

LABOR MARKET REVIEW

Economic Growth Region 7

Statistical Data Report for May 2018, Released July 2018

State Employment and Unemployment

Unemployment rates were lower in May in 14 states and stable in 36 states and the District of Columbia, the U.S. Bureau of Labor Statistics reported. Eleven states had jobless rate decreases from a year earlier and 39 states and the District had little or no change. The national unemployment rate edged down from April to 3.8 percent and was 0.5 percentage point lower than in May 2017.

Nonfarm payroll employment increased in 7 states in May 2018 and was essentially unchanged in 43 states and the District of Columbia. Over the year, 35 states added nonfarm payroll jobs and 15 states and the District were essentially unchanged.

Hawaii had the lowest unemployment rate in May, 2.0 percent. Alaska had the highest jobless rate, 7.2 percent. In total, 13 states had unemployment rates lower than the U.S. figure of 3.8 percent, 17 states and the District of Columbia had higher rates, and 20 states had rates that were not appreciably different from that of the nation.

In May, 14 states had unemployment rate decreases, the largest of which was in New Mexico (-0.3 percentage point). The remaining 36 states and the District of Columbia had jobless rates that were not notably different from those of a month earlier, though some had changes that were at least as large numerically as the significant changes.

May 2018 Labor Force Estimates (not seasonally adjusted)							
Area	Labor Force	Employed	Unemployed	May-18	Apr-18	May-17	
U.S.	161,765,000	156,009,000	5,756,000	3.6%	3.7%	4.1%	
IN	3,406,833	3,297,563	109,270	3.2%	2.9%	3.2%	
EGR 7	102,291	98,370	3,921	3.8%	3.6%	3.7%	
Terre Haute MSA	77,674	74,582	3,092	4.0%	3.7%	3.8%	
Clay Co.	12,450	12,010	440	3.5%	3.1%	3.4%	
Parke Co.	7,441	7,174	267	3.6%	3.4%	3.5%	
Putnam Co.	17,176	16,614	562	3.3%	3.1%	3.2%	
Sullivan Co.	8,735	8,363	372	4.3%	3.9%	3.8%	
Vermillion Co.	7,275	6,941	334	4.6%	4.8%	4.8%	
Vigo Co.	49,214	47,268	1,946	4.0%	3.6%	3.8%	
Terre Haute	25,664	24,585	1,079	4.2%	3.7%	4.1%	

Source: Indiana Department of Workforce Development, Research & Analysis, Local Area Unemployment Statistics | Unemployment Statistics Released: 06/18 | Notes: The data displayed are presented as estimates only. The most recent month's data are always preliminary and are revised when the next month's data are released.



Economic Growth Region (EGR) 7

Clay, Parke, Putnam, Sullivan, Vermillion and Vigo Counties

Unemployment Rates by State (seasonally adjusted): May 2018

U.S. - 3.8%

Illinois - 4.3%

Indiana - 3.2%

Kentucky - 4.1%

Michigan - 4.6%

Ohio - 4.3%

Source: U.S. Department of Labor, Bureau of Labor Statistics

Unemployment Rank by County (of 92 counties): May 2018

#1 - Vermillion (4.6%)

#4 - Sullivan (4.3%)

#7 - Vigo (4%)

#19 - Parke (3.6%)

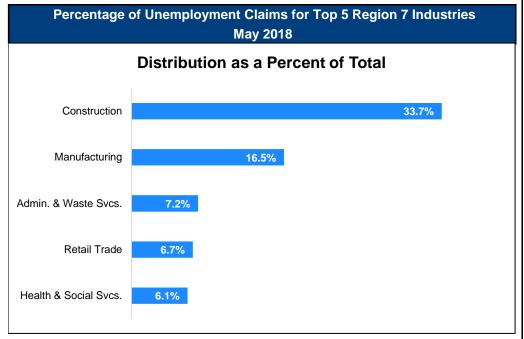
#24 - Clay (3.5%)

#38 - Putnam (3.3%)

Source: Indiana Department of Workforce Development, Research and Analysis, Local Area Unemployment Statistics

