

Accelerating Growth of MSMEs in the Philippines



### **Final Report**

by Joel Santos

National Consultant for Creative AGE for SDGs









Background of Creative Industry in Philippines 11.6% of employment in 2021 (13M people)

\$4.2B of Creative goods / services

Dominated by MSMEs and Freelancers

Agent for Job creation and Export Earnings

Susceptible to Economic Shocks







### Background of Creative Industry in Philippines

### Philippine Creative Industry Development Act (PCIDA) 2022

Game - changing policy and law that will hopefully lead to the exponential growth of the creative industry







# Objectives of The Creative AGE for SDGs

Seeks to review, examine, and provide insights on how the micro-, small, and medium-sized enterprises (MSMEs), in the creative industry in the Philippines, can be a major driving force for job creation, inclusive economic growth, and poverty reduction in the country and contribute effectively to accelerating progress towards Social Development Goals.









#### Methodology

#### **ACTION LEARNING APPROACH**



**Methodology for Transformation** 

Train-Apply-Reflect-Iterate-Train







#### Methodology

#### Some TOPICS in TRAINING MODULES

Design Thinking
Business Innovation
Micro and Macro analysis
Strategic Marketing
Legal (Structure, Intellectual Property)



Finance
Pitching
Lean Canvas





# 18 Creative Champions (MSMEs) And DTI Focal Person

REGION	CITY / MUNICIPALITY
NCRO	Marikina City Quezon City
Region 1	Vigan, Ilocos Sur Dagupan, Pangasinan
Region 3	San Fernando City, Pampanga Bacolor, Pampanga
Region 6	Iloilo City, Iloilo
Region 7	Tagbilaran City, Bohol
Region 10	Cagayan de Oro City, Misamis Oriental
MIMAROPA	Puerto Princesa, Palawan









### VISION

Developing Creative MSMEs in the Philippines as the key drivers and regional models in fulfilling the United Nation's Sustainable Development Goals.







### SDG IMPACT



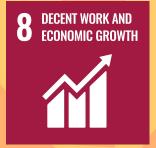




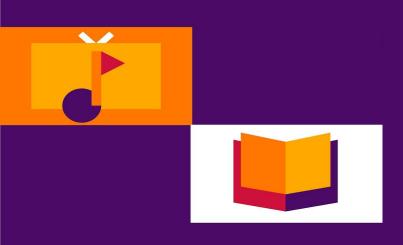




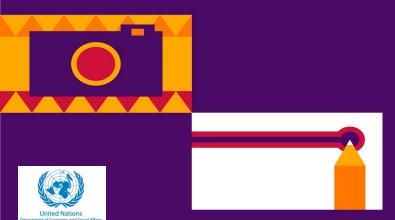








### **RESULTS**





Batch 2 - Launching and Orientation













#### **RESOURCES FOR MSMEs**

#### City Level Best Practices by DTI & LGU

- Marketing & Promotion
- **Capacity Building & Training**
- Access to Machineries, Tools, & Equipment
- **Product Development**
- 5. Livelihood Support
- **Community Building**







#### SUMMARY OF RESULTS









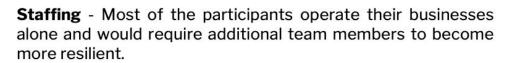


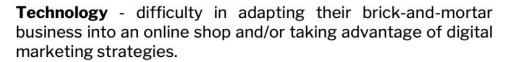






Finance - need to acquire additional funding to become more financially resilient, especially during times of crisis.





Business structure - need to shift from being a sole proprietorship to a single corporation in order to access financing from banks and investors

Physical Infrastucture- need to have maker spaces (Pampanga), warehouses/ leather (Iloilo). tannerv manufacturing equipment (NCR), and even their own DTI FABLAB (MIMAROPA)

**DTI** – ProXgrams specifically target creative communities and creative domain. There is a gap on where concepts can be prototyped, and eventually be linked to a manufacturer.

















