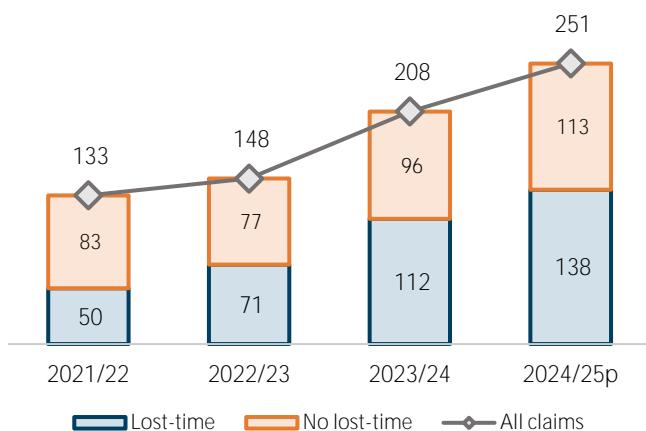
Claim numbers by lost-time per industry subdivision

Creative and performing arts activities

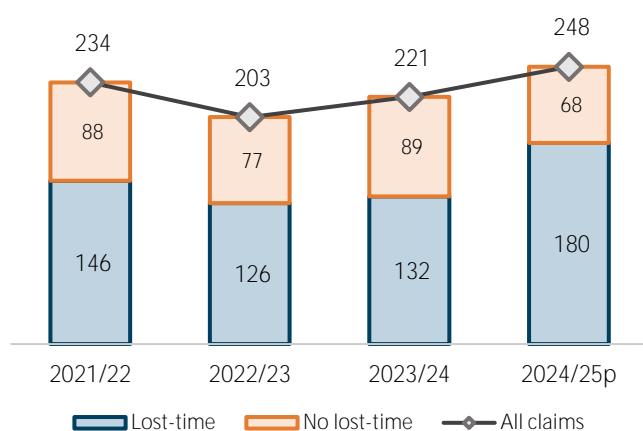
Gambling activities



Heritage activities



Sports and recreation activities



# ARTS & RECREATION SERVICES

## Lost-time claims and frequency rate by industry subdivision

SUBDIVISION	2021/22	2022/23	2023/24	2024/25p	Average* frequency rate
Creative and performing arts activities	13	23	8	16	4.1
1-59 days lost	6	13	1	7	1.9
60+ days lost	7	10	7	9	2.3
Gambling activities	33	63	49	47	9.3
1-59 days lost	23	47	38	29	6.9
60+ days lost	10	16	11	18	2.4
Heritage activities	50	71	112	138	10.6
1-59 days lost	26	51	74	84	6.8
60+ days lost	24	20	38	54	3.7
Sports and recreation activities	146	126	132	180	7.7
1-59 days lost	94	81	87	109	5.0
60+ days lost	52	45	45	71	2.7
Total claims	242	283	301	381	8.2
1-59 days lost	149	192	200	229	6.2
60+ days lost	93	91	101	152	3.4

\* The average frequency rate is over three years (2021/22 to 2023/24). The 2024/25 frequency rate was not available at the time of reporting.

# ARTS & RECREATION SERVICES

## Work status rate lost-time claims

Return to work rate	2021/22	2022/23	2023/24	2024/25p
at 1 month	66.1%	74.2%	65.2%	64.9%
at 3 months	83.7%	82.5%	78.0%	77.7%
at 6 months	90.0%	90.4%	85.3%	84.5%
at 12 months	92.1%	92.5%	87.0%	n/a



### Return to work status

measures the proportion of claimants who returned to work at any capacity at key intervals from the date of claim lodgement.

For 2023/24, 87.0% of claimants in Arts and recreation services returned to work at 12 months after the claim was lodged, on par with the overall scheme (86.4%).

