

- Full-time employees in the Gaming Sector decreased by 1,774 year-on-year to 54,839, with female employees making up 58.1% of the total. Shift working employees accounted for 94.5% of the total employees in the Sector.
- Average earnings (excluding bonuses) of full-time employees in December edged up by 1.1% year-on-year to MOP23,700; resident and non-resident employees earned an average of MOP23,810 and MOP20,930 respectively.
- Number of dealers totalled 24,406, down by 758 year-on-year; their average earnings rose by 1.1% to MOP20,020.
- There were only 58 vacancies in the Gaming Sector, an increase of 32 year-on-year. Among the vacancies, 41.4% required work experience and 27.6% required tertiary education; meanwhile, requirement for knowledge of Mandarin and English stood at 98.3% and 81.0% respectively.

Principal indicators

	Current quarter	Same quarter last year	Change
Persons engaged	55,381	57,137	- 3.1 %
Full-time employees	54,839	56,613	- 3.1 %
Male	22,980	23,872	- 3.7 %
Female	31,859	32,741	- 2.7 %
Shift working employees	51,812	53,415	- 3.0 %
Average earnings (MOP)	23,700	23,440	1.1 %
Male	25,080	24,910	0.7 %
Female	22,710	22,370	1.5 %
Vacancies	58	26	123.1 %
Employee recruitment rate (%)	0.2	0.3	- 0.1 p.p.
Employee turnover rate (%)	0.9	1.0	- 0.1 p.p.
Job vacancy rate (%)	0.1	0 [#]	0.1 p.p.

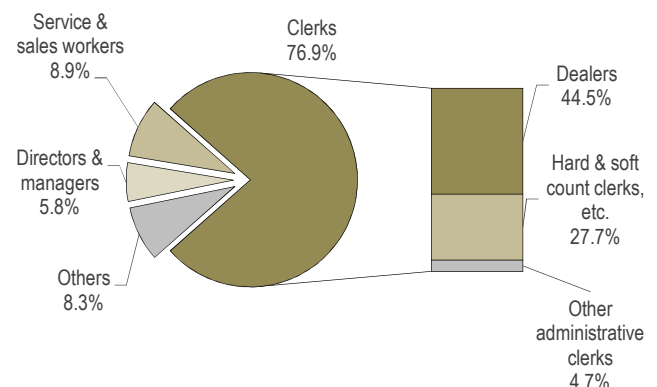
Full-time employees and average earnings



Principal occupations

	Current quarter	Same quarter last year	Change (%)
Directors and managers	3,187	3,195	- 0.3
Male	1,812	1,834	- 1.2
Female	1,375	1,361	1.0
Technicians and associate professionals	2,241	2,171	3.2
Male	1,288	1,240	3.9
Female	953	931	2.4
Clerks	42,186	43,515	- 3.1
Male	15,134	15,720	- 3.7
Female	27,052	27,795	- 2.7
Dealers	24,406	25,164	- 3.0
Male	7,805	8,136	- 4.1
Female	16,601	17,028	- 2.5
Service and sales workers	4,899	5,309	- 7.7
Male	2,911	3,146	- 7.5
Female	1,988	2,163	- 8.1

Distribution by occupation



Average earnings

	Overall			Resident			Non-resident		
	December	Same month last year	Change (%)	December	Same month last year	Change (%)	December	Same month last year	Change (%)
Overall (MOP)	23,700	23,440	1.1	23,810	23,560	1.1	20,930	20,840	0.4
Directors and managers	51,330	52,390	-2.0	49,510	49,900	-0.8	83,510	86,070	-3.0
Technicians and associate professionals	27,270	27,450	-0.7	27,280	27,400	-0.4	27,020	28,930	-6.6
Clerks	22,390	22,170	1.0	22,410	22,200	0.9	19,900	18,910	5.2
Dealers	20,020	19,800	1.1	20,020	19,800	1.1
Service and sales workers	17,060	16,160	5.6	17,850	17,160	4.0	13,940	12,680	9.9

Vacancies

	Current quarter	Same quarter last year	Difference
Total	58	26	32
Directors and managers	2	3	-1
Technicians and associate professionals	6	10	-4
Clerks	48	8	40
Dealers	-	-	-
Service and sales workers	1	2	-1
Others	1	3	-2

