

PARENT'S GUIDE

The creative industries are one of the fastest growing sectors in the UK.

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We're famous around the world for our Film, TV, VFX, Animation and Games industries. With more jobs available every day, a creative career is rewarding and practical.

Job security is a key factor when looking at future careers. While many creative industries hire on a per-project basis (think feature films, games and TV series), organisations also hire for permanent positions.

There are also "non-creative jobs" in the creative industries. Even production companies and game studios need project managers, HR staff and customer service departments. Artistic skills are secondary in these roles, so drawing ability is no longer a factor when thinking about a creative career.

Employers look for STEAM skills – that's Science, Technology, Engineering, Art and Maths. Art skills are helpful, but more and more the creative industries are hiring people that show promise in other areas. Graduates that might have once ended up in finance, now apply for VFX roles. And engineers interested in the automotive industry now work for games companies.

There are many opportunities for on-the-job training in every field. If university isn't an option, there are apprenticeships and trainee schemes just like any other industry, aimed at all age levels. These tend to be flexible and designed to bring out the best skills in their applicants.

You can start thinking about creative careers at home. Encouraging artistic thinking and developing a wide skill set will put your child on the right track. Get them to think critically about their favourite games, TV shows and films.

Building a portfolio of creative work (how employers tend to hire, rather than looking at CVs) can also start at any age, and evolve with time.

FIRST STEPS

Watch films, TV shows and play games, and find out which ones were made in the UK. Watch the credits to find out who does what, at [screenskills.com](https://www.screenskills.com)

MOVING UP

If your child wants to start making creative projects, try to provide the tools and environment to do so. Encourage STEAM qualifications and enrichment activities outside school.

GETTING IN

Think about apprenticeships, university and trainee schemes. Look up the defined career path for fields they're interested in, and watch interviews online with practitioners.