

Rob Black CABINET SECRETARY DESIGNATE

FY25 QUARTER #2 PERFORMANCE REPORT

Economic Development Department



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ECONOMIC DEVELOPMENT DEPARTMENT

<u>Agency Mission</u>: To improve the lives of New Mexico families by increasing economic opportunities and providing a place for businesses to thrive.

<u>Agency Goals/Objectives:</u> Facilitate wealth creation: earnings & investment; improve economic opportunities for New Mexicans; focus on rural communities; diversify the economy.

Office of the Secretary

Program Description, Purpose, and Objectives: The Office of the Secretary (OFS) leads the agency by setting goals, objectives, and policies. The OFS works with the Executive and Legislature to identify and secure new resources and enhance existing programs. OFS also administers the contract with the New Mexico Economic Development Corporation, or Partnership. Programs within OFS include marketing and communications, the State Data Center, Economists, and General Counsel.

Program Budget (in thousands):

FY25	General Fund	Other State Funds	Federal Funds	Other Transfers	TOTAL	FTE
200	\$2,601.20				\$2,601.20	
300	\$1,025.5				\$1,025.5	26
400	\$684.5				\$684.5	26
TOTAL	\$4,311.2				\$4,311.2	

Program Performance Measures:

- 1. Number of jobs created due to economic development department efforts
- 2. Number of rural jobs created due to economic development department efforts
- 3. Average wage of jobs created due to economic development department efforts
- 4. Wages for jobs created in excess of prevailing local wages
- 5. Federal grant dollars awarded as a result of economic development department efforts
- 6. Number of jobs created through business relocations facilitated by the economic development partnership
- 7. Number of company visits for projects managed by the economic development Partnership
- 8. Number of potential recruitment opportunities submitted by the economic development partnership

Number of jobs created due to economic development efforts

Results

FY20	FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY24 Target
2,670	5,012	5,263	1,790	3,523	1,348	157			1,505	4,000





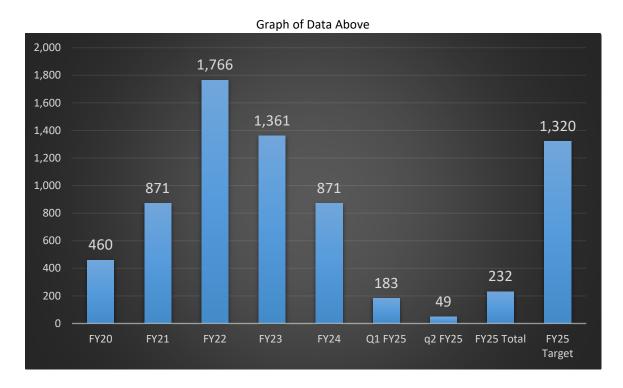
MEASURE DESCRIPTION: The total number of jobs created by the businesses assisted by a program of the Economic Development Department.

DATA SOURCE/METHODOLOGY: The businesses report the number of new jobs created through an agreement signed with the program(s) utilized. Examples include JTIP contracts and LEDA project participation agreements (PPAs). Jobs are *not* counted twice for companies that receive assistance from both JTIP and LEDA.

STORY BEHIND THE DATA: Twenty-one companies were assisted in creating jobs during the second quarter: UbiQD, Infinity Labs, Securin, Stampede Culinary Partners, Turquoise Skies, Century Sign Builders, EMPOCC, Flow Aluminum, Golightly Company, Gridworks, KiloNewton, Pajarito Powder, Redwire, Spiritus, Aersale, Arcosa Wind Towers, BlackVe, Broken Arrow Glass Recycling, Kairos Power, Knight Scientific Systems, and Mindscape Ventures.

Number of rural jobs created due to economic development department efforts

	Results												
FY20	FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target			
460	871	1,766	996	871	183	49			232	1,320			



MEASURE DESCRIPTION: Number of jobs created by companies assisted by an economic development department program located in a rural community.

DATA SOURCE/METHODOLOGY: The businesses report the number of new jobs created through an agreement signed with the program(s) utilized. Examples include JTIP contracts and LEDA project participation agreements (PPAs). Jobs are *not* counted twice for companies that receive assistance from both JTIP and LEDA.

STORY BEHIND THE DATA: Four rural companies were assisted in creating 49 new jobs in the second quarter:

- Spiritus, White Rock, 4 jobs
- Aersale, Inc., Roswell, 32 jobs
- Broken Arrow Glass Recycling, Santa Fe County, 3 jobs
- Mindscape Ventures, LLC, Hobbs, 10 jobs

Average wage of jobs created due to economic development department efforts

Results

FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25	FY25 Target
\$70,631	\$61,347	\$56,503	\$56,684	\$73,356	\$59,780				\$50,000

MEASURE DESCRIPTION: The average wage of jobs created due to the economic development department efforts associated with the LEDA and JTIP.

DATA SOURCE/METHODOLOGY: The data for this performance measure comes from two separate sources. The first, for JTIP, comes from the approved jobs for Q2 FY25. The second source, for LEDA, comes from the deals that have been finalized during the same period. To calculate the average wage of jobs created due to economic development department efforts, EDD takes a weighted average for all hires and the associated hourly wage.

STORY BEHIND THE DATA: The average wage for jobs created due to efforts by EDD does not include the wages or jobs associated with call centers.

Wages of jobs created in excess of prevailing local wages

Results

FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25	FY25 Target
\$24,948	\$18,179	\$13,630	\$6,001	\$16,979	\$7,036				\$7,500

MEASURE DESCRIPTION: Measuring the wages created by EDD, against the average three-year wage for the counties where projects occurred.

DATA SOURCE/METHODOLOGY: The data for this performance measure comes from three separate sources. The first, for JTIP, comes from the approved jobs for Q2 FY25 and the approved wages for those positions. The second source, for LEDA, comes from the deals that have been finalized during Q2 FY25 and the shared wage information from the companies. The final data source is the average wage for counties in New Mexico. This information comes from the QCEW or quarterly census of employment and wages (published by the US BLS). To compare the wages for jobs EDD has created versus the current average prevailing wages of the county, EDD takes the number of hires, by county, as well as the associated hourly wage and multiplies those hires by the average prevailing county wage. Then we determine the difference between what the number of hires would have made, on average, versus what they will make. Then, by dividing the total number of hires by the sum of the difference we are able to see the contrast between the average prevailing county wage and the positions EDD helped create.

STORY BEHIND THE DATA: The wages for jobs created in excess of prevailing local wages does not include the wages or jobs associated with call centers.

Federal grant dollars awarded as a result of economic development department efforts

Results

FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY 25 Total	FY25 Target
\$2.9M	\$22.29M	\$450,000	\$40.5M	\$ 0			\$40.5M	\$250,000

MEASURE DESCRIPTION: Federal grant dollars awarded to NM communities, organizations, and companies as a result of economic development efforts.

DATA SOURCE/METHODOLOGY: Results are reported by team members and tracked at the division level.

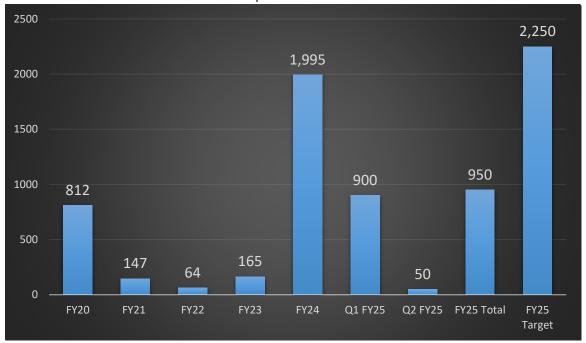
STORY BEHIND THE DATA: No federal grant dollars were awarded in the second quarter pertaining to economic development department efforts.