# ARTS & RECREATION SERVICES

## Lost-time claims by age group

AGE GROUP	2021/22	2022/23	2023/24	2024/25p
15-24 years	52	67	57	69
25-34 years	52	63	60	85
35-44 years	37	53	51	73
45-54 years	41	46	55	66
55-64 years	50	41	63	67
65+ years	10	13	15	21
Total claims	242	283	301	381

## Frequency rate\* by age group

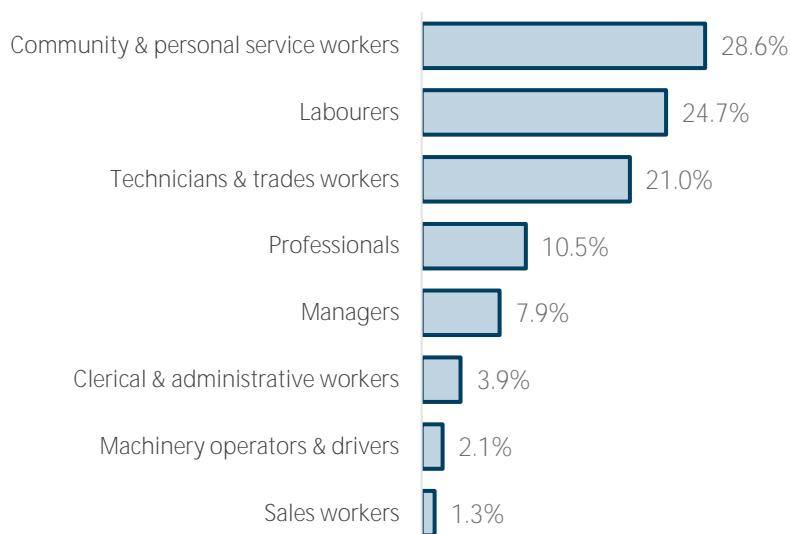
AGE GROUP	2021/22	2022/23	2023/24	2024/25p
15-24 years	9.1	7.8	6.1	n/a
25-34 years	6.0	13.1	7.4	n/a
35-44 years	5.7	6.1	6.9	n/a
45-54 years	7.8	6.4	10.4	n/a
55-64 years	8.5	12.2	14.6	n/a
65+ years	34.6	9.8	45.8	n/a
Total claims	7.5	8.3	8.7	n/a

\* The 2024/25 frequency rates were not available at the time of reporting.

## Lost-time claims by occupation

OCCUPATION	2021/22	2022/23	2023/24	2024/25p
Community & personal service workers	96	96	77	109
Labourers	46	50	66	94
Technicians & trades workers	54	68	76	80
Professionals	15	37	36	40
Managers	18	17	30	30
Clerical & administrative workers	4	5	5	15
Machinery operators & drivers	3	5	6	8
Sales workers	6	5	5	5
Total claims	242	283	301	381

## Lost-time claims proportions by occupation 2024/25p



# ARTS & RECREATION SERVICES

## Lost-time claims by nature of injury/disease

NATURE	2021/22	2022/23	2023/24	2024/25p
Traumatic joint/ligament & muscle/tendon injury	111	144	137	178
Wounds, lacerations, amputations & internal organ damage	46	41	42	67
Fractures	41	39	53	61
Musculoskeletal & connective tissue diseases	14	21	19	23
Mental diseases	9	5	12	15
Other injuries/diseases	3	7	8	15
Intracranial injuries	9	7	13	10
Digestive system diseases	1	4	4	6
Burn	8	11	8	6
Nervous system & sense organ diseases	0	3	2	0
Skin & subcutaneous tissue diseases	0	0	1	0
Respiratory system diseases	0	0	1	0
Circulatory system diseases	0	0	1	0
Neoplasms (cancer)	0	1	0	0
Total claims	242	283	301	381

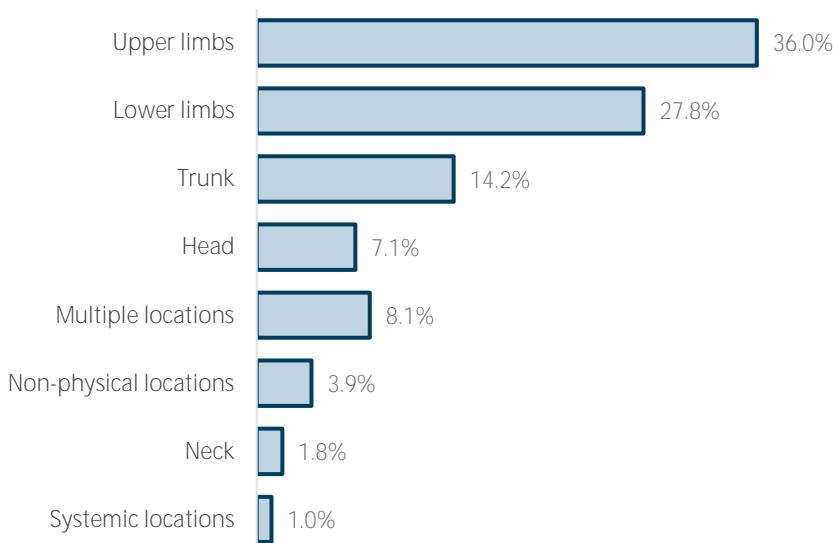
Sprains and strains (traumatic joint/ligament and muscle/tendon injury) continued to be the leading type of injury for claims lodged in the Arts and recreation services industry (46.7%), and showed the same pattern to the overall scheme (48.8%) in 2024/25p.