Consumer Price Index (CPI-U Change), Unadjusted Percent Change						
to May 2018 from						
CPI Item	May-17	Apr-18	May-17	Apr-18		
Critem	U.S. (City	Midwest Region*			
All Items	2.8%	0.4%	2.3%	0.5%		
Food & Beverages	1.2%	-0.1%	1.0%	-0.2%		
Housing	3.0%	0.4%	2.4%	0.4%		
Apparel	1.4%	-0.8%	-0.6%	-1.0%		
Transportation	5.9%	1.6%	5.5%	2.0%		
Medical Care	2.4%	0.2%	1.3%	0.5%		
Recreation	0.2%	-0.1%	1.0%	-0.1%		
Education & Communication	0.5%	0.2%	0.7%	0.1%		
Other Goods & Services	2.5%	0.0%	2.7%	-0.2%		

*Midwest region = Midwest Urban Average. Midwest Region includes Illinois, Indiana, Iowa, Kansas, Michigan, Minnesota, Missouri, Nebraska, North Dakota, Ohio, South Dakota and Wisconsin | Source: U.S. Bureau of Labor Statistics



Source: Indiana Department of Workforce Development, Research and Analysis

WARN Notices

WARN Notices for Region 7 for May 2018							
Company	City	County	# of workers affected	Notice Date			

There are no WARN Notices for May 2018 for EGR 7.

Source: Indiana Department of Workforce Development, WARN Notices | For information on WARN Act requirements, you may go to the U.S. Department of Labor Employment Training Administration Fact Sheet: https://www.doleta.gov/programs/factsht/warn.htm

Unemployment Claims: May 2018

Region 7

Initial Claims

05/05/18 - 85(D)

05/12/18 - 97(D)

05/19/18 - 101(D)

05/26/18 - 76(D)

Continued Claims

05/05/18 - 521

05/12/18 - 514

05/19/18 - 533

05/26/18 - 539

Total Claims

05/05/18 - 606

05/12/18 - 611

05/19/18 - 634

05/26/18 - 615

State of Indiana

Initial Claims

05/05/18 - 1,953

05/12/18 - 2,004

05/19/18 - 1,908

05/26/18 - 1,892

Continued Claims

05/05/18 - 12,852

05/12/18 - 12,447

05/19/18 - 12,262

05/26/18 - 11,998

Total Claims

05/05/18 - 14,805

05/12/18 - 14,451

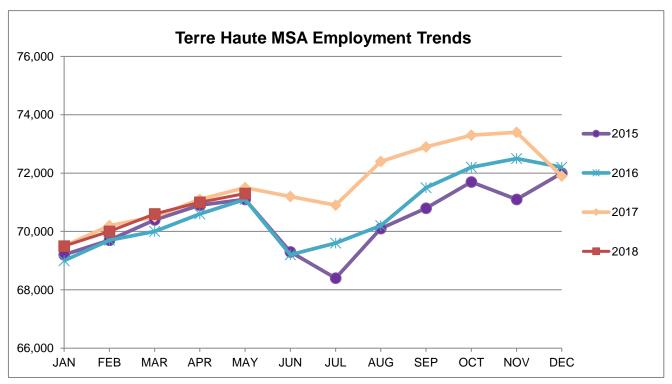
05/19/18 - 14,170

05/26/18 - 13,890

(D) indicates item is affected by non-disclosure issues relating to industry or ownership status | Source: Indiana Department of Workforce Development, Research and Analysis