Number of jobs created through business relocations facilitated by the NMP

Results

FY20	FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
812	147	64	165	1,995	900	50			950	2,250





MEASURE DESCRIPTION: The creation of economic base jobs in New Mexico from successful out of state recruitments or competitive expansions where New Mexico has competed with other geographies for the retention of the company and its expanded jobs.

DATA SOURCE/METHODOLOGY: Total number of jobs expected to be created by the new company within 3 to 5 years of operations in New Mexico or the immediate number of new jobs created by a competitive expansion of a local company.

STORY BEHIND THE DATA: 30-50 jobs will be created by the Crawford Hoying project announced in December. They chose the Las Cruces Industrial and Innovation Park for a \$120M Cold Storage Facility.

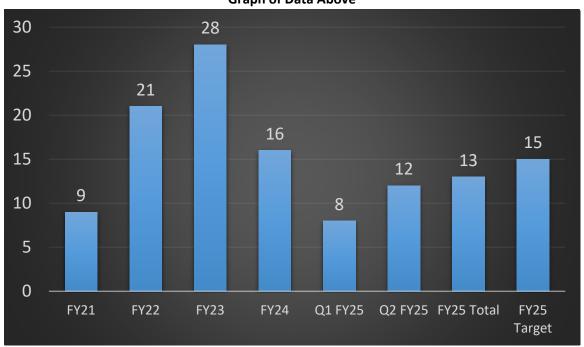
IMPROVEMENT ACTION PLAN: We continue to work with several projects that are in the "finalist" stages. Pro Spark (100); Trio (100); Portales-CL (31); Leviathan (100); Ajax (~20); GP-CL (TBD); Gallup – CL (100-150); EDCLC – CL (50-100); Project 40 (TBD). The projects in bold have selected NM as their location, they are just not ready to announce yet. We will not count these jobs until the projects is ready to announce publicly. These five projects will create more than 300 additional jobs. We continue to work with projects in their various stages to become finalists and announcement ready.

Number of company visits to New Mexico for projects managed by the NMP

Results

FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
9	21	28	16	8	5			13	15

Graph of Data Above



MEASURE DESCRIPTION: A site visit is a physical visit from the prospective company to the community(ies) of interest. Sites visits are typically conducted prior to a company selecting New Mexico.

DATA SOURCE/METHODOLOGY: Directly measured as companies physically come to New Mexico to investigate specific sites. Only the first site visit is recorded, all other subsequent site visits from the same company are not included in these totals.

STORY BEHIND THE DATA: 5 site visits were held in the second quarter. Oct (2): Helix in Albuquerque/Rio Rancho and Fuse in Albuquerque/Rio Rancho. Nov (2): Project Alligator in Albuquerque and Las Cruces, Project Glow in Gallup and Farmington. Dec (1): Trio in Santa Teresa.

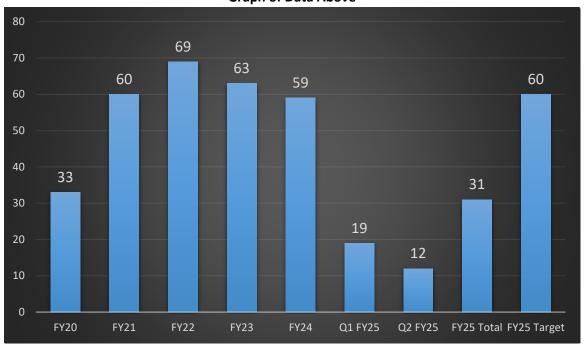
IMPROVEMENT ACTION PLAN: We are 2 visits away from meeting our annual target number, which we should complete in the 3rd quarter.

Number of potential recruitment opportunities (PROs) submitted by the Partnership

Results

FY20	FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
33	60	69	63	59	19	12			31	60

Graph of Data Above



MEASURE DESCRIPTION: A "prospective company" is a business that has identified specific real estate (if applicable) and labor requirements, has expressed specific interest in a potential New Mexico site, and expects to conclude their site selection process within twenty-four months.

DATA SOURCE/METHODOLOGY: Directly measured as companies or their advisors engage with the Partnership.

STORY BEHIND THE DATA: STORY BEHIND THE DATA: 12 PROs for the Second Quarter. Oct (3): Alligator, Portales-CL, Mirage. Dec (9): Tech Tires, Warehouse Search, Transportation Pilot Project, Spark, Trio, Fuego, Sales Office, Artemis-Apollo, A2.

IMPROVEMENT ACTION PLAN: Projects tend to slow down or pause right before a presidential election. They picked up quickly in December, and January has been pretty strong as well. We are currently at 31 PROs which is halfway to the annual target of 60. We are also working on 29 new leads from this quarter to get them PRO-ready. Industry events also typically slow down this quarter, usually resulting in lower Lead and PRO numbers. We have several events planned in the next two quarters to ensure additional leads and PROs.

Economic Development Division (EDD)

Program Description, Purpose and Objectives: The Economic Development Division (EDD) assists New Mexico businesses and communities through its six key programs and professional staff. EDD's programs include the New Mexico MainStreet program, which includes the Arts & Cultural Districts (ACD) program, the Frontier & Native American Communities Initiative and the Historic Theatres Initiative; the Community, Business and Rural Development Team (CBRDT), which administers the Local Economic Development Act (LEDA) closing fund, the Local Economic Assistance Development & Support (LEADS) grants, the Business Retention & Expansion (BRE) program, the Certified Economic Development Organization (EDO) program, and FUNDIT, in addition to being home to the Tribal Liaison; the Job Training Incentive Program (JTIP), which includes Step-Up and NM 9000 Certification Training; the Office of Strategy, Science & Technology, which administers the Small Business Startup Grant and the SBIR/STTR Matching Grant and oversees the Technology Research Collaborative (TRC); and the Office of International Trade, which includes Foreign Direct Investment.

OBJECTIVES:

- Enhance business retention and expansion efforts within each region by identifying each economic base company and developing relationships with each.
- Provide education and training to local economic development organizations and leadership within each region.
- Create thriving places in New Mexico by increasing economic vitality through revitalization and Creative Placemaking and supporting property redevelopment initiatives.
- Enhance awareness of the Job Training Incentive Program (JTIP) among prospective companies to increase participation in rural areas and the number of first-time program participants.
- Increase the level of Foreign Direct Investment into New Mexico by conducting outreach activities in identified target countries.
- Deploy LEDA funding to attract capital investment and job creation in communities.
- Provide education and outreach to ensure that New Mexico technology-based companies are well equipped to pursue new sources of capital and reach their potential.