# ARTS & RECREATION SERVICES

## Lost-time claims by bodily location of injury/disease

LOCATION	2021/22	2022/23	2023/24	2024/25p
Upper limbs	91	85	113	137
Lower limbs	71	98	78	106
Trunk	34	53	42	54
Head	16	21	30	27
Multiple locations	18	14	17	31
Non-physical locations	9	5	12	15
Neck	3	5	6	7
Systemic locations	0	2	3	4
Total claims	242	283	301	381

## Lost-time claims proportions by bodily location of injury/disease 2024/25p

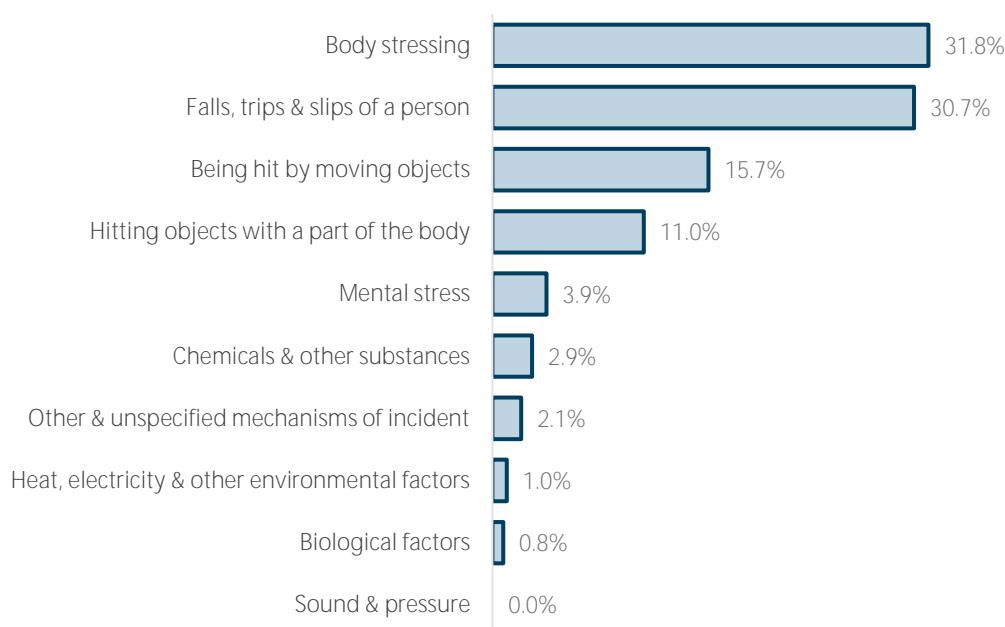


Upper and lower limb injuries accounted for  
63.8% of total claims lodged in 2024/25p.

## Lost-time claims by mechanism of incident

MECHANISM	2021/22	2022/23	2023/24	2024/25p
Body stressing	62	85	104	121
Falls, trips & slips of a person	92	98	93	117
Being hit by moving objects	45	50	47	60
Hitting objects with a part of the body	19	22	27	42
Mental stress	9	5	11	15
Chemicals & other substances	5	5	8	11
Other & unspecified mechanisms of incident	4	5	4	8
Heat, electricity & other environmental factors	6	13	4	4
Biological factors	0	0	1	3
Sound & pressure	0	0	2	0
Total claims	242	283	301	381

