

# CAREER NEWS

Wednesday 3 May 2017



## Dates to Diarise in Term 2

- **VCE & Careers Expo** – 4 May to 7 May, Caulfield Racecourse
- **UMAT Test** – Wednesday 26 July



## VCE and Careers Expo 2017



All VCE students are reminded about the VCE & Careers expo at the Caulfield Racecourse taking place THIS WEEKEND from 4 May – 7 May 2017.

There will be over 170 exhibitors providing information on -

- Information and resources for the VCE
- Information about university, TAFE and training courses
- Career advice
- Study advice
- International exchange and gap year programs

There will also be over a 150 seminars on topics including –

- VCE subjects including English, Maths, Biology, Psychology, Health and Human Development
- Tertiary courses
- Careers
- Gap year options

Career Expo visit success tips for students:

- List the priority exhibitors with the 'must visit' at the top of list
- If they are busy make a time to come back and see them. Don't leave the expo without visiting the "must see" exhibitors
- Allocate time to spend with each of your priority exhibitors
- Prepare an introduction. Keep it short. Introduce yourself and say why you're interested in this career or a particular study area
- Have a list of questions to ask. Don't leave it to memory.
- Take notes and gather information
- Ask for their business card or get their name and email to follow up
- Before moving on make sure you've got the contact details of the person you spoke to so you can follow up. Don't expect them to contact you. When you get home, send them a "thank you" email and if they were going to email you information, remind them.
- Take the visit seriously. It's about your future so it's important you focus and don't get distracted.

General admission tickets are \$10.00 per person/\$25.00 for families; valid for all four days.

Visit [The VCE and Careers Expo](#) to find out more



Are you interested in learning more about the Bible? Are you preparing for cross-cultural work or ministry?

## Melbourne School of Theology Open Day

Tuesday 9 May

9am-9pm

5 Burwood Highway, Wantirna

***Our Open Day will provide opportunities for a tour of the Wantirna campus, to sit in on a lecture, and chat with faculty and students. We will also be providing a buffet lunch at 1pm, and a delicious Indian curry for dinner at 6pm.***

Melbourne School of Theology is a non-denominational Bible college with a strong focus on preparing and equipping Christian leaders for mission. Whether you're going into ministry in a local church, interested in cross-cultural work or just wanting to expand your knowledge of Scripture and grow in your faith, MST has the course you're looking for!

### Morning session 9am-2pm

9.00am	Registration; MST Chinese – Experience a Regular Lecture Subject: Ethics in the Sermon on the Mount Dr King She
10.00am	MST English – Welcome Message Principal Rev Tim Meyers
10.45am	Morning Tea
11.10am	MST English – Experience a Regular Lecture Subject: Jesus and the Gospels Gillian Asquith
12.00pm	MST Chinese – Welcome Chapel Dr Mei Chung
1.00pm	Buffet Lunch

### Evening session 6pm-9pm

6.00pm	Curry Dinner – all welcome!
6.30pm	'Are You Ready for Theological Studies?' Dr Greg Forbes – Head of Biblical Studies Principal Rev Tim Meyers
7.00pm	MST English – Experience a Regular Lecture 1) Subject: Christian Worship Dr Matt Jacoby 2) Subject: Old Testament Foundations (Diploma Level) Michelle Monro 3) Subject: Old Testament Foundations (Graduate Level) Andrew Brown  MST Chinese – Experience a Regular Lecture Subject: Martin Luther's Reformation 1517-1521 Dr Yuk Liong – Head of MST Chinese
7:30pm	MST Chinese – Experience a Regular Lecture Subject: Issues in the Old Testament Theology Dr Justin Tan – Vice Principal
8.00pm	MST English – Interview with Faculty; a one-on-one chat with a faculty member
9.00pm	Close

Register Now

Join us for a  
delicious curry  
dinner @ 6pm



<http://www.mst.edu.au/event/mst-open-day/>

## **Bachelor of Biomedicine to Master of Physiotherapy**

The **Bachelor of Biomedicine** at La Trobe University is a suitable degree to use as a pathway to the 2-year **Master of Physiotherapy Practice**. Students should note that La Trobe graduates are given first preference when applying for this program. So, as long as students ensure they complete tertiary-level subjects in *anatomy, neuroanatomy, physiology* and *biomechanics*, and meet the minimum requirements of a WAM of 65 per cent and all relevant prerequisites, they set themselves up to be eligible to be considered for entry into the **Master of Physiotherapy Practice**.