Program Budget (in thousands):

FY25	General Fund	Other State Funds	Federal Funds	Other Transfers	TOTAL	FTE
200	\$3,256.10		\$686.60		\$3,942.70	
300	\$1,709.00		\$1,765.40		\$3,474.40	24
400	\$13,502.70		\$507.50		\$14,010.20	31
TOTAL	\$18,467.80		\$2,959.50		\$21,427.30	

Program Performance Measures:

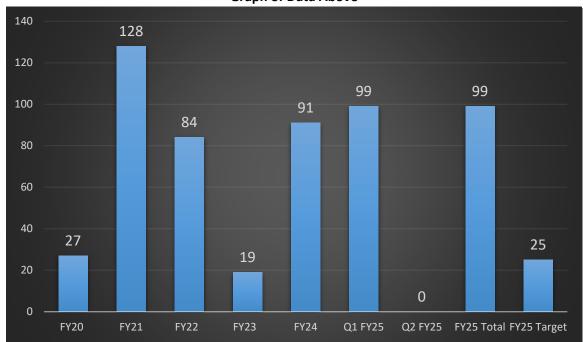
- 1. Number of private sector dollars leveraged by each dollar through LEDA
- 2. Number of jobs created through the use of LEDA funds
- 3. Average wages in excess of cost per job for projects funded through the Local Economic Development Act (LEDA)
- 4. Dollars of private sector investment in MainStreet districts, in millions
- 5. Number of building rehabilitations assisted by the MainStreet program
- 6. Number of workers trained by JTIP
- 7. Average hourly wage of jobs funded by JTIP
- 8. Average wages in excess of cost per job for projects funded through the Job Training Incentive Program (JTIP)
- 9. Dollars of follow-on investment in technology-based companies as a result of Office of Science & Technology programs
- 10. Foreign Direct Investment in New Mexico as a result of Office of International Trade efforts, in millions
- 11. Federal grants dollars awarded as a result of economic development efforts

Number of private sector dollars leveraged by each dollar through LEDA

Results

FY20	FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25	FY25 Target
27	128	84	19	91	99	0			99	25





MEASURE DESCRIPTION: The ratio of private sector dollars invested in a LEDA project to the level of LEDA dollars invested.

DATA SOURCE/METHODOLOGY: Investment amounts are detailed in the project participation agreement, which is signed and affirmed by the company.

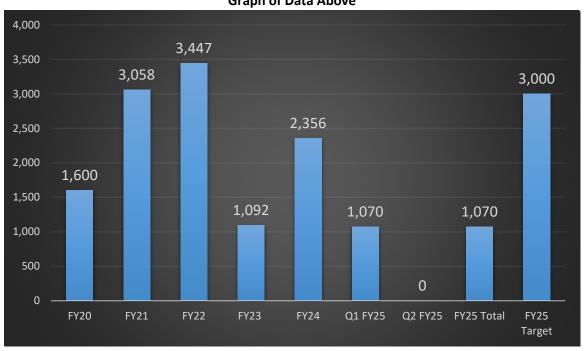
STORY BEHIND THE DATA: There were no LEDA projects announced in Q2.

Number of jobs created through the use of LEDA funds

Results

FY20	FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
1,600	3,058	3,447	1,092	2,356	1,070	0			1,070	3,000

Graph of Data Above



MEASURE DESCRIPTION: The total number of jobs created by all the LEDA projects completed during the quarter. **DATA SOURCE/METHODOLOGY:** The number of jobs a project will create are captured in the project participation agreement (PPA).

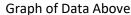
STORY BEHIND THE DATA: There were no LEDA projects announced in Q2.

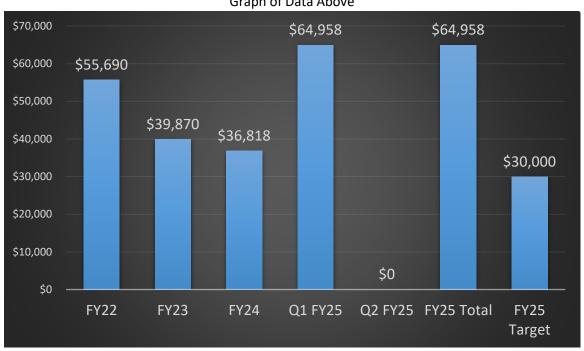
IMPROVEMENT ACTION PLAN: Mid-way through the fiscal year, EDD has achieved roughly 30% of its target for FY25. There are several projects in the pipeline, and we anticipate meeting the FY25 target by the end of the FY.

Average wages in excess of cost per job for projects funded through LEDA

Results

FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25	FY25 Target
\$55,690	\$39,870	\$36,818	\$64,958	0			\$64,958	\$30,000





MEASURE DESCRIPTION: Measuring the average LEDA wage against the cost per job associated with the number of hires by the companies receiving a LEDA award.

DATA SOURCE/METHODOLOGY: The source comes from the deals that have been finalized in Q2 FY25. EDD takes the amount of hires as well as the amount of total LEDA awards associated with the projects to calculate a cost per job. EDD then takes the average wage associated with the companies and subtracts the cost per job to determine the performance result.

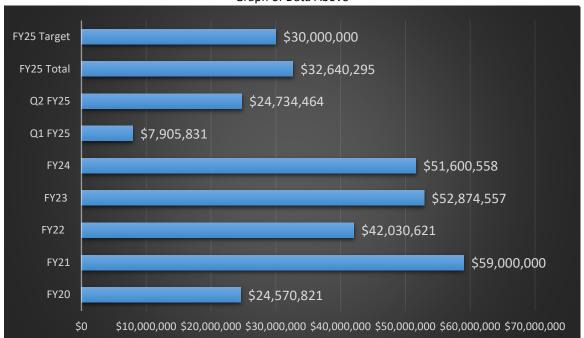
STORY BEHIND THE DATA: There were no LEDA projects announced in Q2.

Dollars of private sector investment in MainStreet districts, in millions

Results

FY20	FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
\$24.57	\$59	\$42	\$52.9	\$51.6	\$7.9M	\$24.7M			\$32.6M	\$30M





MEASURE DESCRIPTION: The sum of all private investment in NM MainStreet districts. This includes development and redevelopment projects, and private sector donations and grants.

DATA SOURCE/METHODOLOGY: Data is provided through the combined quarterly reports submitted to the state MainStreet coordinating program from 32 local MainStreet communities, including data on private investment in building improvements, new development projects, and private sector donations and grants for community projects. Local programs gather data from local businesses and property owners, donations, and grants to the local MainStreet program, and recent construction/building permits.

STORY BEHIND THE DATA: In the second quarter of FY25 there were investments in real estate in MainStreet districts throughout the state. The following includes highlights of activity in Q2:

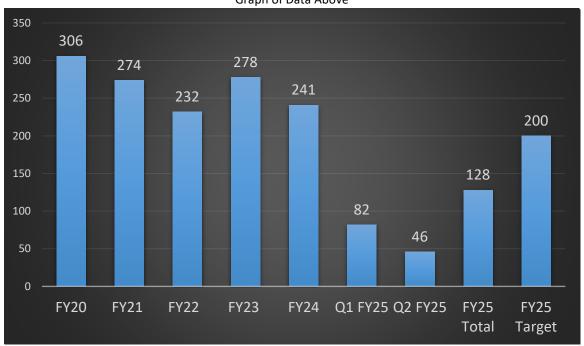
- In Nob Hill, there were major investments in buildings in the corridor. A total of \$6,000,000 is being invested in the Hiway House Hotel Rebuild. The hotel is being redeveloped into a new boutique hotel with support from the City of Albuquerque. Additionally, there is a mixed-use building being built on the former site of the Mannie's restaurant, a \$3,000,000 project.
- Artesia MainStreet has 2 new building owners in the district who purchased 2 different buildings for a combined investment of \$800,000.
- Barelas Mainstreet benefited from a \$10,000,000 expansion by Bueno Foods with the addition of warehouse and manufacturing space to their facility in Albuquerque.