## Lost-time claims proportions by mechanism of incident 2024/25p

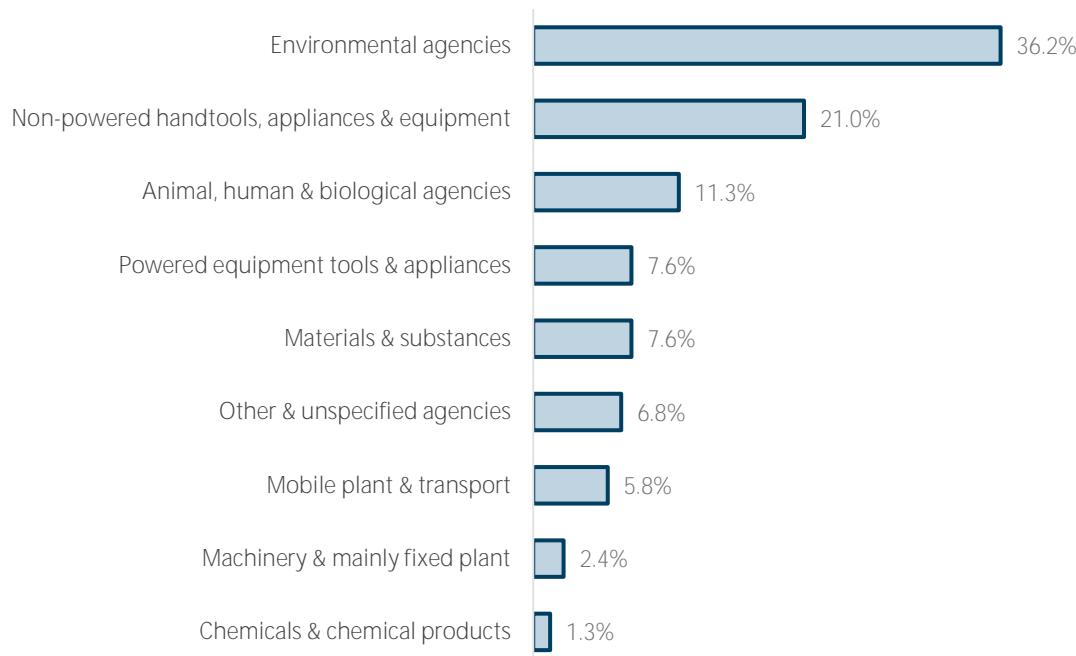


# ARTS & RECREATION SERVICES

## Lost-time claims by agency of injury/disease

AGENCY	2021/22	2022/23	2023/24	2024/25p
Environmental agencies	89	97	96	138
Non-powered handtools, appliances & equipment	48	62	70	80
Animal, human & biological agencies	31	32	30	43
Powered equipment tools & appliances	15	15	25	29
Materials & substances	27	33	26	29
Other & unspecified agencies	12	20	22	26
Mobile plant & transport	13	19	21	22
Machinery & mainly fixed plant	5	4	5	9
Chemicals & chemical products	2	1	6	5
Total claims	242	283	301	381

## Lost-time claims proportions by agency of injury/disease 2024/25p



TERM	DEFINITION / EXPLANATION OF TERM
Act	This report is based on the <i>Workers Compensation and Injury Management Act 2023</i> .
Age	Chronological age (in years) of the worker at the date of injury or disease.
Agency of injury or disease	The object, substance or circumstance that was principally involved in or most closely associated with the circumstances which ultimately led to the most serious injury or disease. A comprehensive list of this classification is available from <i>Safe Work Australia Type of Occurrence Classification System 3rd edition</i> ( <a href="http://safeworkaustralia.gov.au">safeworkaustralia.gov.au</a> ).
Bodily location	The part of the body affected by the most serious injury or disease. A comprehensive list of this classification is available from <i>Safe Work Australia Type of Occurrence Classification System 3rd edition</i> ( <a href="http://safeworkaustralia.gov.au">safeworkaustralia.gov.au</a> ).
Claimant	A person who lodges a claim in the WA workers compensation scheme.
Claim costs	An estimate of costs for unfinalised claims, and total cost of finalised claims attributed to the year in which a claim was lodged. Due to the evolving nature of claims, data is subject to change particularly the most recent year. Claim costs are not adjusted for inflation.
Claims data	Information pertaining to workers compensation claims is reported to WorkCover WA by approved insurers and self-insurers. Information is collated based on the financial year in which a claim was lodged with the insurer. For the purposes of this report, certain types of claims were excluded: <ul style="list-style-type: none"> <li>▲ lost-time journey claims between home and work</li> <li>▲ asbestos-related diseases, including mesothelioma and pneumoconiosis, caused by asbestos exposure</li> <li>▲ duplicated or disallowed (by an insurer).</li> </ul> Due to the evolving nature of claims, data is subject to change particularly the most recent year.
Claim payments	Claim payments are in contrast with claim costs as they do not reflect liabilities incurred but not yet paid. Claim payment information is collated based on the financial year during which payment was made, regardless of when the claim was lodged with the insurer. In this report, claim payments are reported both in adjusted and unadjusted formats. In relation to the former, payments are adjusted for inflation to allow for meaningful comparisons over time.
Days lost	The number of hours off work divided by the number of hours usually worked each day. If the claim is finalised, actual hours off work are used, otherwise if the claim is not finalised, estimated hours off work are used.
Direct compensation	Payments made directly to the worker either by income replacement (payments made for absences from work) or lump sum settlement.
Frequency rate	The number of lost-time claims per million hours worked and indicates the prevalence of workers compensation claims. It is based on the number of hours worked by employed persons in Western Australia as supplied by the Australian Bureau of Statistics.
Industry	Based on the <i>Australian and New Zealand Standard Industrial Classification (ANZSIC) 2006</i> published by the Australian Bureau of Statistics. The ANZSIC system groups together businesses that carry out similar economic activities and structured into a hierarchy of units reflecting different levels of description ( <a href="http://abs.gov.au">abs.gov.au</a> ).

