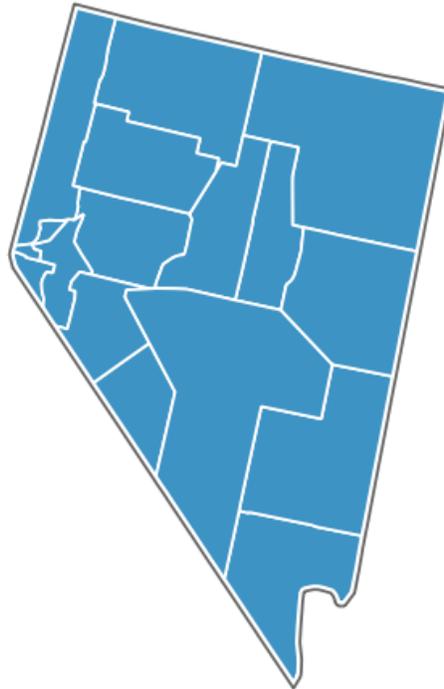




GOED
NEVADA GOVERNOR'S OFFICE OF ECONOMIC DEVELOPMENT

Nevada's Hospitality, Tourism, Sports, and Creative Industries Sector



Industry Summary for Tourism, Gaming and Entertainment

463,576 Jobs (2026) 103% above National average	+6.6% % Change (2016-2026) Nation: +6.8%	\$56,690 Avg. Earnings Per Job (2025) Nation: \$48,823
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Industry Detail

Payrolled Business Locations (2025)	13,250
Jobs Multiplier	3

Regional Trends



	Region	2016 Jobs	2026 Jobs	Change	% Change
●	Nevada	434,955	463,576	28,622	6.6%
●	Las Vegas, NV Metro	364,147	390,462	26,314	7.2%
●	Reno, NV Metro	47,895	50,294	2,398	5.0%
●	United States	21,430,195	22,897,762	1,467,567	6.8%

Regional Breakdown of Nevada’s Tourism, Gaming, and Entertainment Sector

County	Jobs (2016)	Jobs (2026)	Job Change (2016-2026)	Job Change %	Earnings (2025)	Jobs LQ (2025)
Carson City	4,085	3,955	(130)	(3%)	\$37,023	0.89
Churchill	1,110	1,195	85	8%	\$32,571	0.83
Clark	364,147	390,462	26,314	7%	\$58,951	2.36
Douglas	6,672	6,481	(191)	(3%)	\$54,076	2.11
Elko	6,214	5,821	(393)	(6%)	\$41,662	1.86
Esmeralda	11	22	11	97%	\$41,538	0.39
Eureka	32	60	28	86%	\$46,702	0.09
Humboldt	1,153	1,115	(38)	(3%)	\$31,542	1.01
Lander	203	201	(3)	(1%)	\$29,200	0.39
Lincoln	109	111	2	2%	\$27,900	0.52
Lyon	1,644	1,798	154	9%	\$33,964	0.88
Mineral	176	167	(10)	(6%)	\$29,627	1.04
Nye	2,226	2,513	287	13%	\$39,688	1.25
Pershing	149	126	(24)	(16%)	\$28,735	0.43
Storey	233	329	96	41%	\$31,246	0.12
Washoe	46,017	48,166	2,149	5%	\$44,729	1.39
White Pine	534	541	7	1%	\$32,149	0.86

Top Occupations Employed in these Industries

Description	Employed in Industry Group (2025)	% of Total Jobs in Industry Group (2025)
Fast Food and Counter Workers	41,427	9.1%
Waiters and Waitresses	40,474	8.9%
Cooks, Restaurant	26,612	5.8%
Maids and Housekeeping Cleaners	18,932	4.1%
Gambling Dealers	17,225	3.8%

Industry Requirements (Top Supply Chain)

Purchases from	In-region Purchases	Imported Purchases	Total Purchases
Corporate, Subsidiary, and Regional Managing Offices	\$4,298,523,330	\$63,809,159	\$4,362,332,489
Lessors of Residential Buildings and Dwellings	\$775,858,349	\$198,939,535	\$974,797,884
Media Streaming Distribution Services, Social Networks, and Other Media Networks and Content Providers	\$263,594,972	\$707,665,865	\$971,260,838
Lessors of Nonfinancial Intangible Assets (except Copyrighted Works)	\$533,585,079	\$316,510,138	\$850,095,217

Industry Gender Breakdown



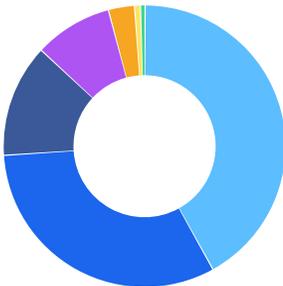
Gender	2026 Jobs	2026 Percent
● Males	236,708	51.1%
● Females	226,869	48.9%

Industry Age Breakdown



Age	2026 Jobs	2026 Percent
● 14-18	24,291	5.2%
● 19-24	56,114	12.1%
● 25-34	88,935	19.2%
● 35-44	93,811	20.2%
● 45-54	87,603	18.9%
● 55-64	74,762	16.1%
● 65+	38,061	8.2%

Industry Race/Ethnicity Breakdown



Race/Ethnicity	2026 Jobs	2026 Percent
● White	187,022	40.3%
● Hispanic or Latino	150,781	32.5%
● Asian	58,076	12.5%
● Black or African American	46,005	9.9%
● Two or More Races	15,721	3.4%
● Native Hawaiian or Other Pacific Islander	3,412	0.7%
● American Indian or Alaska Native	2,559	0.6%