Number of building rehabilitations assisted by the MainStreet program

Results

FY20	FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
306	274	232	278	241	82	46			128	200





MEASURE DESCRIPTION: Total number of building rehabilitation projects, including repairs, renovations, modifications, or reconstruction.

DATA SOURCE/METHODOLOGY: Data is provided through the combined quarterly report submitted to the state MainStreet coordinating program from 32 local MainStreet communities. Rehabilitation projects are recorded after each project is completed.

STORY BEHIND THE DATA: Of the total amount of private sector investment into Mainstreet districts, \$2.4 million dollars contributed to 46 different private building rehabilitation projects within MainStreet districts around the state in Q2. The following includes highlights of activity in Q2:

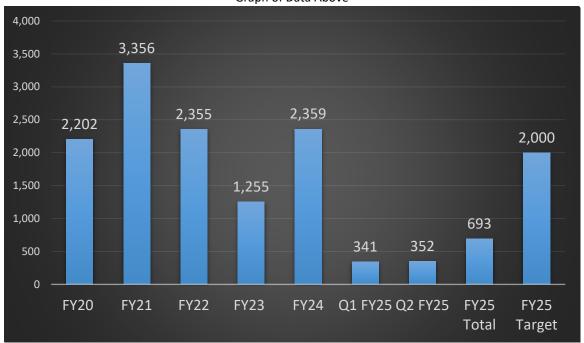
- Las Cruces, New Mexico had 2 private rehabilitation projects for a total over \$1,000,000 with the Electronic Care Giver business getting elevator updates and the Former EL Paso Electric Building getting interior and exterior updates.
- In Las Vegas there were 5 rehabilitation projects with a total investment of \$430,000. 1st Community Bank invested over \$400,000 into their property to repair structural issues, the roof and refresh the Façade. The Skillet, a popular local restaurant, revamped their outdoor patio space and redid their parking spots with \$5,000 invested into the improvements. The building owner of 119 Bridge St spent \$20,000 renovating their entire retail space adding small retail booths, ceiling repairs as well as improving the electrical system, to attract new tenants for the space.

Number of workers trained by JTIP

Results

							Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
2,202	3,356	2,355	1,255	2,359	341	352			693	2,000





MEASURE DESCRIPTION: Number of workers trained includes JTIP trainees in newly created positions and internships, Step Up trainees receiving upskills training, and JTIP for Film & Multimedia trainees in the Film Crew Advancement Program (FCAP) and Pre-Employment Training Program (PETP).

DATA SOURCE/METHODOLOGY: The number of workers trained comes from the training projects approved by the JTIP board.

STORY BEHIND THE DATA: In the second quarter of FY25, 22 companies and 352 trainees were approved by the JTIP board. 175 are high-wage positions, of which 92 are urban, with annual salaries greater than \$60,000, and 83 are rural, with annual salaries greater than \$40,000. Twenty-one internships were approved, five of which are rural, and 14 incumbent workers will receive upskills training through JTIP's enhanced skills training program, Step-Up. 174 of the total trainees approved are in rural areas including Belen, Hobbs, Roswell and Santa Teresa.

The Film Crew Advancement Program (FCAP) under the JTIP for Film and Multimedia programs, approved one production companies to train 6 crew members.

IMPROVEMENT ACTION PLAN: JTIP has a short-term project pipeline through March of 397 new trainees, and a long-term pipeline through the end of FY25 and beyond amounting to nearly 4,300 jobs. There are currently 11 companies in the application process targeting the February and March board meetings. Companies tend to scale back on hiring in Q2 due to the holidays. An uptick in project applications is expected in Q3 and Q4. Additionally, the FCAP program's busiest season is Spring going into Summer, so we also anticipate an increase in those projects in the second half of the FY.

Average hourly wage of jobs funded by JTIP

Results

FY20	FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25	FY25 Target
\$19.32	\$19.22	\$23.67	\$29.02	\$30.74	\$28.08	\$26.40			\$27.24	Explanatory

Graph of Data Above



MEASURE DESCRIPTION: Average hourly wage of jobs funded by JTIP.

DATA SOURCE/METHODOLOGY: The average hourly wage of jobs funded by JTIP comes from the applications approved by the JTIP board for net new jobs. The average hourly wage for jobs approved under the JTIP for Film & Multimedia Film Crew Advancement Program (FCAP) comes from the applications approved by the NM Film Office and is calculated separately.

STORY BEHIND THE DATA:

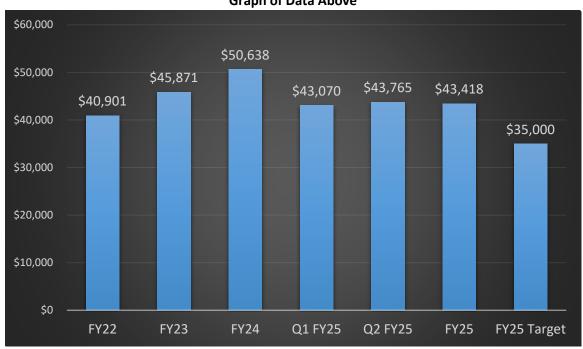
- FY25 Q2 JTIP jobs approved:
 - 311 trainees: Average wage = \$26.40
 - Urban: 142, average wage = \$32.01
 - Rural: 169, average wage = \$21.69
 - 21 interns:
 - Urban: 14, average wage = \$23.30
 - Rural: 5, average wage = \$25.44
- FY25 Q2 JTIP Film Crew jobs approved:
 - 6 trainees, average wage = \$46.17

Average wages in excess of cost per job for projects funded through JTIP

Results

FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25	FY25 Target
\$40,901	\$45,871	\$50,638	\$43,070	\$43,765			\$43,418	\$35,000

Graph of Data Above



MEASURE DESCRIPTION: Measuring the average JTIP wage against the cost per job associated with the number of hires by the companies receiving a JTIP award.

DATA SOURCE/METHODOLOGY: The data source is the approved jobs for Q2 FY25 and the approved wages for those positions.

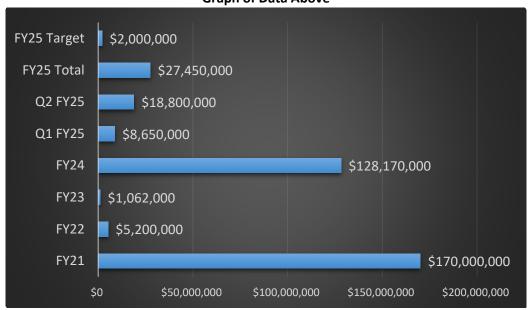
STORY BEHIND THE DATA: The estimated reimbursement amount (award) for JTIP jobs is based on the complexity of the skills required to do the job and the wage rate the company is paying. The higher the skill set and wage rate, the more training hours are approved and therefore a higher award amount. The average annual wage associated with the jobs approved in Q2 FY25 is \$59,780. The cost per job for these JTIP jobs was \$16,015.

Dollars of follow-on investment in technology-based companies as a result of OSST programs

Results

F	Y21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
\$1	L70M	\$5.2M	\$1,062,000	\$128.17M	\$8.65M	\$18.8M			\$27.45M	\$2M

Graph of Data Above



MEASURE DESCRIPTION: New investment in a tech company assisted by the Office of Strategy, Science & Technology (OSST) from non-state sources. This may include follow-on funding a company receives after receiving a grant from OSST or a company that successfully identifies funding after receiving technical assistance from OSST.

