# What do careers in the creative industries look like?



Throughout this guide click this symbol to find out more

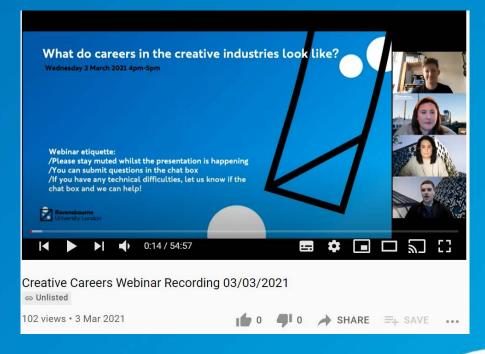


Or scan the QR codes with your smartphone!



# What do careers in the creative industries look like?







# Ravensbourne University London

A specialist creative university offering industry-focused degrees

Championing creativity and collaboration

90% graduate employability

76% in highly skilled jobs

73% in full time employment

\*August 2020 (pandemic)





# **Industry Connections**

We have close relationships with the creative industries.

- Our students 'learn with industry' through live industry projects
- All Ravensbourne courses have been written in consultation with industry partners.















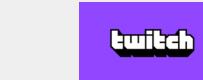
















## **BA Advertising and Brand Design**

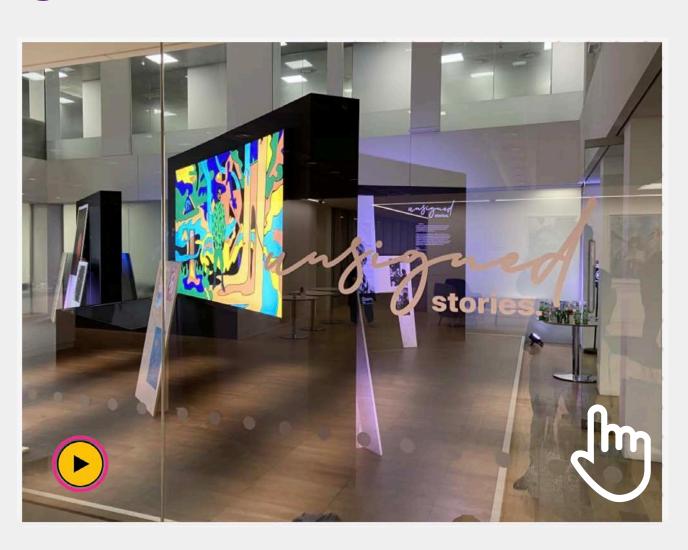
'Unsigned Stories' project with Apple

Showcase of work promoting unsigned recording artists



Scan to learn more!





# BSc Digital TV Technology & BA Digital TV Production

Live stream of the RSC's productions of Macbeth and Romeo & Juliet to 149,000 students.



Scan to learn more!





## Who and what make up the creative industries?



## Sectors within the Creative Industries



Advertising & Marketing



**Architecture** 



**Crafts** 



Design (Product, Graphic & Fashion)



Film. TV, Radio, Video & Photography,



IT, Computer Software and Services (CreaTech)