Terre Haute MSA							
Wage and Salaried Employment		May 2018		# Change	% Change	# Change	% Change
Industry	May-18	Apr-18	May-17	Apr-18 to May-18		May-17 to May-18	
Total Nonfarm	71,300	71,000	71,500	300	0.4%	-200	-0.3%
Total Private	58,300	57,800	58,500	500	0.9%	-200	-0.3%
Goods Producing	14,600	14,400	14,400	200	1.4%	200	1.4%
Service-Providing	56,700	56,600	57,100	100	0.2%	-400	-0.7%
Private Service Providing	43,700	43,400	44,100	300	0.7%	-400	-0.9%
Mining, Logging and Construction	4,100	4,000	3,900	100	2.5%	200	5.1%
Manufacturing	10,500	10,400	10,500	100	1.0%	0	0.0%
Trade, Transportation, and Utilities	12,600	12,500	12,900	100	0.8%	-300	-2.3%
Wholesale Trade	1,500	1,500	1,600	0	0.0%	-100	-6.3%
Retail Trade	8,800	8,700	8,800	100	1.2%	0	0.0%
Transportation, Warehousing, and Utilities	2,300	2,300	2,500	0	0.0%	-200	-8.0%
Information	500	500	500	0	0.0%	0	0.0%
Financial Activities	2,500	2,500	2,500	0	0.0%	0	0.0%
Professional and Business Services	5,100	5,000	5,400	100	2.0%	-300	-5.6%
Education and Health Services	12,300	12,200	12,200	100	0.8%	100	0.8%
Leisure and Hospitality	7,800	7,800	7,800	0	0.0%	0	0.0%
Other Services	2,900	2,900	2,800	0	0.0%	100	3.6%
Total Government	13,000	13,200	13,000	-200	-1.5%	0	0.0%
Federal Government	1,200	1,300	1,300	-100	-7.7%	-100	-7.7%
State Government	4,700	4,900	4,700	-200	-4.1%	0	0.0%
Local Government	7,100	7,000	7,000	100	1.4%	100	1.4%
Local Government Educational Services	3,600	3,500	3,600	100	2.9%	0	0.0%

Source: Indiana Dept. of Workforce Development, Research and Analysis, Current Employment Statistics



Source: Indiana Department of Workforce Development, Research & Analysis, Current Employment Statistics | Note: Historical data for the most recent 4 years (both seasonally adjusted and not seasonally adjusted) are revised near the beginning of each calendar year, prior to the release of January estimates for statewide data.

Frequently Listed Jobs					
Top 20 job listings in Region 7 in the past month					
Rank	Occupations				
1	Farmworkers and Laborers, Crop				
2	Production Workers, All Other				
3	Retail Salespersons				
4	Registered Nurses				
5	Home Health Aides				
6	Team Assemblers				
7	Heavy and Tractor-Trailer Truck Drivers				
8	Combined Food Preparation and Serving Workers, Including Fast Food				
9	Healthcare Practitioners and Technical Workers, All Other				
10	Licensed Practical and Licensed Vocational Nurses				
11	Security Guards				
12	Social and Human Service Assistants				
13	First-Line Supervisors of Office and Administrative Support Workers				
14	Nursing Assistants				
15	Therapists, All Other				
16	Agricultural Equipment Operators				
17	Bus Drivers, Transit and Intercity				
18	Business Operations Specialists, All Other				
19	Child, Family, and School Social Workers				
20	Counter Attendants, Cafeteria, Food Concession, and Coffee Shop				

Source: Indiana Workforce Development, Indiana Career Connect

Applicant Pool					
Top 20 occupations desired by applicants on their resumes in the past 12 months					
Occupations	# of applicants				
Production Workers, All Other	410				
Assemblers and Fabricators, All Other	293				
HelpersProduction Workers	244				
Cashiers	180				
Customer Service Representatives	153				
Laborers and Freight, Stock, and Material Movers, Hand	141				
Nursing Assistants	128				
Managers, All Other	104				
Stock Clerks and Order Fillers	101				
Welders, Cutters, Solderers, and Brazers	100				
Office Clerks, General	99				
Combined Food Preparation and Serving Workers, Including Fast Food	95				
Carpenters	90				
Construction and Related Workers, All Other	90				
Construction Laborers	86				
Heavy and Tractor-Trailer Truck Drivers	80				
Packers and Packagers, Hand	80				
Retail Salespersons	78				
Maintenance and Repair Workers, General	77				
Packaging and Filling Machine Operators and Tenders	75				

Source: Indiana Workforce Development, Indiana Career Connect

The Game of Life versus real life: How the data compare

For generations, The Game of Life board game has provided an entertaining way for people to play out their futures. Players begin by choosing either college or a career, and the rest of the game builds on that decision. But how closely does the game mirror reality?