### POSITIVE IMPACT OF CREATIVE AGE for SDG PROGRAM

#### Creatives Champions can now **BETTER**:

- 1. Adjust to Volatile, Unpredictable World
- 2. Manage Finance
- 3. Build New Products
- 4. Understand Technology
- 5. Impact Communities
- 6. Pitch their Ideas & Companies









### POSITIVE IMPACT OF CREATIVE AGE for SDG PROGRAM

#### **Creatives Champions NOW BELIEVE:**

- 1. Transform their corporate structure
- 2. Raise more Resources
- 3. Expand Faster
- 4. Access New Markets









### POSITIVE IMPACT OF CREATIVE AGE for SDG PROGRAM

# Creatives Champions NOW BELIEVE they can GROW and HELP more communities and have MORE IMPACT









#### STORIES OF IMPACT









#### **SHOE-MAKERS OF MARIKINA**

NCR - MARIKINA Ely Rose Edullan - Ely Knows Enterprises Roweliza Landicho - Fashion Purveyor Enterprise

Around 180 registered shoemakers impacted in Marikina (a lot more are not yet registered)
SDG 8 - Decent Work and Economic Growth
SDG 9 - Industry, Innovation, and Infrastructure

**ASPIRATIONS TO GROW** - Plans to digitize their business, create a e-commerce platform for other shoe businesses in Marikina, have access to machineries and product development facilities

#### STORIES OF IMPACT

















#### "TRASHION"

BOHOL
Christine Virtucio - VIRTUCIO

Tons of trash that is recycled - 5 metric tons/woman in the cooperative (35 women are involved in the production)

SDG 5 - Gender Equality

SDG 8 - Decent Work and Economic Growth

SDG 9 - Industry, Innovation, and Infrastructure

SDG 11 - Sustainable Cities and Communities

SDG 12 - Responsible Consumption and Production

**ASPIRATIONS TO GROW** - Access to market and facilities, more involvement from LGUs ,and increased product development opportunities.

#### STORIES OF IMPACT







#### **IP WEAVING COMMUNITY**

**ILOILO** 

Maggerose Corrado - Modern Ilongga Helping 35 IP women weavers from the Mountains of Sitio Nagpana, Barotac Viejo and Calinog, Panay, Bukidnon since 2019. Collaborated with 27 artists for painting bags.

SDG 1 - No Poverty

SDG 8 - Decent Work and Economic Growth

SDG 11 - Sustainable Cities and Communities

**ASPIRATIONS TO GROW** - Plans to digitize their business, trainings and equipment for product development, create the first leather tannery in the Visayas region.





# With their Potential for Impact HOW can WE SUPPORT MORE our CREATIVE MSMEs





#### **Recommendations:**

Philippine Creative Industry Development
Act (PCIDA) 2022
Game - changing policy and law
NEEDS TO BE IMPLEMENTED SOONER
THAN LATER

It addresses all key gaps especially in financing & capacity building





#### **Recommendations:**

Setting-up
Local Government Units (LGU)
Sponsored CREATIVE HUBS
In Philippine Creative City Network
(PCCN)





#### **NEDA** endorsement of Creative Hubs

"We need more creative hubs where we can develop pools of creative talents and create opportunities for them. While Filipino creativity seems to be an intangible concept, its development has a huge contribution to the Philippine economy.





### LGU Creative Hubs Jumpstarts PCIDA Implementation

- One-Stop-Shop Services for Creatives currently within Negosyo Centers.
- Creative Industry Needs its own dedicated
   "One-stop-Shop" Center to ensure prioritization and focus





## Other Countries Expanding Creative Hubs

#### **Indonesia Case Study:**

- 2022 Government Announcement by Ministry of Tourism & Creative Economy to increase to five (5) Cities
- Existing Hubs ( Jakarta, Bandung, Surabaya, and Denpasar)
- New one in Labuan Bajo







#### CONCLUSION

- 1. PCIDA immediate Implementation addresses gaps of Creative Industry
- 2. LGU "one-stop-shop" Creative Hubs in PCCN is key to PCIDA implementation



**Bandung Creative Hub** 





#### Bandung Creative Hub , Indonesia



















# Let's Give our Creative Champions a Home

# Let's Build a Creative Hub in each Creative City















Accelerating Growth of MSMEs in the Philippines



### **Final Report**

by Joel Santos

National Consultant for Creative AGE for SDGs