Industry Breakdown of Nevada's Tourism, Gaming, and Entertainment Sector

NAICS	Description	2016 Jobs	2026 Jobs	2016 - 2026 Change	Avg. Earnings Per Job	2025 Location Quotient
334111	Electronic Computer Manufacturing	168	210	42	\$103,667	0.36
334112	Computer Storage Device Manufacturing	0	0	0	\$0	0.00
334118	Computer Terminal and Other Computer Peripheral Equipment Manufacturing	11	14	3	\$69,531	0.05
334210	Telephone Apparatus Manufacturing	<10	<10	Insf. Data	Insf. Data	0.03
334220	Radio and Television Broadcasting and Wireless Communications Equipment Manufacturing	105	127	22	\$97,620	0.26
334290	Other Communications Equipment Manufacturing	70	10	(60)	\$84,018	0.06
334310	Audio and Video Equipment Manufacturing	37	132	95	\$89,611	0.68
334412	Bare Printed Circuit Board Manufacturing	51	29	(22)	\$48,208	0.11
334413	Semiconductor and Related Device Manufacturing	32	60	27	\$152,346	0.03
334416	Capacitor, Resistor, Coil, Transformer, and Other Inductor Manufacturing	77	93	16	\$80,963	0.55
334417	Electronic Connector Manufacturing	108	231	124	\$56,815	0.95
334418	Printed Circuit Assembly (Electronic Assembly) Manufacturing	331	518	187	\$86,169	0.84
334419	Other Electronic Component Manufacturing	181	175	(6)	\$63,396	0.27
334510	Electromedical and Electrotherapeutic Apparatus Manufacturing	173	<10	Insf. Data	Insf. Data	0.01
334516	Analytical Laboratory Instrument Manufacturing	415	1,061	647	\$132,055	2.36
334517	Irradiation Apparatus Manufacturing	<10	17	Insf. Data	\$158,279	0.13
334610	Manufacturing and Reproducing Magnetic and Optical Media	34	22	(11)	\$154,739	0.20
335313	Switchgear and Switchboard Apparatus Manufacturing	64	20	(44)	\$86,461	0.04
335314	Relay and Industrial Control Manufacturing	21	108	87	\$90,161	0.25
335921	Fiber Optic Cable Manufacturing	0	0	0	\$0	0.00

335929	Other Communication and Energy Wire Manufacturing	<10	31	Insf. Data	\$84,297	0.23
513199	All Other Publishers	184	118	(66)	\$54,315	0.28
513210	Software Publishers	1,038	7,055	6,017	\$206,889	1.05
516210	Media Streaming Distribution Services, Social Networks, and Other Media Networks and Content Providers	792	1,077	285	\$203,178	0.42
517111	Wired Telecommunications Carriers	3,229	2,739	(490)	\$118,221	0.62
517112	Wireless Telecommunications Carriers (except Satellite)	380	332	(48)	\$124,493	0.40
517121	Telecommunications Resellers	324	278	(46)	\$121,905	0.74
517810	All Other Telecommunications	54	50	(5)	\$133,415	0.10
518210	Computing Infrastructure Providers, Data Processing, Web Hosting, and Related Services	1,795	3,797	2,002	\$226,966	0.73
519290	Web Search Portals and All Other Information Services	460	538	79	\$217,630	0.33
541511	Custom Computer Programming Services	4,319	5,515	1,196	\$190,752	0.47
541512	Computer Systems Design Services	3,420	6,520	3,100	\$148,362	0.53
541513	Computer Facilities Management Services	412	510	97	\$120,911	0.59
541519	Other Computer Related Services	354	775	421	\$177,245	0.50

Data Sources and Calculations

Industry Data

Lightcast industry data have various sources depending on the class of worker. (1) For QCEW Employees, Lightcast primarily uses the QCEW (Quarterly Census of Employment and Wages), with supplemental estimates from County Business Patterns. (2) Non-QCEW employees data are based on a number of sources including QCEW, Current Employment Statistics, County Business Patterns, BEA State and Local Personal Income reports, the National Industry-Occupation Employment Matrix (NIOEM), the American Community Survey, and Railroad Retirement Board statistics. (3) Self-Employed and Extended Proprietor classes of worker data are primarily based on the American Community Survey, Nonemployer Statistics, and BEA State and Local Personal Income Reports. Projections for QCEW and Non-QCEW Employees are informed by NIOEM and long-term industry projections published by individual states.

Input-Output Data

The input-output model in this report is Lightcast's gravitational flows multi-regional social account matrix model (MR-SAM). It is based on data from the Census Bureau's Current Population Survey and American Community Survey; as well as the Bureau of Economic Analysis' National Income and Product Accounts, Input-Output Make and Use Tables, and Gross State Product data. In addition, several Lightcast in-house data sets are used, as well as data from Oak Ridge National Labs on the cost of transportation between counties.

Staffing Patterns Data

The staffing pattern data in this report are compiled from several sources using a specialized process. For QCEW and Non-QCEW Employees classes of worker, sources include Occupational Employment Statistics, the National Industry-Occupation Employment Matrix, and the American Community Survey. For the Self-Employed and Extended Proprietors classes of worker, the primary source is the American Community Survey, with a small amount of information from Occupational Employment Statistics.

State Data Sources

This report uses state data from the following agencies: Nevada Department of Employment, Training and Rehabilitation