DATA SOURCE/METHODOLOGY: The company reports the new funding to OSST or OSST is made aware of the new funding in a report or the media.

STORY BEHIND THE DATA: Two companies received follow-on funding during the second quarter of FY25:

- Pajarito Powder, an Albuquerque-based company that manufactures critical components for the hydrogen energy industry, received \$18.5 million in federal Department of Energy grant funds in October. The company has received several grants from EDD, most recently an Advanced Energy Award Pilot Program grant in FY24 in the amount of \$766,000. The company is also in the process of hiring approximately 18 new positions, for which they are utilizing JTIP.
- Molten Salt Solutions, a Santa Fe-based company that pioneers key materials for advanced nuclear energy, announced a \$3 million seed round from two Silicon Valley firms in December. The company received a Phase II SBIR matching grant in FY24 in the amount of \$100,000. The company also previously received a Science and Technology Business Startup Grant in FY22 in the amount of \$25,000.

Foreign direct investment in New Mexico as a result of Office of International Trade efforts

Results

FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
\$2M	\$2M	\$72M	\$2.57B	\$942.4M	\$0			\$942.4M	\$10M

MEASURE DESCRIPTION: Foreign companies that choose to invest in New Mexico and create new economic base jobs.

DATA SOURCE/METHODOLOGY: Documentation related to EDD programs the company participates in, such as JTIP or LEDA.

STORY BEHIND THE DATA: There were no new foreign direct investment projects in Q2.

Outdoor Recreation Division

<u>Division Mission</u>: The Outdoor Recreation Division (ORD) works to increase equitable access to the outdoors for all New Mexicans, ensuring healthy outcomes, environmental stewardship, and economic prosperity.

<u>Division Goals/Objectives:</u> Increase outdoor recreation's contribution to state GDP; Increase outdoor recreation jobs in New Mexico; Provide safe, healthy opportunities for outdoor recreation, especially for youth; Increase awareness of New Mexico as a world-class outdoor recreation destination for businesses, residents, and visitors.

Program Description, Purpose and Objectives: The Outdoor Recreation Division works to ensure that all New Mexicans gain from the public health, environmental, and economic benefits of sustainable outdoor recreation. To do that, the four-person ORD team focuses on a few key impact areas: economic development; promotion of outdoor-recreation assets; conservation and stewardship; education and workforce; and health and well-being programs. ORD connects both in- and out-of-state outdoor-recreation companies to EDD programs such as LEDA and the Job Training Incentive Program (JTIP), with the goal of relocating and/or expanding such businesses in New Mexico. ORD develops outdoor recreation infrastructure (ex: trails, enhanced campgrounds, public shooting ranges) via the Outdoor Recreation Trails+ Grant program. The office partners with federal and state land management agencies to make public lands and waters—and the outdoor-recreation opportunities they promise—healthier and more accessible. It also partners with key stakeholders on developing state and federal policy to protect and enhance New Mexico's natural resources. ORD works to make access to the outdoors more equitable for New Mexican youth, and to that end, the office oversees the Outdoor Equity Fund. Finally, ORD serves as a public-facing champion of New Mexico's great outdoors, with the goal of making the state an internationally recognized outdoor destination for visitors, residents, and businesses.

Program Budget (in thousands):

FY25	General Fund	Other State Funds	Federal Funds	Other Transfers	TOTAL	FTE
200	\$369.60				\$369.60	
300	\$125.00				\$125.00	
400	\$692.00			\$1,875.00	\$2,567.00	4
TOTAL	\$1,186.60			\$1,875.00	\$3,061.60	

Program Performance Measures:

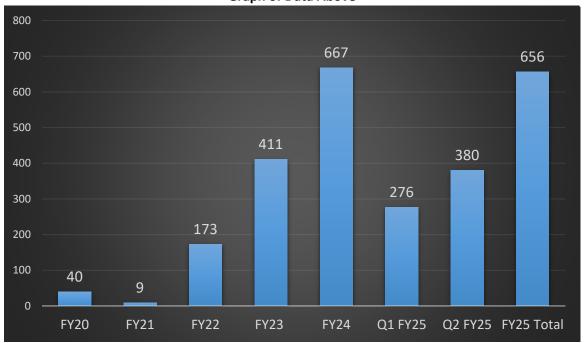
- 1. Number of new outdoor recreation jobs created by ORD;
- 2. Number of outdoor recreation conservation and access projects funded and/or led by ORD, including via the Outdoor Recreation Trails+ Grant;
- 3. Number of youth to benefit from outdoor education programs, including through the Outdoor Equity Fund;
- 4. The value of earned and owned media impressions for ORD and/or New Mexico outdoor recreation.

Number of new outdoor recreation jobs created by ORD

Results

FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
9	173	411	667	276	380			656	Explanatory





MEASURE DESCRIPTION:

The number of outdoor recreation-related jobs created through ORD programs, including the Outdoor Recreation Trails+ Grant program and other Economic Development Department initiatives.

DATA SOURCE/METHODOLOGY:

Data is collected from official reports submitted by private companies to EDD through the Job Training Incentive Program (JTIP) and Local Economic Development Act (LEDA) programs. Additional data comes from outdoor recreation incubators and reports from Outdoor Recreation Trails+ Grant recipients.

STORY BEHIND THE DATA:

ORD continues to demonstrate its impact on job creation and support across the state through its initiatives. In November 2024, ORD awarded \$4.3 million to 16 recipients of the Outdoor Recreation Trails+ Grant across 10 counties. According to grant reports, these projects are projected to create 380 seasonal, part-time, and full-time jobs over the next 24 months. Additionally, the program has secured \$7,010,049 in private and regional matching funds to further support jobs and infrastructure investments.

The Trails+ Grant program is funding various roles, including trail restoration in wildfire-affected areas, infrastructure upgrades, and youth conservation projects. For example, the Rocky Mountain Youth Corps will engage over 60 young adults in paid service work to restore more than 300 miles of fire-damaged trails, providing both employment and training in conservation. Similarly, the City of Carlsbad is employing construction and maintenance teams to renovate the Lower Tansill Recreation Area along the Pecos River, improving accessibility and safety.

Since its inception in 2020, the Trails+ program has awarded \$22.45 million to 179 outdoor infrastructure projects across 30 counties and 11 tribal communities, creating approximately 1,820 jobs. For fiscal year 2025, the program received a one-time \$10 million special appropriation and \$1.4 million in recurring funds from the Land of Enchantment Legacy Fund, ensuring continued support for outdoor infrastructure and job creation.

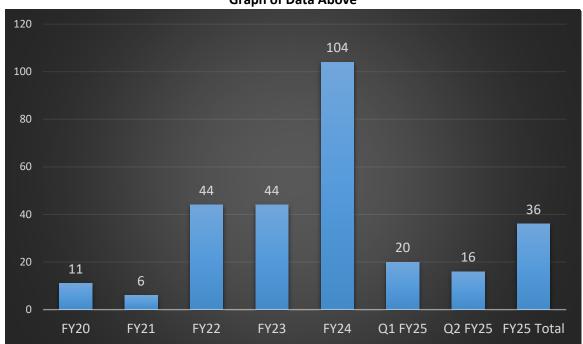
In addition, EDD's Job Training Incentive Program has supported job growth in outdoor recreation businesses. Sasquatch Campers Inc. in Farmington received JTIP funding for five trainees at an average wage of \$22 per hour, with a total award of \$66,815. This funding enables the company to scale its production of lightweight, premium trailers, further contributing to local economic development.

