

- Normal economic activity around the world has been disrupted since the outbreak of the pandemic in 2020. The economy of Macao, which is heavily reliant on tourism activities, suffered setbacks inevitably, with Gross Value Added of all economic activities declining by 53.7% year-on-year in real terms in 2020.
- Gross Value Added of the secondary sector dropped by 9.6% in real terms, and yet its relative importance to total Gross Value Added rose to 8.7%.
- Gross Value Added of the tertiary sector fell by 55.7% in real terms, with its relative importance to total Gross Value Added dropping to 91.3%; the share of non-gaming services expanded by 25.4 percentage points year-on-year to 70.0%.
- The ratio of Gross Value Added to Gross Output of all economic activities decreased by 8.5 percentage points year-on-year to 61.5%.

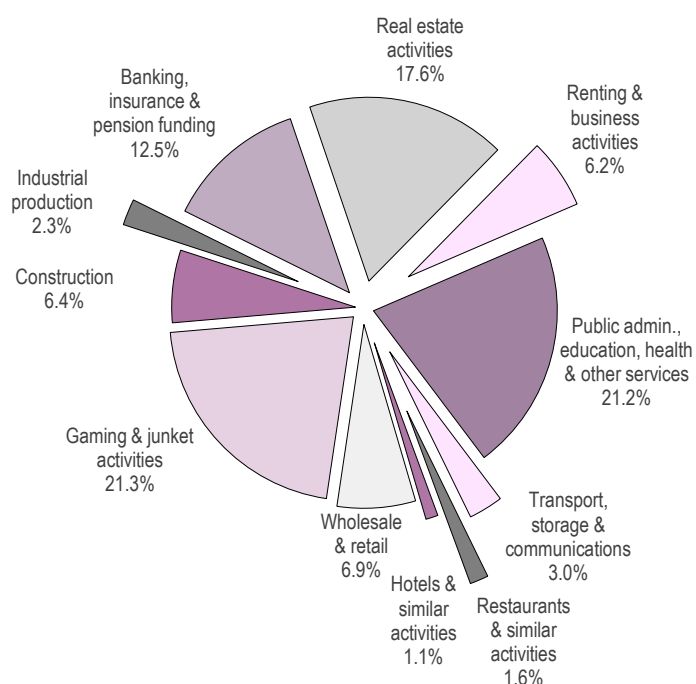
Principal indicators

| | 2019 | 2020 | % Difference (p. p.) |
|---------------------------------------------------------|------|------|----------------------------|
| Industrial structure: | | | |
| Secondary sector | 4.3 | 8.7 | 4.4 |
| Tertiary sector | 95.7 | 91.3 | -4.4 |
| Gaming & Junket Activities | 51.0 | 21.3 | -29.7 |
| Ratio of Gross Value Added to Gross Output | 70.1 | 61.5 | -8.5 |
| Ratio of Compensation of Employees to Gross Value Added | 28.9 | 58.2 | 29.3 |

Changes in industrial structure

- The relative importance of the secondary sector to total Gross Value Added increased by 4.4 percentage points to 8.7%, with the share of the Construction sector rising by 3.3 percentage points to 6.4%; meanwhile, the share of the Electricity, Gas & Water Supply sector grew by 0.8 percentage points to 1.4%, while that of the Manufacturing sector expanded by 0.3 percentage points to 0.9%.
- The relative importance of the tertiary sector dropped by 4.4 percentage points year-on-year to 91.3%; the share of non-gaming services expanded by 25.4 percentage points year-on-year to 70.0%, while that of Gaming & Junket Activities slipped by 29.7 percentage points to 21.3%.

Structure of economic activities



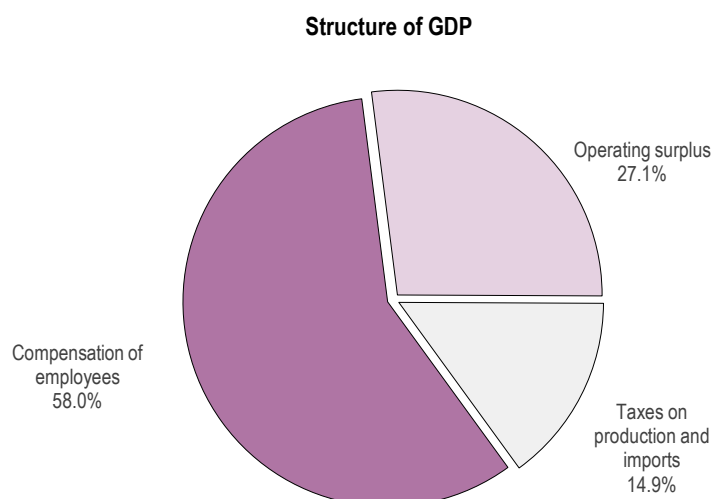
GDP at current producers' prices by the production approach

