

Appendix I: Definitions

Area of Analysis — the geographic unit of analysis, normally a political unit, for which economic, demographic and fiscal information is reported.

Building Value — construction value would include hard costs (costs of the structure) and soft costs (management, architecture and engineering, legal fees, communications); the finished commercial value would reflect cash flow potential or current performance. Assessed valuation for tax purposes may be accepted as an appropriate substitute for actual market value.

Construction Costs — includes all of the construction-related expenditures associated with developing a building, which include soft construction costs, site development costs, hard construction costs and tenant improvement expenditures.

Direct Expenditures — all spending in support of all phases of new construction required to deliver the final product as well as the operation phase (after the building delivers), including payroll of the workers directly involved and all nonpayroll spending for materials, management, overhead, utilities, equipment leasing or purchases and for or by subcontractors, suppliers and vendors.

Economic Impact — the generation of new spending within a jurisdiction as a result of investing in and operating new economic activity; in this case, office, industrial, warehouse and retail buildings.

Fiscal Impact — the effect of real estate development on the revenues and expenditures of the jurisdiction within which the building is located.

Gross Domestic Product (GDP), Gross State Product (GSP), Gross County Product (GCP) — the value of goods and services produced within the economy of the respective geographic area (nation, state, county/city).

Gross Square Feet — a measure of an individual building size or aggregate inventory of building space reflecting the total envelope of the structure, which is typically larger than the occupied or usable building area.

Hard Construction Costs — a category of construction costs that reflects the expenditures for the building's hard construction phase. Costs for labor, materials and construction management are the three basic types of hard costs. Soft construction costs, site development costs and tenant improvement expenditures are reported independently from hard construction costs.

Indirect Benefit — the additional economic benefits (measured in dollars or jobs) resulting from the accumulated additional value generated by direct expenditures, as these dollars are re-spent within the economy. Indirect effects are calculated using **Multipliers** and include sales and purchases by businesses supplying goods and services in support of building construction and operation as well as the re-spending of payroll by workers (**Induced Effects**) associated with the new building.

Induced Effects — the contributions of the payroll spending by workers in a specific industry or sector on local businesses providing goods and services to households.

Infrastructure — utilities, roads, parking lots, storm drainage structures; other site improvements could be included in estimating these costs if not included elsewhere. If these improvements are financed by the private sector, whether on-site or off-site, their costs should be included in the base values for calculating industry economic contributions.

Interstate Spillovers — economic contributions that are generated by direct construction expenditures in a given state that are realized by another state due to workers commuting across state lines (i.e., earning wages in one state and spending these earnings in their home state) and the importation of building materials from another state. These economic impacts are not reflected in the benefitting states' multipliers but are captured in the U.S. multipliers and reported in the U.S. totals.

Multiplier — a number used to calculate the final economic impact of one dollar spent. Types of multipliers include:

output multiplier measures the contribution of a direct expenditure on the overall economy (gross domestic product or gross state product).

employment multiplier measures the total number of jobs that can be supported by a direct expenditure (expressed in jobs supported per \$1 million in direct spending).

personal earnings multiplier measures the total personal earnings (wages and salaries) generated within the state or nation as a result of a direct expenditure and the jobs it supports.

Operating Costs — Costs (expenditures) associated with the day-to-day operation of an office, industrial, warehouse or retail building including building management, utilities, normal maintenance and repair, custodial services and security. These costs do not include the operating costs of building tenants.

Output — the goods and services produced for sale to other firms or industries as intermediate goods or services or for sale to consumers as final goods or services.

Personal Earnings — wages and salaries (payroll) paid out to all workers related directly or indirectly to the construction activity (pre-construction, construction, post-construction) for which direct expenditures are made. These wages and salaries include payment to the workers directly related to construction work being performed, employees of suppliers and vendors related to that work, and employees of businesses and organizations benefiting from the spending of these new wages and salaries generated as a result of these direct expenditures; that is, employees working in retail and consumer services, health care, education, local government and so on, whose business sales and cash flow have increased because of the new wages and salaries paid to workers in construction-related activities.

Sector — industries or firms grouped by similar characteristics of operations (e.g., retail trade sector, manufacturing sector, construction sector, services sector, government sector, etc.).

Site Development — a category of construction costs that reflect improvements made to the site before a building can be constructed. These costs include grading, infrastructure, landscaping, surface and structured parking, and other costs to prepare the site to support the functions of the building constructed on the site.

Soft Construction Costs — a category of development costs that reflects the professional services and administrative and management processes required to support the construction project. These may precede actual on-site construction by several years and may include legal and other consultant services, architectural and engineering services, management and administration.

Tenant Improvement Costs — a category of construction costs that reflects improvements made to the interior of a building to meet the needs of a specific tenant. Costs may include interior walls and partitions, floor coverings, and cabinets, but excludes furnishings. The builder or the tenant may pay for these improvements.

Total Output — the sum of the direct and indirect benefits (expenditures) reflecting the combination of the initial expenditures by a firm and its subsequent accumulated value as this spending is recirculated throughout the economy inclusive of benefits (induced) generated by the re-spending of personal earnings. This represents the total contribution to gross domestic product or gross state product.

Value Added — a measure of the incremental dollar value created by an industry, firm or individual employee as a result of its production process (work performed); the value created beyond the value of the individual inputs.