Number of outdoor recreation projects funded and/or led by ORD

Results

FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
6	44	44	104	20	16			36	Explanatory





MEASURE DESCRIPTION:

The number of outdoor recreation projects funded or led by the Outdoor Recreation Division, including the Outdoor Recreation Trails+ Grant program and the Outdoor Marketing Grant program.

DATA SOURCE/METHODOLOGY:

Data is derived from ORD's Outdoor Recreation Trails+ Grant program and ORD's internal inventory of active projects.

STOY BEHIND THE DATA:

Outdoor Recreation Trails+ Grant: In November 2024, ORD announced 16 recipients for the Outdoor Recreation Trails+ Grant second round. These 16 recipients will advance outdoor recreation projects from design, construction, and maintenance of trails and outdoor infrastructure projects. ORD continues accepting applications for the Trails+ Grant, leveraging two new funding sources for fiscal year 2025: 1) \$10 million from special appropriations passed in the 2024 legislative session, and 2) \$1.4 million from the first distribution of the Land of Enchantment Legacy Fund. These funds will be distributed in four grant cycles or until fully allocated during fiscal year 2025.

Information about all grantees for FY25 is available on the NMOutside.com.

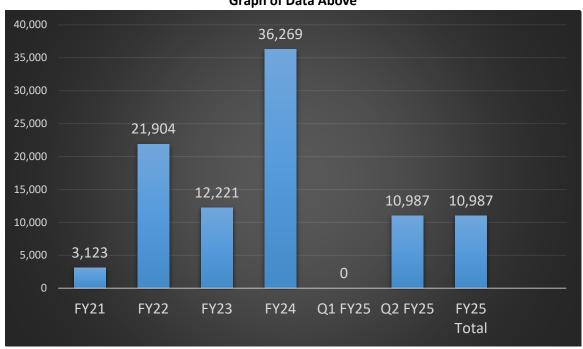
Rio Grande Trail: ORD is also advancing the Rio Grande Trails initiative, a cross-state recreational trail along the Rio Grande River, emphasizing sustainable outdoor infrastructure development.

Number of youth to participate in ORD outdoor education programs, including the OEF

Results

FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
3,123	21,904	12,221	36,269	0	10,987			10,987	Explanatory





MEASURE DESCRIPTION:

The number of youth aged 18 and younger who participate in an Outdoor Recreation Division outdoor education program, including those funded by the Outdoor Equity Fund (OEF) and the Future Focused Education paid outdoor industry internship program.

DATA SOURCE/METHODOLOGY:

Data is collected from ORD's official OEF student enrollment reports accessed through the Submittable grant administration software and from attendance reports provided by education partners.

STORY BEHIND THE DATA:

Outdoor Equity Fund: In November 2024, ORD completed the only round of Outdoor Equity Fund awards for fiscal year 2025. A total of \$851,400 was allocated to 43 organizations, benefiting 10,987 youth. Grants, ranging from \$5,000 to \$40,000, supported programs introducing young New Mexicans to activities such as day hikes, hunting, biking, fly fishing, acequia cultural preservation, workforce training, and skiing. These programs span 15 counties and seven Tribal communities across the state.

The fiscal year 2025 OEF was funded by \$468,800 from the Land of Enchantment Legacy Fund and \$382,600 from the state budget's equity fund. The application process closed on August 31, 2024, with ORD and volunteer reviewers evaluating 96 applications requesting over \$3 million in funding. Grant awards were announced in November 2024, and a list of recipients is available here.

<u>ORD and Future Focused Education (FFE) Partnership:</u> Since Fall 2021, our partnership with FFE has facilitated the placement of 67 high school students in paid internships with 14 outdoor recreation employers in Taos, Santa Fe, Albuquerque, and Las Cruces. This represents significant growth from the initial cohort of three interns in September 2021.

ORD has invested \$45,000 over the past three years, which has catalyzed an additional \$177,000 in funding for youth internships through contributions from participating employers and the Public Education Department's Summer Internship Program. This program designed to expand work-based learning opportunities for New Mexico's youth, interns have gained hands-on experience in areas such as: outdoor education, grassroots agriculture, land management and conservation, and watershed health.

To support continued growth, ORD has budgeted \$20,000 for FY25, increasing from \$15,000 annually in prior years.

Recent Developments

- Five new employers have joined the program since Summer 2024, including Pajarito Environmental Education Center, City of Santa Fe River and Watershed Division, Talking Talons, Semilla Project, and Center for Southwest Culture: StoryRiders.
- Two longstanding partners, *The Santa Fe Children's Museum* and *The NM Archaeology Center*, now independently fund paid internships, eliminating the need for ORD subsidies.

With the increased funding allocation, we anticipate:

- Adding four new interns over last year's total.
- Onboarding four new employer partners, with San Ildefonso Pueblo already confirmed.
- Sustained support through the Public Education Department's Summer Employment Enrichment Program (SEIP).
- Transitioning 1–2 currently subsidized employers to fully self-funded positions.

This paid internship program grew out of the <u>2021 Cradle-to-Career Outdoor Industry Strategy</u>, supported by the National Park Service Rivers, Trails, and Conservation Assistance program. The strategy emphasizes creating pathways from pre-K through higher education for students interested in working in and for the outdoors.

The value of earned and owned media for ORD and/or New Mexico outdoor recreation

Results

FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
7,808	28,737	29,486	42,494	14,254	18,613			32,867	Explanatory

Graph of Data Above



MEASURE DESCRIPTION:

The total number of media stories covering the Outdoor Recreation Division or outdoor recreation in New Mexico, directly resulting from ORD's efforts. Stories are ranked by their quality, considering the publication's size and the accuracy with which ORD's mission is represented. This measure also includes ORD's owned media performance, such as the number of readers, unique website visits, newsletter subscribers, and social media followers across various platforms. This comprehensive approach offers insights into ORD's media impact and outreach effectiveness.

DATA SOURCE/METHODOLOGY:

Data is collected using a combination of analytics tools:

- Website and platform analytics track user interactions and engagement.
- Google Alerts monitor media coverage, sending real-time updates to ORD's email.
- Hootsuite analytics gather additional metrics to ensure comprehensive monitoring across all digital channels.

STORY BEHIND THE DATA:

In Q2 FY25, ORD reported the following metrics:

- 2,999 newsletter subscribers (49 new subscribers)
- 9,475 unique website users (61% increase in traffic)
- 18,342 page views on website

- 2,207 Instagram followers (+6% growth)
- 433 Threads followers (+11.9% growth)
- 1,116 Facebook followers (+8.6% growth, 43.2% increase in reach)
- 843 X (Twitter) followers (5% drop following the November election)
- 399 BlueSky followers (new account)
- 1,058 LinkedIn followers (+6.7% growth, though engagement decreased with a 16% drop in page views)
- 83 Linktree views

ORD launched a social media campaign spotlighting local outdoor recreation businesses through the Outdoor Ventures editorial series on NMOutside.com. The stories garnered 521 website views, a combined reach of 10,732 users on Facebook and Instagram, and 658 likes across the two platforms.

Earned media increased by 28.6%.

