



# **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 Levingston** (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).