



PATHWAYS INTO CREATIVE INDUSTRIES

STUDENT PANEL SESSION

EXTEND THE EXPERIENCE

BRIEFING DOCUMENT

Friday 15 May 2026 | 11:30am

Duration: 60 minutes

What is this panel?

This panel introduces students to people who work in the creative industries — artists, producers and technical experts who make theatre, music, film and live performance for a living.

They'll share:

- How they got started
- What their jobs look like day to day
- The different pathways into creative careers (onstage, backstage and behind the scenes)

Moderator

Rebecca Levinston (ABC Radio)

Panelist

Tnee Dyer (Musician / Performer / Producer / Writer / Director / Video Producer)

Nina Korbe (Award-winning First Nations Soprano)

Josh McIntosh (Production Designer)

Danielle Kellie (Chief Operating Officer & Executive Producer, Circa)

Why are we doing this?

Everyone is creative. Some people already know what they love to make. Others are still discovering it.

This activity helps you:

- Notice the creative skills you already use
- Learn about jobs you might not have heard of
- Prepare questions for the panel
- Imagine possible creative futures for yourself

Complete this worksheet before the panel to help you get the most out of the session.

Creative Industry Skills – What are YOU good at?

Creative work happens onstage and backstage. Many jobs don't involve performing at all.

Tick any areas that sound like you.

1. Creative & Big-Picture Skills

- Coming up with strong ideas or concepts
- Knowing what "works" emotionally or visually
- Storytelling (music, drama, film, visuals, design)
- Giving helpful feedback to improve someone else's work
- Shaping the overall look, sound or feel of a project

2. People & Leadership Skills

- Communicating clearly and kindly
- Working with different personalities
- Staying calm when people disagree
- Leading group projects
- Helping others do their best work
- Building friendships and creative networks

3. Organisation, Business & Money Skills

- Planning schedules and deadlines
- Managing budgets or fundraising
- Negotiating or making deals
- Understanding audiences and trends
- Turning creative ideas into real projects

4. Problem-Solving & Practical Skills

- Staying calm under pressure
- Fixing problems quickly
- Managing time and priorities
- Working long or unusual hours
- Learning new technology or tools

Some Creative Industry Roles (Examples)

Producer

- Organises the whole project
- Manages people, money and time
- Supports artists to do their best work

Production / Set / Scenic Designer

- Designs the physical world of a show
- Uses drawing, models and digital tools
- Works closely with directors and lighting designers

Lighting Designer / Technician

- Uses light to create mood and focus
- Programs lighting desks and rigs equipment
- Works fast during rehearsals and performances

Sound Technician / Operator

- Runs sound during performances
- Sets microphones and audio levels

- Fixes problems live during shows

Stage Manager

- The backstage organiser
- Keeps rehearsals and performances running smoothly
- Calls cues and manages the show

(There are many more roles, this panel will introduce even more!)

Common Skills Across ALL These Jobs

- Teamwork
- Clear communication
- Staying calm when things go wrong
- Turning creative ideas into practical plans
- Safety awareness
- Lifelong learning

Producer Pathway – Quick Self-Check

Answer Yes / Sometimes / No

- Do you enjoy helping others shine, even if you're not in the spotlight?
- When group projects get messy, do you like organising and calming things down?
- Are you good at reading people and working with different personalities?
- Do budgets, plans and schedules feel interesting rather than boring?
- Can you handle setbacks and keep going?
- Do you have strong creative opinions but respect others' ideas?
- Are you okay with busy periods, late nights or last-minute changes?
- Do you enjoy meeting new people and building connections?
- Do you think about how things are made when you watch or listen?
- Are you okay starting small and learning over time?

Lots of **Yes/Sometimes** answers? Producing or creative leadership roles might suit you.

Before the Panel

- What jobs sound interesting to you?
- What skills do you already have?
- What questions would you like to ask the panelists?

There's no single pathway into the creative industries, consider all questions that may help you find a pathway.

Curriculum connections

1. Drama (General senior subject)

- Includes significant technical/production elements: students explore and apply production design (sets, costumes, lighting, sound, props), stagecraft, and how these enhance dramatic meaning.

2. Drama in Practice (Applied senior subject)

3. VET Qualifications (Vocational pathways)

Certificate III in Live Production and Technical Services (CUA30420 or similar) covers lighting, sound, audio/visual systems, staging, stage management, rigging, costumes/props, and live event production.

Other relevant VET: Screen and Media, Music Industry (for sound), or Creative Industries skill sets.

Leads straight into industry apprenticeships, traineeships (e.g., TechConnect programs with QPAC/Stage Queensland), or further TAFE/university (e.g., CQU Technical Theatre courses, QUT/QPAC pathways).

Other supporting subjects

- **Technologies subjects** (e.g., Design, Industrial Technology Skills, Industrial Graphics Skills, Engineering Skills): Build drafting, CAD (Vectorworks/AutoCAD basics), construction, materials knowledge for set/scenic design, rigging safety.
- **Film, Television & New Media** (General) or **Media Arts in Practice** (Applied): Overlap with sound design, lighting for screen, multimedia/projections in theatre.
- **Music or Music in Practice**: Useful for sound design, especially live mixing/playback (QLab/Ableton skills).