Using data from the U.S. Bureau of Labor Statistics (BLS), we analyzed careers in a version of The Game of Life against occupations in real life. Here are five comparisons between fun and fact:

1. Career or college?

In Life as in life, the choice to proceed directly into a career or to attend college affects earning potential. In the game, careers that don't require a college degree earn \$63,750 on average, almost 61 percent of the \$105,000 average for careers that require a college degree. According to calculations of BLS data, however, occupations that typically don't require a college degree for entry paid around \$36,700 annually in 2017—roughly 42 percent of the \$86,380 annual average for occupations that typically require at least a college degree.

2. Entry-level options

The careers for Life players who choose not to attend college include <u>actor</u>, <u>athlete</u>, <u>chef</u>, <u>dancer</u>, <u>police officer</u>, and <u>singer</u>. BLS agrees that these occupations typically don't require a college degree for entry. The careers for players who choose to attend college include <u>doctor</u>, <u>fashion designer</u>, <u>lawyer</u>, <u>scientist</u>, <u>teacher</u>, and <u>veterinarian</u>; likewise, BLS says that to enter these occupations, you typically need a bachelor's or higher degree.

3. Highest pay

The highest paid career in The Game of Life is doctor (\$130,000), followed by lawyer (\$120,000). According to BLS, the annual average wage in 2017 for physicians and surgeons was \$214,700 and for lawyers was \$141,890.

4. Similar wages

Wages for many of the careers in the game are close to the 2017 wages of their real-life counterparts. For example, a fashion designer in the game earns \$80,000, compared with a real-world wage of \$78,870. A veterinarian has a game wage of \$100,000 and had an actual wage of \$101,530. A chef earns \$50,000 in the game, close to the BLS wage estimate of \$49,650 for chefs and head cooks.

5. Employment growth

Wages are vital in The Game of Life, because the player ending with the most money at retirement is declared the winner. But the real-life complexities of choosing a career go beyond wages—and BLS has a stat for that. For example, BLS projects faster employment growth from 2016 to 2026 for occupations that typically require a degree than for those that don't. And fast growth may signal strong prospects for long-term career planning.

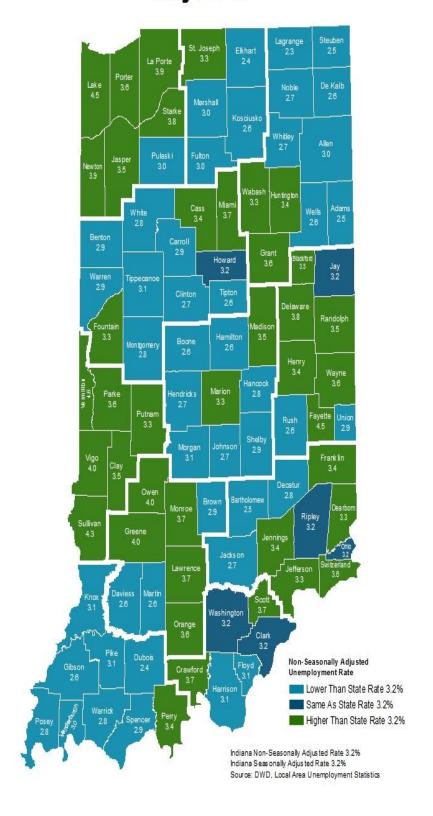
For more information

Most of the outcomes in The Game of Life are based on chance. Fortunately, in real life, BLS data can help you make informed decisions about your career.

Data on occupational employment and wages, including the wages shown in this article, are available in Occupational Employment Statistics profiles. The Office of Employment Statistics profiles. The Office of Employment Projections provides information about the education typically required to enter an occupation and data on projected job growth, both of which appear in Occupational Outlook Handbook profiles. And to consider your personal preferences when choosing a career, data from the Occupational Requirements Survey can help you identify job-related physical, environmental, cognitive, and vocational-preparation requirements.

Elizabeth Cross, "The Game of Life versus real life: How the data compare," Career Outlook, U.S. Bureau of Labor Statistics, June 2018.

County Unemployment Rates May 2018





Questions?

Please contact the DWD Regional Labor Analyst listed below:

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