Earned Media:

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https://www.krqe.com/news/new-mexico/new-series-highlights-the-businesses-shaping-outdoor-recreation-in-new-mexico/

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184420865.html?guccounter=1&guce referrer=aHR0cHM6Ly93d3cuZ29vZ2xlLmNvbS8&guce referrer sig=AQAAACSJ-

Z1wmA8Mey8GwbjbUKAmE1VVkyod8YZpcHJJa1KigS3ompQ5IrguW05QMAb dUKpMY9pmDMFmncvoX-

OwD8iYjjeZc9vPYAJiOVknLAKdlqbHP9BSD5rr-f7GFJB3CxuKZOlCKuNfY-pcwvL9V1YPIp7CQ0exp29P4hfXwCL

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https://www.bizjournals.com/albuquerque/news/2024/11/20/visit-abg-master-plan-outdoor-recreation.html

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https://krtnradio.com/2024/12/10/raton-city-commission-approves-bartlett-mesa-ranch-transfer/

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https://abc7amarillo.com/news/local/clovis-schools-receive-20000-grant-for-outdoor-education-program-clovis-new-mexico-municipal-schools-fishing-wildlife-photography-outdoor-equity-fund-recreation-divison-joseph-williams-rob-black-economic-development-yucca-middle-school

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Film Office

Program Description, Purpose and Objectives: The New Mexico State Film Office is a division of the New Mexico Economic Development Department that serves the film and television industry locally, nationally, and internationally. The New Mexico Film Office markets the state to the film industry, services productions, promotes jobs for New Mexicans, works to maintain and optimize the film production tax credit and oversees registrations and processes for the registration of the film incentive. The Film Office consults with productions regarding the financial and aesthetic aspects of their projects, assisting them throughout the incentive process, such as the Film Production Tax Credit and the Job Training Incentive Program for Film & Multimedia. The division provides information to production executives, producers, directors, crew, filmmakers, and the local community, markets filming locations and manages resources promoting local crew, talent, vendors, and film liaisons. The Film Division continues to focus on five main objectives:

- (1) Promote and advocate for the Film Production Refundable Tax Credit program locally, nationally, globally.
- (2) Recruit television series, films, commercials, digital media, animation, post-production, AR/VR, and other eligible projects and productions, thereby creating jobs for New Mexicans.
- (3) Administer and create various workforce development programs and industry education, thereby creating more opportunities for New Mexicans.
- (4) Execute marketing, outreach and community engagement efforts and campaigns, regarding the film incentive, film industry and its economic impact on New Mexico.
- (5) Maintain and evolve our data collection to be able to objectively assess the effectiveness of the credits provided by the Film Production Tax Credit Act.

Program Budget (in thousands):

FY24	General Fund	Other State Funds	Federal Funds	Other Transfers	TOTAL	FTE
200	\$1,007.30				\$1,007.30	
300	\$753.40				\$753.40	40
400	\$79.60				\$79.60	10
TOTAL	\$1,840.30				\$1,840.30	

Program Performance Measures:

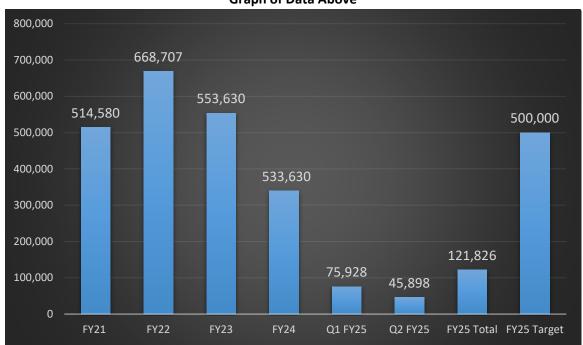
- 1. Number of film and media worker days
- 2. Estimated direct spending by film industry productions, in millions
- 3. Total wages paid by film industry productions to New Mexico residents, in millions
- 4. Median wages paid by film industry productions to New Mexico residents
- 5. Total gross receipts taxes paid by film industry productions, in millions

Estimated number of film and media worker days

Results

FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
514,580	668,707	533,630	339,266	75,928	45,898			121,826	500,000

Graph of Data Above



^{*}Information reported are estimates based on registrations submitted to the Film Division by productions and can fluctuate based on variables including, but not limited to, changes to schedule and budget as well as operational and other unforeseen circumstances such as COVID-19. Data for recent fiscal quarters is retroactively updated.

MEASURE DESCRIPTION: Reflects the estimated NM resident crew size multiplied by the estimated number of days employed.

DATA SOURCE/METHODOLOGY:

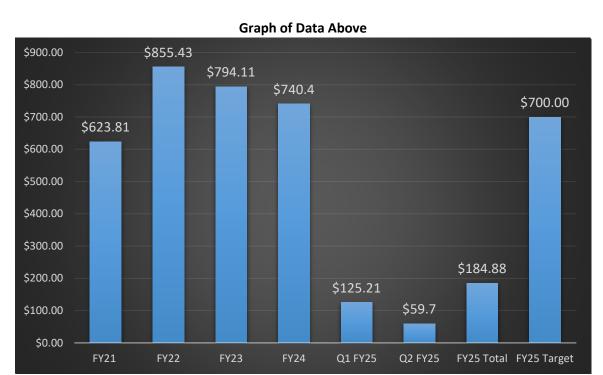
The data is based on information in the registration forms submitted to the Film Division by production companies. and is calculated by multiplying the estimated NM resident crew with their estimated number of days employed** (Both of which are reported by productions during registration).

STORY BEHIND THE DATA: In the first half of fiscal year 25, nearly 122 thousand worker days have been observed. The industry continues to rebound from the recent strikes, however production is still below recent historic levels.

Estimated direct spending by film industry productions, in millions

Results

FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25		FY25 Total	FY25 Target
\$626.5	\$855.43	\$794.11	\$740.42	\$125.21	\$59.66		\$184.88	\$700



^{*}Information reported are estimates based on registrations submitted to the Film Division by productions and can fluctuate based on variables including, but not limited to, changes to schedule and budget as well as operational and other unforeseen circumstances such as COVID-19. Data for recent fiscal quarters is retroactively updated.

MEASURE DESCRIPTION: Total New Mexico estimated direct production expenditures.

DATA SOURCE/METHODOLOGY: The data is based on information in the registration forms submitted to the Film Division by production companies.

STORY BEHIND THE DATA: In the first half of FY25, New Mexico saw just under \$185 million in production spend. The industry continues to rebound from the recent strikes, however production is still below recent historic levels.

Total wages paid by film industry productions to NM residents, in millions

Results

FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
\$121.2	\$157.06	\$152.26	\$98.74	\$21.18	\$13.23			\$34.41	\$130

Graph of Data Above



^{*}Information reported are estimates based on registrations submitted to the Film Division by productions and can fluctuate based on variables including, but not limited to, changes to schedule and budget as well as operational and other unforeseen circumstances such as COVID-19. Data for recent fiscal quarters is retroactively updated.

MEASURE DESCRIPTION: Estimated total wages paid by film industry productions to New Mexico residents, in millions. This data does not include wages paid to New Mexico actors, New Mexico background actors, nor wages paid to New Mexicans providing post-production services.

DATA SOURCE/METHODOLOGY:

The data is based on information in the registration forms submitted to the Film Division by production companies. Wages are calculated using worker days in Performance Measure #1, and median wages (Performance Measure #4).

STORY BEHIND THE DATA: : In the first half of FY25, an estimated \$34.41 million has been paid in wages to NM Crew members. This falls short of recent years observations, as production is still below recent historical levels.