The Master of Physiotherapy Practice is accredited by the Australian Physiotherapy Council, and graduates of the Master of Physiotherapy Practice may be eligible to apply for registration with the Physiotherapy Board of Australia. Professional registration may be subject to additional or ongoing requirements beyond completion of the degree.

For more information visit [Master of Physiotherapy Practice](#)



## **Health Course Information Sessions**

A reminder that the Faculty of Health at Deakin University will be running a number of events and Information Sessions that commenced in April.

SESSION	DATE	TIME	CAMPUS
Exercise & Sport Science	17 May	6 – 7.30pm	B
	20 May	2 – 3.30pm	B
	24 May	6 – 7.30pm	G
	27 May	2 – 3.30pm	G
Food & Nutrition Sciences	17 May	6 – 7.30pm	B
	20 May	2 – 3.30pm	B
Health Sciences	18 May	6 – 7.30pm	B
	25 May	6 – 7.30pm	GW
Nursing & Midwifery	26 July	6 – 8pm	B
	26 July	6 – 8pm	GW
	29 July	2.30 – 4.30pm	B
	29 July	2.30 – 4.30pm	GW
	11 August	6 – 7.30pm	tbc

G – Geelong Warrn Ponds

B – Burwood Melbourne

GW – Geelong Waterfront

W – Warrnambool

Register online at [Deakin Health Events](#)



## **Bachelor of Science (Adv.) and Doctor of Dental Medicine**

The faculties of Dentistry and Science joined forces to create a new chapter in dental education: the **Bachelor of Science (Advanced) and Doctor of Dental Medicine**. Just like the Doctor of Dental Medicine, students graduate from this double degree as a dentist, eligible for registration with the Dental Board of Australia.

An added advantage is that graduates attain an in-depth understanding of the sciences to provide a strong foundation for postgraduate study.

The seven-year course is ideal for dentistry students who want challenge and flexibility in their degree. Not only will students improve their knowledge of the sciences, they will also be able to indulge their personal interests by studying subjects offered by other faculties. Applicants are eligible to apply for the double degree in Dentistry at the first opportunity after graduating high school, regardless of when their results are available. Admission to this course is for a limited number of outstanding applicants each year and applicants will also have to participate in an interview.

Find out more at [Science \(Advanced\)/Dental Medicine](#)



### **Where will the Jobs be in 2020?**

Each year, the Department of Employment produces employment projections by *industry*, *occupation* and *region* for the following five-year period. **In other words, where the jobs might be!** These employment projections are designed to provide a guide to the future direction of the labour market. These forecasts are there to guide students, whilst they are reminded that there are always unforeseen circumstances that could affect these suggestions.

**In summary, some of the anticipated industries offering job opportunities include -**

INDUSTRY	EMPLOYMENT GROWTH TO 2020
Health Care and Social Assistance	16.4%
Professional, Scientific and Technical Services	14.8%
Education and Training	13.0%
Accommodation and Food Services	12.0%
Rental, Hiring and Real Estate Services	11.9%
Arts and Recreation Services	10.8%
Transport, Postal and Warehousing	8.5%
Financial and Insurance Services	8.5%
Retail Trade	8.4%
Construction	8.3%
Administrative and Support Services	8.0%
Public Administration and Safety	7.8%
Other Services	5.3%
Information Media and Telecommunications	4.0%
Wholesale Trade	0.8%
Electricity, Gas, Water and Waste Services	0.6%
Agriculture, Forestry & Fishing	-3.1% (decline in jobs)
Manufacturing	-5.3% (decline in jobs)
Mining	-14.1% (decline in jobs)

It is anticipated that there will be a decline in employment growth in agriculture, forestry and fishing, as well as in mining and manufacturing industries leading up to 2020, due to technological advancements.

Interestingly, at the more detailed sector level, the top 15 projected growth sectors generally reflect the projections at the broader industry level, with sectors in Health Care and Social Assistance; Professional, Scientific and Technical Services; and Education and Training particularly prominent.

