

Case Series on the Occupational Safety and Health Profile of Four Animation Companies in the Philippines

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Department of Labor and Employment
Occupational Safety and Health Center
North Avenue corner Agham Road,
Diliman, Quezon City, Philippines



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Abstract

The study aimed to describe the OSH profile of Philippine animation industry through individual case reports on representative studios, each covering three key areas of interest: General Industry Profile, General Workplace Conditions, **and** Incidence of Injuries & Diseases. It is hoped the findings of this study will be used by the DOLE/OSHC as a basis for future evaluations, in an effort to safeguard the development of the Philippine animation industry as a potential key employment generator.

This descriptive case series study intended to observe the Philippine-based animation studios' three key areas, gathered through specific research methods and too is. Data was then organized and presented through individual case reports. The study was conducted in randomly selected animation studios located throughout the country. A total of four animation studios participated in the study - one large, one medium, and two small studios.

The three key areas were described through two methods: The General Industry Profile and the Incidence of Occupational Injuries & Diseases were observed through a questionnaire-based interview with the studio's representative, as well as a checklist guided ocular inspection, which measures the General Workplace Conditions based on the OSHS. Data was validated by records and/or observations made by the research team.

Through the case series discussion, topics in the animation industry profile such as the project-based nature of work or the dependence on freelance employment became apparent. Though general workplace conditions also depicted a general compliance to OSHS, some areas, such as OSH services and provisions for handicapped employees, are noted to need some improvement. Health records from each company also showed the low incidence of occupational injuries and diseases, marking another positive aspect in this emerging industry. Specific conclusions and recommendations were also given per case report.

Apart from the data gathered in relation the fulfilling the objectives, the collective data gathered from each studio's interview with the company representative also indicate that despite the differentiation of company size, all studios are predominantly project based and depend heavily on freelance employment for their animators. This trend is verified qualitatively and quantitatively throughout the discussion.

Apart from the recommendations specific to each company regarding General Work Conditions, all studios can also be said to have a generally low incidence of injuries and diseases, as verified by the data presented previously; however, the presence of some recorded cases of back pain and carpal tunnel may suggest that an associative study could be performed to determine if there is a strong link between the work involved and the occurrence of these specific work-related injuries and diseases.