**Publishing** 



Museums,
Galleries &
Libraries



Music, Performing & Visual Arts



Animation & VFX



**Video Games** 



Heritage



# The UK Creative Industries 2019 VALUE

Value (GVA\*)
The UK Creative Industries 2019

£115.9bn

£13.2 m

5.6%
INCREASE IN VALUE SINCE 2018\*\*

\*Gross Value Added, current prices \*\*Calculated using chained volume measures

GVA split 2019 (provisional, £bn) 11 Publishing 0.4 17.1 3.6 Museums and 3.6

Change in GVA 2010-2019\*\* 43.6% 17.7% CREATIVE

www.thecreativeindustries.co.uk

Source: DCMS, December 2020



## People in the Creative Industries...







Innovate House





**Educate** 



(E) Communicate

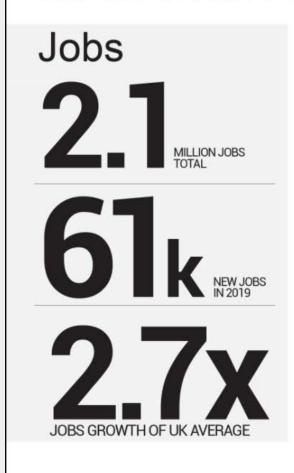


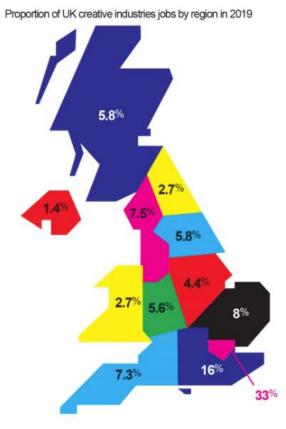


Construct



# The UK Creative Industries 2019 JOBS





33% SELF-EMPLOYED 67%

UK Creative Industries Workforce 2019

www.thecreativeindustries.co.uk



## How many more roles can you think of?





## The value of the CreaTech Industry in the UK





### **Myths**

/Not enough jobs
/You need specific skills
/You can't earn any money
/There's no job security

## Reality

/Wide variety of jobs
/Digital skills for the future
/Jobs require a range of skills
/Salaries differ depending on job
/The industry has changed hugely





## The future of the creative industries

/Jobs of the future require flexibility, innovation and collaboration

/Creativity comes from people – robots haven't mastered that yet!

/Creating and producing high quality content will be sought after

/Young people are seen as having the vision of what entertainment looks like

/The UK has strengths in media, culture and education to create trends and influence /Trends - Cloud computing, data, green economy

and urbanisation









# Expand on your skills

- · Creative ideas / research
- Work experience
- School / college projects
- Clubs or societies
- Community work / volunteering





# Creativity skills and more....

- Problem solving
- Communication skills
- Teamwork and working under pressure
- Lateral and logical thinking skills
- Well-organised with an eye for detail
- Budgeting / good with numbers
- Flexibility
- Subjects such at English, Maths, History, Psychology, Geography all relevant



# 2030 skills

DISCOVER THE SKILLS YOU'LL NEED IN 2030 TO SUCCEED IN YOUR CURRENT JOB AND COMPARE THESE TO OTHERS.



https://futureskills.pearson.com/









www.screenskills.com

www.creativeaccess.org.uk

www.prospects.ac.uk/jobprofiles

www.discovercreative.career
s/#/

www.bfi.org.uk

# What are Ravensbourne Alumni doing in industry?

### **Dudley Nganjo**

Digital Film Production (2019)

Cinematographer

Freelance University Lecturer





#### **Tony Longe**

Digital Film Production (2016)

Freelance Producer

Producer for Sony Music <a href="https://www.tonylonge.com/press">https://www.tonylonge.com/press</a>

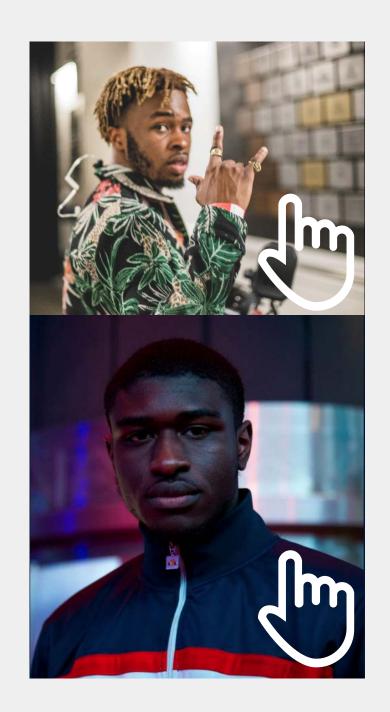
### **Chris Chuky**

Digital Film Production (2016)

Director <a href="https://www.chrischuky.com/">https://www.chrischuky.com/</a>

Freelance University Lecturer





#### **Issie Mandry**

Advertising and Brand Design (2017)

Junior Creative at Cake

https://www.wearecake.agency/





#### **Fahud Ahmed**

Motion Graphics (2015)

Brand Lead at Bulletproof – March 2021 Senior Realisation Designer at Design Bridge (2016-21)

Mentor + Ambassador for Creative Mentor Network



#### Milot Pireva

Architecture (2015)

Architectural Designer at WilkinsonEyre (2018 – present)

Burrell + Mistry Architects / Perkins+Will

Freelance University Lecturer



Fashion (2013)

Womenswear Designer at Debenhams

Freelance University Lecturer







# Stay in touch - Outreach Programme

- Holiday Schools (Spring + Summer)
- Subject specific masterclasses
- Online creative projects
- Online creative careers resources for IAG
- Application support personal statements, portfolios and show reels







## Stay in touch

Email: <u>outreach@rave.ac.uk</u>

Website: www.ravensbourne.ac.uk/outreach

Instagram: @raveoutreach