TOP 15 PROJECTED GROWTH SECTORS	GROWTH TO 2020
Medical Services	26.8%
Dental Services, Optometry and Optical Dispensing, Physiotherapy Services and Chiropractic and Osteopathic Services.	22.2%
Architectural, Engineering and Technical Services	19.5%
Aged Care Assistance Services, Disabilities Assistance Services, Youth Welfare Services and Welfare Counselling Services.	19.3%
Child Care Services	19.2%
Adult, Community and other Education	18.8%
Auxiliary Finance and Investment Services	18.4%
Computer System Design and Related Services	17.3%
Cafes, Restaurants and Takeaway Food Services	14.9%
Tertiary Education	13.0%
Building Installation Services	12.5%
Road Freight Transport	11.2%
Legal and Accounting Services	10.9%
School Education	10.3%
Hospitals	8.9%

To read up on the entire report, or for monthly updates on future employment opportunities, visit [Jobs Forecast](#)



### **Law at the University of Swinburne**

*Swinburne's law school offers an undergraduate program that focuses on commercial law with emphasis on intellectual property law, and it is the only degree in Victoria with this specialisation.*

Swinburne's 4-year Bachelor of Laws focuses **commercial law**, with a distinct emphasis on **trademarks, patents and designs, copyright, technology and innovation**, and **the prohibition of misleading or deceptive conduct and competition law**. The course offers students a degree that emphasises practical skills and real-world experience.

The Swinburne **Bachelor of Laws** program is fully accredited by the Council of Legal Education in Victoria and offers students the option of a single degree or combined program with arts, science, business or engineering.

The VCE prerequisites are Units 3 and 4 – a study score of at least 30 in any English, and the subject bonuses awarded are a satisfactory completion in any Business or Global Politics subject equalling 2 aggregate points per study. **To find out more visit [Bachelor of Laws](#)**



## Animation & Gaming Courses

Animation and games design courses offer students a range of opportunities to be exposed to, and develop their skills in, subjects such as *computer coding, computer programming, broad IT skills, simulation and modelling, computer-based 2D and 3D, interactive information design, and virtual environments*, to name but a few. Below is a list of some undergraduate degrees offered at Victorian Universities. **For a comprehensive list of courses (including the many double-degree options) on offer at Victorian universities, TAFEs and Private Providers, visit [VTAC](#).**

INSTITUTION	COURSE NAME	VCE PREREQ'S	MAJOR STUDIES
DEAKIN	Animation and Motion Capture	Units 3 and 4: a study score of at least 25 in English (EAL) or at least 20 in English other than EAL.	Audio and visual effects, Film and television, Motion capture, Screen studies, 3D animation, Creative arts, Interactive art, Project management, Storyboarding, Character design and rigging, Film studies, Narrative, Stereoscopy, Animation, Documentary and experimental filmmaking, Media, Screen production, Visual communication design, 2D animation, Compositing, Film titling, Photography, Stop motion animation.
	Games Design and Development	Units 3 and 4: a study score of at least 25 in English (EAL) or at least 20 in English other than EAL.	Animation (games), Computer graphics, Internet and multimedia, Software development, Artificial intelligence, Information and communication technology, Object-oriented design, Games design, Animation design and production, Computer programming, Networking, Web design, Modelling (3D), Animation (3D), Computer animation, Interactive multimedia, Programming, Animation software, Games programming, Networks and multimedia, Games development.
FEDERATION	Games Development	Units 3 and 4: a study score of at least 15 in any English; and a study score of at least 20 in one of Maths: Mathematical Methods (any) or Maths: Specialist Mathematics.	Information technology, Project management, Animation (3D), Computer programming, Games programming, Multimedia design, Computer animation, Digital animation (games), Interactive multimedia, World Wide Web, Animation (games), Computing, Games technology, Multimedia technology, Animation (2D), Computer graphics, Games Development, Internet and World Wide Web, Mobile Application Development, Animation software, Databases.
RMIT	Animation and Interactive Media	Units 3 and 4: a study score of at least 30 in English (EAL) or at least 25 in English other than EAL.	Computer animation, Motion design, Web design, Interactive media, Illustration, Digital arts, Design, 3D animation, Animation design and production, Animation, Visual effects, Imaging and sound, Concept art, 2D animation.
	Games Design	Units 3 and 4: a study score of at least 30 in English (EAL) or at least 25 in English other than EAL.	Computer graphics, Games design, Entrepreneurship, Animation (modelling), Digital art and design, Games technology, Computer programming, Games development, 3D animation, Arts (contemporary), Digital imaging, Graphic design, Digital animation (games), Games programming, 3D design.
	Games and Graphics Programming	Units 3 and 4: a study score of at least 30 in English (EAL) or at least 25 in English other than EAL; and a study score of at least 25 in one of Maths: Mathematical Methods (any) or Maths: Specialist Mathematics.	Networking and multimedia technology, Artificial intelligence, Digital animation (games), Multimedia and digital arts, Software engineering, Animation (modelling), Computer programming, Games programming, Programming (C), Animation (3D), Computer animation (computer graphics), Digital art and design, Multimedia imaging, Animation software, Design (3D), Internet and multimedia, Programming (Java), Animation (games), Computer graphics, Digital imaging.
SWINBURNE	Animation	Units 3 and 4: a study score of at least 30 in English (EAL) or at least 25 in English other than EAL.	2D and 3D animation, Animation technologies, Character and environment design, Motion graphics, Narrative and storyboards, Production techniques and technologies, Screen literacy and contemporary cinema, Scriptwriting and directing, Sound design and acquisition, Stop motion animation, Writing for animation.
	Games and Interactivity	Units 3 and 4: a study score of at least 30 in English (EAL) or at least 25 in English other than EAL.	3D world design, Audio and video production, Cinema studies, Game design, Games development, Games technology, Narrative design.
UNI MELBOURNE	Fine Arts (Animation)	Units 3 and 4: a study score of at least 30 in English (EAL) or at least 25 in English other than EAL.	Animation.