| | Gross Output | Intermediate Consumption | Gross Value Added | | | | Taxes on imports | GDP |
|--------------------------------|--------------|--------------------------|-------------------|---------------------------|-------------------|-------------------|------------------|---------|
| | | | Total | Compensation of Employees | Operating Surplus | Tax on Production | | |
| Total (Million MOP, hereafter) | 322,537 | 124,071 | 198,466 | 115,412 | 53,941 | 29,112 | 602 | 199,067 |
| Year-on-year (%) | -48.2 | -33.4 | -54.5 | -8.3 | -71.5 | -75.9 | 13.1 | -54.4 |
| Secondary sector | 47,443 | 30,202 | 17,241 | 11,003 | 5,960 | 278 | - | 17,241 |
| Year-on-year (%) | -8.4 | -8.3 | -8.5 | -3.8 | -16.2 | -1.4 | .. | -8.5 |
| Tertiary sector | 275,093 | 93,869 | 181,225 | 104,410 | 47,981 | 28,834 | 602 | 181,826 |
| Year-on-year (%) | -51.8 | -38.8 | -56.6 | -8.8 | -73.7 | -76.1 | 13.1 | -56.6 |

Primary distribution of income

- Taxes on Production & Imports, Operating Surplus and Compensation of Employees amounted to MOP29.7 billion, MOP53.9 billion and MOP115.4 billion respectively in 2020, accounting for 14.9%, 27.1% and 58.0% of GDP.

The relative importance of Compensation of Employees to GDP increased by 29.1 percentage points year-on-year, whereas the shares of Operating Surplus and Taxes on Production & Imports dipped by 16.2 and 12.9 percentage points respectively. (For the compilation methodology of primary distribution of income, please refer to point 2 of the Explanatory Notes)



Note: Due to rounding, total may not correspond to the sum of partial figures.

Changes by economic activity at producers' prices

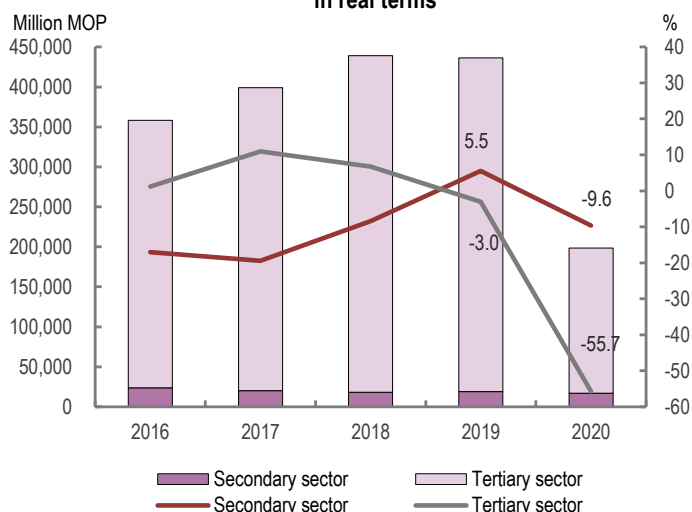
| | Gross Value Added at current prices (Million MOP) | | Real growth rate (%) | | Relative importance (%) | | Change in relative importance (p. p.) |
|-------------------------------------------------------------------------------|---------------------------------------------------------|---------|----------------------|-------|-------------------------|-------|------------------------------------------------|
| | 2019 | 2020 | 2019 | 2020 | 2019 | 2020 | |
| Total | 436,199 | 198,466 | -2.7 | -53.7 | 100.0 | 100.0 | - |
| Secondary sector | 18,836 | 17,241 | 5.5 | -9.6 | 4.3 | 8.7 | 4.4 |
| Manufacturing | 2,491 | 1,748 | -1.4 | -34.0 | 0.6 | 0.9 | 0.3 |
| Electricity, gas & water supply | 2,807 | 2,838 | 1.2 | -1.3 | 0.6 | 1.4 | 0.8 |
| Construction | 13,538 | 12,655 | 7.7 | -6.9 | 3.1 | 6.4 | 3.3 |
| Tertiary sector | 417,363 | 181,225 | -3.0 | -55.7 | 95.7 | 91.3 | -4.4 |
| Wholesale & retail | 24,608 | 13,671 | -0.6 | -34.7 | 5.6 | 6.9 | 1.2 |
| Hotels & similar activities | 20,080 | 2,142 | 5.4 | -80.6 | 4.6 | 1.1 | -3.5 |
| Restaurants & similar activities | 7,007 | 3,243 | 0.1 | -54.2 | 1.6 | 1.6 | 0 [#] |
| Transport, storage & communications | 11,730 | 6,012 | 4.4 | -47.5 | 2.7 | 3.0 | 0.3 |
| Banking | 24,019 | 25,727 | -0.4 | 15.3 | 5.5 | 13.0 | 7.5 |
| Insurance & pension funding | 5,853 | -999 | 3.5 | .. | 1.3 | -0.5 | -1.8 |
| Real estate activities | 38,558 | 34,875 | -12.7 | -10.4 | 8.8 | 17.6 | 8.7 |
| Renting & business activities | 18,848 | 12,238 | -14.4 | -35.9 | 4.3 | 6.2 | 1.8 |
| Public administration | 18,914 | 19,830 | 1.7 | 1.4 | 4.3 | 10.0 | 5.7 |
| Education | 8,539 | 9,025 | -2.7 | 2.5 | 2.0 | 4.5 | 2.6 |
| Health & social work | 6,515 | 7,006 | 6.6 | -0.7 | 1.5 | 3.5 | 2.0 |
| Gaming & junket activities | 222,534 | 42,242 | -2.7 | -81.2 | 51.0 | 21.3 | -29.7 |
| Other community, social & personal services; households with domestic helpers | 10,158 | 6,212 | -2.7 | -41.0 | 2.3 | 3.1 | 0.8 |