Turnover of employees

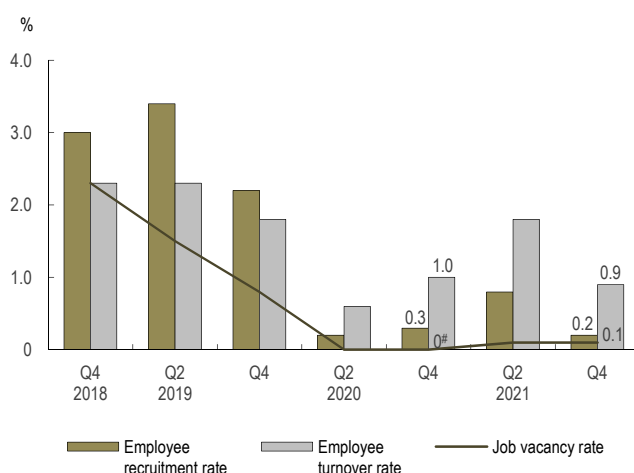
	Current quarter	Same quarter last year	Change (%)
New recruits	128	174	-26.4
Employees leaving employment	521	591	-11.8

Recruitment prerequisites

	Work experience	Professional experience	Junior secondary education or lower	Senior secondary education	Tertiary education	Mandarin	English	%
Overall	41.4	-	20.7	51.7	27.6	98.3	81.0	
Technicians and associate professionals	33.3	-	-	-	100.0	100.0	100.0	
Clerks	37.5	-	25.0	62.5	12.5	100.0	77.1	
Service and sales workers	100.0	-	-	-	100.0	100.0	100.0	

In the fourth quarter, number of new recruits and employees leaving employment totalled 128 and 521 respectively. The employee recruitment rate (0.2%) and the employee turnover rate (0.9%) both dropped by 0.1 percentage point, while the job vacancy rate was only 0.1%. These indicators reflected that the demand for manpower in the Gaming Sector remained relatively low.

Recruitment rate, turnover rate and vacancy rate



As regards vocational training, 76.9% of the gaming enterprises provided vocational training to their employees. In the fourth quarter, a total of 1,667 courses were organised. Number of participants went up by 57.3% year-on-year to 309,803, and 94.8% of the participants attended courses during office hours.

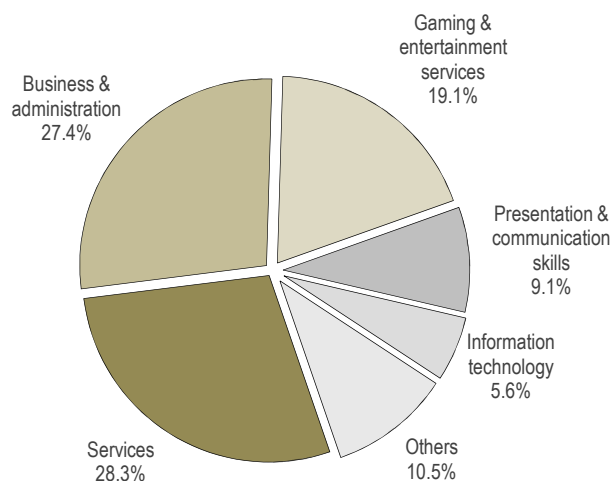
Among the participants, 28.3% attended courses in Services, 27.4% in Business & Administration and 19.1% in Gaming & Entertainment Services.

There were 98.0% of the participants attending courses organised by the gaming enterprises, and almost all participants were employer-sponsored.

Vocational training indicators

	Current quarter	Same quarter last year	Difference
Gaming enterprises			
Providing training	10	9	1
Without providing training	3	4	- 1
Courses	1,667	1,248 ^r	419
Participants	309,803	196,972 ^r	112,831
By course category			
Services	87,647	71,352 ^r	16,295
Business & administration	85,029	61,271 ^r	23,758
Gaming & entertainment services	59,171	32,252 ^r	26,919
Presentation & communication skills	28,148	19,283	8,865
Information technology	17,360	1,564	15,796
Others	32,448	11,250	21,198
By type of organiser			
Employer	303,718	193,401 ^r	110,317
Co-organised	5,704	3,477 ^r	2,227
Government	344	51	293
Local educational institution	37	38 ^r	- 1
Others	-	5 ^r	- 5
By form of payment			
Employer-sponsored	308,179	195,172 ^r	113,007

Participants by course category



Glossary

Providing vocational training: Provision of courses organised by the enterprise or in conjunction with other institutions, or those sponsored by the enterprise.

Please refer to the additional information for the classification of vocational training courses.

Figures may not add up to the total due to rounding.

Symbols and abbreviations:

p.p. Percentage point

^{0#} Magnitude less than half of the unit employed

- Absolute value equals zero

^r Revised figures

.. Not applicable

For additional information:

http://www.dsec.gov.mo/e/manpower_gaming.aspx

