

Parents' guide

The creative industries are among the fastest growing sectors in the UK. Approximately one million new jobs could be created by 2030.

World famous

The UK is famous around the world for its film, TV, visual effects (VFX), animation and games industries. They currently add £14.4 billion to the UK economy.

Job security

While other industries are at risk of their jobs being replaced by robots, the creative industries are relatively secure with 87% of creative jobs at low or no risk of automation*. The sector is booming. Based on current trends, approximately 1 million new jobs could be created by 2030.**

Employability

Employers increasingly look for STEAM skills – science, technology, engineering, art and maths. If your child is good

at engineering and coding but also appreciates art and music, then they have a highly sought-after combination of skills. Other skills valued by employers include the ability to communicate and collaborate, which are at the core of any job in the screen industries.

At home

Encouraging artistic thinking and developing a wide skillset will help equip your child for a creative career. Get them to think critically about their favourite games, TV shows and films. Support your child in building a portfolio to show off their skills. This is what employers look at before they hire and can evolve over time.



First steps

Encourage your child to watch films, TV shows and play games. Get them to explore the credits to find out who contributed and go to screenskills.com/careers to look up the different job roles they come across.

Next steps

If your child wants to start creating, try to provide the tools and environment to do so. Encourage them to do STEAM subjects when they are interested in roles that require art or technical expertise and support them in building a portfolio.

Getting in

Find out about apprenticeships, university and trainee schemes. Watch interviews online with professionals. Go to screenskills.com/courses to find courses recommended by ScreenSkills.

For further information go to: screenskills.com/careers







*Bakhshi, H. Frey, C.B. Osborne, M. Creativity vs. Robots – The Creative Economy and the Future of Employment, 6 (Nesta, 2015)

** Linear forecast of job growth from ONS labour statistics, 2016