Note: Due to rounding, total may not correspond to the sum of partial figures.

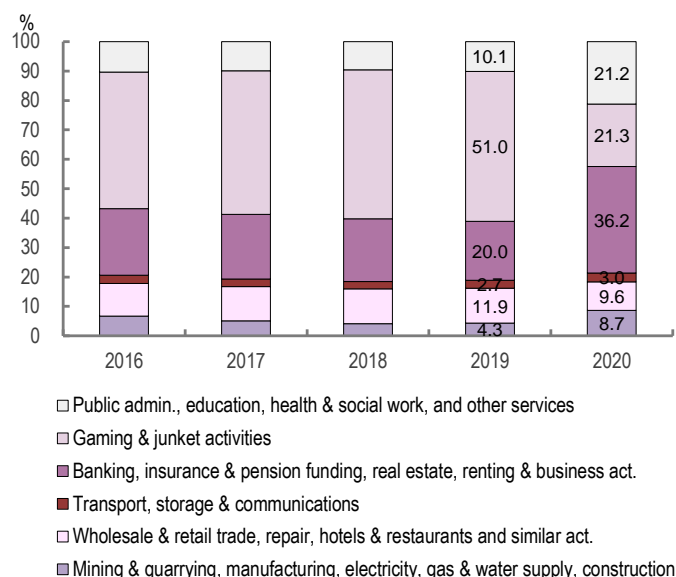
Changes in gross value added

- Gross Value Added of the secondary sector went down by 9.6% year-on-year in real terms. Gross Value Added of the Construction sector decreased by 6.9%, as receipts from construction works performed declined and its decline was larger than that in intermediate consumption. Gross Value Added of the Manufacturing sector reduced by 34.0% year-on-year in real terms, dragged down by a fall in receipts of the manufacture of food products & beverages industry amid the pandemic.
- Gross Value Added of the tertiary sector slid by 55.7% year-on-year in real terms, owing to a decrease of 81.2% in Gross Value Added of Gaming & Junket Activities. All economic activities, except the Banking sector, Public Administration and Education, recorded a drop in Gross Value Added; substantial decline was observed in Hotels & Similar Activities (-80.6%), Restaurants & Similar Activities (-54.2%) and the Transport, Storage & Communications sector (-47.5%).