Median wages paid by film industry productions to NM residents

Results

FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25	FY25 Target
\$60,840	\$61,069	\$73,860	\$76,449	\$72,557	\$74,950			\$72,992	\$62,000

Graph of Data Above



^{*}Information reported are estimates based on registrations submitted to the Film Division by productions and can fluctuate based on variables including, but not limited to, changes to schedule and budget as well as operational and other unforeseen circumstances such as COVID-19. Data for recent fiscal quarters is retroactively updated.

MEASURE DESCRIPTION: Estimated average median wages paid by film industry productions to New Mexico residents. Wage data is presented in wages per year.

DATA SOURCE/METHODOLOGY: This data is based on information in registrations submitted to the Film Division by production companies. Each registration includes the respective production's median crew wage. The median crew wages were multiplied by an assumed 2,080 hours per year to calculate an annual wage. 2,080 hours is the standard generally used to define full time annual employment based on a 52-week year with 40 hours per week of labor.

STORY BEHIND THE DATA: Median wages paid to NM residents have equaled \$72,992 in the first half FY25. This continues to be well above the median wages for the state as a whole.

Total gross receipts taxes paid by film industry productions, in millions

Results

FY21	FY22	FY23	FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
\$30.21	\$47.10	\$43.41	\$37.25	\$6.69	\$3.83			\$10.52	\$35

Graph of Data Above



^{*}Information reported are estimates based on registrations submitted to the Film Division by productions and can fluctuate based on variables including, but not limited to, changes to schedule and budget as well as operational and other unforeseen circumstances such as COVID-19. Data for recent fiscal quarters is retroactively updated.

MEASURE DESCRIPTION: This data is an estimate of the New Mexico total gross receipts taxes paid by film industry productions, in millions.

DATA SOURCE/METHODOLOGY: This data is based on information in registrations submitted to the Film Division by productions. Each registration includes the respective production's estimated qualified direct spend. Using historical data, we estimate the GRT paid at 6.47%, and then multiply the estimated qualified spend by 6.47% to get the average GRT paid in dollars.

STORY BEHIND THE DATA: In the first half of FY25, an estimated \$10.52 million has been paid in wages to NM Crew members. This falls short of recent years observations, as production is still below recent historical levels.

Creative Industries Division

Program Description, Purpose and Objectives:

The Creative Industries Division was created during the 2023 Legislative Session through House Bill 8 to support the state's creative industries, defined as a business or person "engaged in creative enterprises, including performing, visual and literary arts, entertainment, media, information and broadcasting, applied arts and design, including architecture, landscape architecture, museum and gallery professions, promotion, marketing, graphics and industrial design, technology and computer system design, software design, coding and digital media, and crafts and artisan professions, including metal, wood, glass, ceramics, paper, printing, textile and culinary arts.

The division is charged with increasing and promoting creative-industry-based economic development and tourism; supporting educational and workforce training initiatives to facilitate creative industry growth; supporting entrepreneurs and small businesses in creative industries; identifying and helping establish public infrastructure to support creative industries; serving as an information clearinghouse by providing resources and opportunities to creative industry stakeholders; and acting as a liaison between creative-industries-related businesses and organizations.

Program Budget (in thousands):

FY24	General Fund	Other State Funds	Federal Funds	Other Transfers	TOTAL	FTE
200	\$276.10				\$276.10	
300	\$0.00				\$0.00	2
400	\$200.00				\$200.00	2
TOTAL	\$476.10				\$476.10	

Program Performance Measures:

- 1. Number of partnerships with other agencies, educational institutions, industry associations and community organizations
- 2. Number of entrepreneurs and small businesses assisted by the creative industries division
- 3. Number of creative industry programs assisted by the division

Number of partnerships with other agencies, educational institutions, industry associations and community organizations

Results

Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
5	7			12	Explanatory

MEASURE DESCRIPTION: The number of partnerships engaged in and created by the division.

DATA SOURCE/METHODOLOGY: Data is derived from CID's internal inventory of partnerships, initiatives, and deliverable or measurable activities or projects that are actualized by the division.

STORY BEHIND THE DATA: The division established six partnerships with other agencies, educational institutions, industry associations and community organizations in the second quarter of FY25:

- Partnership with the UNM Arts Lab to share relevant data they have collected for their organization on creative industry association and their Artemis program with NASA.
- Partnership with the Arts Hub to share relevant data their Fellowship program, 1 on 1 services, and metrics and data connected to their organization for us to use for creative industry data and to add them as an asset to our asset map resource.
- Partnership with the Government Alliance on Racial Equity on the state government community of practice, sharing state
 vision, strategies and success through presentation and ongoing partnership. EDD/CID/JEDI is a member and active
 participant.
- Formalized beginning of a partnership with the Indian Affairs Department on relevant industry data and ways to support tribal creatives through programming, support, and marketing.
- Partnership with the CABQ Metropolitan Redevelopment Office director to discuss partnership on real estate options and methods for creatives, agreed to provide pipeline and support for locating businesses
- Pursuing partnership and collaboration on marketing development with Breaking Bad habits litter campaign and support options with Marketing Center of Excellence as a Governor's Office and Tourism Department collaboration

PERFORMANCE MEASURE #2

Number of entrepreneurs and small businesses assisted by the creative industries division

Results

Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
5	15			20	Explanatory

MEASURE DESCRIPTION: The number of entrepreneurs and small businesses assisted by the division directly, including provision of information or guidance, introductions to relevant contacts, and referrals to particular programs or services both within the department and externally.

DATA SOURCE/METHODOLOGY: Data is derived from CID's internal inventory of assistance, including calendars, email exchanges, phone calls, and referrals or connections made via those tools to a resource, service, or office offering additional support. While the division staff may receive more contacts from businesses and entrepreneurs than the number reflected here, the data reflects the total number of referrals to assistance that led to an actionable next step, such as applying for funding, matching to a program within the wider department, connecting to another agency or organization that can assist with the objective or challenge, or a finalized outcome of funding or services successfully sought.

STORY BEHIND THE DATA: With two full-time staff now in place and multiple field visits, the Director and Coordinator were able to respond to concerns and needs of creatives throughout the state. This was fulfilled through at least 9 meetings, conferences, inperson trips to Las Cruces, Silver City, Santa Fe, Albuquerque, and Gallup, and several phone calls, email, and virtual meetings.

PERFORMANCE MEASURE #3

Number of creative industry programs assisted by the division

			Results		
Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	FY25 Total	FY25 Target
0	5			5	Explanatory

MEASURE DESCRIPTION: The number of creative economy programs within the division, agency, greater state government, or external creative industry programs that were assisted by the division.

DATA SOURCE/METHODOLOGY: Data is derived from CID's internal inventory of programs assisted.

STORY BEHIND THE DATA: Various creative industry-based programs and projects were supported by division staff throughout Q2. This included making presentations regarding the division, relevant connections to other programs, participating in entertainment broadcasting projects on behalf of the division, convening participation with creative economy leaders and other universities on the national level, and supporting event execution efforts for community programming for entertainment industries and supporting underserved creatives in New Mexico. Some of the programs supported include the UNM Arts Leadership & Business program part of Interdisciplinary Arts and Museum Studies programs, a congressional program being created by Congresswoman Teresa Leger Fernandez's staff, supporting the entertainment subcommittee for the 2025 New Mexico Juneteenth programming and more.