

[illegible]

“There’s a general perception that if you’re a writer you’re struggling, but I’ve been very fortunate and it’s proved a stable career”

The TV industry includes dramas such as *Game of Thrones* and *Killing Eve*, but also live sports, the news and unscripted TV programmes like *Strictly Come Dancing*. Traditionally TV programmes were broadcast, but increasingly they are streamed on platforms like Netflix or Amazon.

Most TV programmes are produced by independent production companies, not TV channels. Read the credits to find out which companies create the programmes that interest you.

Ways to enter the industry vary depending on the role. For some roles a degree is useful. For others, an apprenticeship is a good route. Go to [screenskills.com/courses](https://www.screenskills.com/courses) to find courses recommended by ScreenSkills.

For many roles employers and admissions tutors will want to see proof of your creativity. They will look for a showreel or portfolio that showcases your work. This is often more important than a CV. Go to [screenskills.com/portfolio](https://www.screenskills.com/portfolio) to learn how.



First steps

Watch TV. Find the shows you like on [imdb.com](https://www.imdb.com) and learn about the different roles involved in making them. Research what steps you can take to enter the industry at [screenskills.com/careers-in-tv](https://www.screenskills.com/careers-in-tv)

Next steps

Get out and film something with your phone, camera or your school's equipment. Learn about storytelling, framing and editing. Upload your video online*, ask for feedback and start building a portfolio.

Getting in

Get to know people in TV by going to industry events, such as ScreenSkills' Open Doors. Contact broadcasters who offer work experience**. Apply for entry-level roles and apprenticeships

For further information go to: **[screenskills.com/careers](https://www.screenskills.com/careers)**



* If you are under 18 ask your parents' permission
** Most opportunities are for over 18s.