Gross Value Added and year-on-year change in real terms



Evolution of relative importance



Gross Value Added of tertiary sector at current prices

| | Million MOP | | | | |
|-------------------------------------------------------------------------------|-------------|---------|---------|---------|--------|
| | 2016 | 2017 | 2018 | 2019 | 2020 |
| Wholesale & retail trade | 18,932 | 22,763 | 25,499 | 24,608 | 13,671 |
| Hotels & restaurants | 20,840 | 23,578 | 26,166 | 27,087 | 5,385 |
| Transport, storage & communications | 10,199 | 10,516 | 11,280 | 11,730 | 6,012 |
| Banking, insurance & pension funding | 24,419 | 25,787 | 28,771 | 29,872 | 24,728 |
| Real estate activities, renting & business activities | 56,797 | 61,711 | 64,573 | 57,406 | 47,113 |
| Public administration | 15,807 | 17,064 | 17,957 | 18,914 | 19,830 |
| Education | 6,963 | 7,483 | 8,019 | 8,539 | 9,025 |
| Health & social work | 5,196 | 5,622 | 6,039 | 6,515 | 7,006 |
| Gaming & junket activities | 166,156 | 194,950 | 222,507 | 222,534 | 42,242 |
| Other community, social & personal services; households with domestic helpers | 9,171 | 9,176 | 9,994 | 10,158 | 6,212 |

Year-on-year change of Gross Value Added of tertiary sector in real terms, in chained (2019) dollars

| | 2016 | 2017 | 2018 | 2019 | 2020 | % |
|-------------------------------------------------------------------------------|------|------|------|-------|-------|---|
| Wholesale & retail trade | -0.6 | 23.4 | 4.7 | -0.6 | -34.7 | |
| Hotels & restaurants | 22.3 | 5.4 | 5.7 | 4.0 | -73.8 | |
| Transport, storage & communications | 6.4 | 3.0 | 2.2 | 4.4 | -47.5 | |
| Banking, insurance & pension funding | 17.9 | 5.5 | 2.5 | 0.4 | -10.7 | |
| Real estate activities, renting & business activities | 7.0 | 4.8 | -0.5 | -13.2 | -18.8 | |
| Public administration | 3.3 | 2.5 | 2.8 | 1.7 | 1.4 | |
| Education | 5.7 | 0.2 | 9.6 | -2.7 | 2.5 | |
| Health & social work | 6.4 | 2.5 | 2.1 | 6.6 | -0.7 | |
| Gaming & junket activities | -5.3 | 16.0 | 10.8 | -2.7 | -81.2 | |
| Other community, social & personal services; households with domestic helpers | -7.7 | -3.8 | 1.7 | -2.7 | -41.0 | |

Changes by economic activity at basic prices

| | Gross Value Added at current prices (Million MOP) | | Real growth rate (%) | | Relative importance (%) | | Change in relative importance (p. p.) |
|-------------------------------------------------------------------------------|---------------------------------------------------|---------|----------------------|-------|-------------------------|-------|---------------------------------------|
| | 2019 | 2020 | 2019 | 2020 | 2019 | 2020 | |
| Secondary sector | 18,755 | 17,155 | 5.5 | -9.6 | 5.9 | 10.1 | 4.1 |
| Manufacturing | 2,491 | 1,748 | -1.4 | -34.0 | 0.8 | 1.0 | 0.2 |
| Electricity, gas & water supply | 2,726 | 2,751 | 0.9 | -0.9 | 0.9 | 1.6 | 0.8 |
| Construction | 13,538 | 12,655 | 7.7 | -6.9 | 4.3 | 7.4 | 3.1 |
| Tertiary sector | 297,860 | 153,426 | -1.8 | -47.2 | 94.1 | 89.9 | -4.1 |
| Wholesale & retail | 23,684 | 12,923 | 0.2 | -35.5 | 7.5 | 7.6 | 0.1 |
| Hotels & similar activities | 19,200 | 1,987 | 5.4 | -80.8 | 6.1 | 1.2 | -4.9 |
| Restaurants & similar activities | 7,007 | 3,243 | 0.1 | -54.2 | 2.2 | 1.9 | -0.3 |
| Transport, storage & communications | 11,439 | 5,826 | 4.3 | -47.2 | 3.6 | 3.4 | -0.2 |
| Banking | 24,019 | 25,727 | -0.4 | 15.3 | 7.6 | 15.1 | 7.5 |
| Insurance & pension funding | 5,853 | -999 | 3.5 | .. | 1.8 | -0.6 | -2.4 |
| Real estate activities | 36,395 | 33,114 | -11.6 | -9.9 | 11.5 | 19.4 | 7.9 |
| Renting & business activities | 18,848 | 12,238 | -14.4 | -35.9 | 6.0 | 7.2 | 1.2 |
| Public administration | 18,914 | 19,830 | 1.7 | 1.4 | 6.0 | 11.6 | 5.7 |
| Education | 8,539 | 9,025 | -2.7 | 2.5 | 2.7 | 5.3 | 2.6 |
| Health & social work | 6,515 | 7,006 | 6.6 | -0.7 | 2.1 | 4.1 | 2.0 |
| Gaming & junket activities | 107,397 | 17,365 | 0.5 | -84.0 | 33.9 | 10.2 | -23.7 |
| Other community, social & personal services; households with domestic helpers | 10,049 | 6,140 | -2.4 | -41.1 | 3.2 | 3.6 | 0.4 |
| Gross value added at basic prices | 316,615 | 170,580 | -1.4 | -45.0 | 100.0 | 100.0 | - |
| Taxes on products | 120,116 | 28,487 | -6.0 | -76.4 | .. | .. | .. |
| Production-based GDP | 436,731 | 199,067 | -2.7 | -53.6 | .. | .. | .. |