# ARTS & RECREATION SERVICES

TERM	DEFINITION / EXPLANATION OF TERM
Long duration claims	Workers compensation claims for which the injury or disease results in an absence from work of at least 60 days or shifts.
Lost-time claims	Claims for which the injury or disease results in an absence from work of at least one day or shift.
Mechanism of incident	The action, exposure or event that best describes the circumstances that resulted in the most serious injury or disease. The full list of this classification is available from <i>Safe Work Australia's Type of Occurrence Classification System 3rd edition</i> ( <a href="http://safeworkaustralia.gov.au">safeworkaustralia.gov.au</a> ).
Nature of injury or disease	The most serious injury or disease suffered by the worker. The full list of this classification is available from <i>Safe Work Australia's Type of Occurrence Classification System 3rd edition</i> ( <a href="http://safeworkaustralia.gov.au">safeworkaustralia.gov.au</a> ).
Occupation	Based on the <i>Australian and New Zealand Standard Classification of Occupations (ANZSCO)</i> published by the Australian Bureau of Statistics. It is a skill-based classification which encompasses all occupations in the Australian workforce ( <a href="http://abs.gov.au">abs.gov.au</a> ).
Service payments	<p>Service payments include:</p> <ol style="list-style-type: none"><li>1. medical and hospital payments:<ul style="list-style-type: none"><li>medical practitioner and specialist payments (consultation and treatment expenses rendered by general practitioners and medical specialists)</li><li>hospital expenses (hospital accommodation and hospital treatment)</li></ul></li><li>2. allied health payments:<ul style="list-style-type: none"><li>other treatment and appliance payments (comprises payments made under clauses 17(1)(3), (4), (5) and (6) of Schedule 1 of the Act, other than medical and hospital expenses)</li></ul></li><li>3. workplace rehabilitation payments:<ul style="list-style-type: none"><li>workplace rehabilitation payments (comprises payments made under clause 17 (1a) of Schedule 1 of the Act in respect of counselling, occupational training, work assessment, aids and appliances)</li></ul></li><li>4. legal and miscellaneous:<ul style="list-style-type: none"><li>legal expenses (comprises the cost of legal advice and representation incurred by approved insurers or exempt employers, witness fees and the costs of these services incurred by the worker where the approved insurer or exempt employer is ordered to meet the costs)</li><li>miscellaneous (includes general items that do not fit in any other category, for example travelling, meals and lodgings, under clause 19 of Schedule 1).</li></ul></li></ol>
Worker	<p>Under the <i>Workers Compensation and Injury Management Act 2023</i>, a 'worker' is defined in section 12 and related regulations primarily any person working under a contract of service or apprenticeship with an employer. Additionally:</p> <ul style="list-style-type: none"><li>Certain contractors are also deemed workers if all of the following apply:<ol style="list-style-type: none"><li>1. The work is not in the course of or incidental to a trade or business regularly carried on by the individual in their own name or under a business/firm name.</li><li>2. The individual does not sublet the contract.</li><li>3. If the individual employs a worker, they perform part of the work personally</li><li>4. NDIS support workers are deemed workers if engaged under self-managed or plan-managed arrangements.</li><li>5. Labour hire workers are covered; the labour hire company is considered the employer.</li></ol></li></ul>