Note: Due to rounding, total may not correspond to the sum of partial figures.

Explanatory Notes

1. The Statistics and Census Service (DSEC) had formerly used basic prices for calculating and analysing gross output, gross value added and industrial structure of economic activities, while data compiled at producers' prices were simultaneously released. As the gaming sector assumes a leading role in the economy of Macao and gaming tax (a type of tax on product) is enormous, valuation of gross output and gross value added of the industry at producers' prices (i.e. incorporating gaming tax into output of the gaming sector) can provide a more accurate measure of the contribution of the industry to the economy. Besides, many major economies such as mainland China, the United States and Japan use producers' prices in their compilation of GDP. Therefore, starting from the reference year 2014, DSEC focuses on providing statistical analysis of data, such as gross value added and industrial structure, at producers' prices; meanwhile, relevant data at basic prices are also provided as a reference source for the public and to facilitate international comparisons.
2. Primary distribution of income refers to the distribution of GDP among the three sectors, namely the government (taxes on production and imports), employers (operating surplus) and employees (compensation of employees). Previously, only taxes on products were included in the primary income of the government as other taxes on production were relatively small and their estimation by industry was rather difficult. Since 2014, the computation methodology has been improved to include estimation of other taxes on production of different industries so as to provide a more accurate measure of the primary distribution of income in Macao.

Glossary

Gross value added at producers' prices: Equals gross value added at basic prices plus taxes on products (excluding import taxes).

Production-based GDP: Sum of gross value added at producers' prices of resident producers of all economic activities (industries) in an accounting period, plus import taxes; it also equals the sum of gross value added at basic prices, plus taxes on products.

Gross value added: Gross output minus intermediate consumption.

Gross output: Sum of the market value of goods or services sold by enterprises, the non-market value of goods or services produced for own use or provided by the government and non-profit institutions serving households (NPISHs), value of financial intermediation services indirectly measured (FISIM), as well as value of changes in the inventories. Gross output can be calculated at basic prices or producers' prices. Basic price is the amount receivable by a producer for a unit of good or service provided, which excludes any product taxes on the good or service concerned, while producers' price is the amount receivable by a producer for a unit of good or service provided, which excludes any import taxes on the good or service concerned.

Intermediate consumption: Actual value of goods and services consumed as input during the production process, including any taxes on products but excluding fixed assets and valuables.

Taxes on production and imports: Taxes on products plus other taxes on production.

Taxes on products: Taxes that are payable per unit of good or service at the moment when it is produced, sold, imported, exported, leased, transferred, delivered or used for own consumption or own capital formation. In Macao, taxes on products mainly include: excise duties, stamp duties on transaction of properties, income from exclusive concessions of telecommunications, electricity and water supply services, income from games of chance or other forms of gaming (i.e. gaming tax), of which special gaming tax predominates.

Other taxes on production: All types of taxes, except taxes on products, that enterprise incurs as a result of engaging in production. They are levied on land, fixed assets or labour force employed in the production process or on certain activities or transactions. Such taxes do not include taxes on profits or other income received by the enterprise. In Macao, other taxes on production mainly include the followings that are paid by producers: industrial taxes, stamp duties, administrative licenses, fees collected by the Land, Public Works and Transport Bureau for issuing licenses, fees collected by the Macao Government Tourism Office for issuing licenses, taxes of justice, fees charged by the Registration and Notary Services, the share of the Fund of the Legal Affairs in the fees charged by the Registration and Notary Services, etc.

Symbols and abbreviations:

- Absolute value equals zero p.p. Percentage point
- .. Not applicable
- 0# Magnitude less than half of the unit employed

For additional information:
<http://www.dsec.gov.mo/e/pibp.aspx>