## ***What is STEM?***

**STEM** stands for science, technology, engineering, and mathematics. STEM is important because it pervades every part of our lives. **Science** is everywhere in the world around us. **Technology** is continuously expanding into every aspect of our lives. **Engineering** is the basic designs of roads and bridges, but also tackles the challenges of changing global weather and environmentally-friendly changes to our home. **Mathematics** is in every occupation, every activity we do in our lives.

STEM is everywhere. No matter what career path your child selects, STEM will be a critical part of their day. From a vast forest to a skyscraper, STEM appears as vibrant in nature as it does in the inner city. It doesn't matter if the skills are applied at home or work. Fluency in STEM subjects will benefit your child in countless ways.

With today's STEM programs, it's never been more chic to be a geek. Mark Zuckerberg, Steve Jobs and Bill Gates are household names. Decades ago STEM enthusiasts were the class nerds. Today, they are the cool kids who are going to be tomorrow's inventors and business leaders.



## **The 7 Most Important STEM Skills We Should Be Teaching Our Kids**

### **STEM (Science, Technology, Engineering & Mathematics)**

*We've asked 7 STEM experts to share the single skill they think will be most important for 21st-century learning and careers.*

#### **1. Statistics**

"If I were to choose one specific discipline for students to study, it would be statistics, a course that can be applied across all STEM fields. You don't need higher levels of calculus or physics for all STEM careers, but you do need statistics. A deep understanding of statistics means understanding probability and error rates, concepts that cut across almost any type of problem you want to solve in STEM."

#### **2. Problem-Solving**

"What binds together the STEM movement is the notion of modern skills. Employers talk about problem-solving. Society requires problem-solving. Doing your taxes requires problem-solving. Those are the types of skills that really matter. A practicing engineer will tell you, 'I didn't use the calculus I learned to solve problems on paper, but the way it taught me to solve problems and to think about problems was really important.'"

### ***3. Creativity***

“Creativity can be simple and complex at the same time. You’ve got to look at a problem from a different perspective sometimes. Reflecting and explaining what we did to solve a problem can foster creativity and teach collaboration—another important skill.”

### ***4. Argumentation***

“The act of arguing is using evidence to support a claim. In the STEM fields, this means using analytical and critical-thinking skills to look for patterns in data, trying to determine what those patterns mean, and then using that data to support a claim. This skill transfers across all disciplines.”

### ***5. Intellectual Curiosity***

“The days of coming into an organization and having the same role forever are over. Many people will have two-year stints and then are moved into a different role. That’s the nature of modern career paths. Beyond mastering content, individuals need to be innovators, learn from failures and keep moving on. You need to cut across disciplines and be able to ask the questions that help build connections. People need to be lifelong learners and be driven by an intellectual curiosity to try to figure things out.”

### ***6. Data-Driven Decision-Making***

“We need to be able to make a decision not just based on what we think or feel, but on scientific data that supports the best solution. Everyone needs to know how to do this. It doesn’t matter whether you go on to a career in STEM or not—you need to know how to use data to make informed decisions in your life.”

### ***7. Flexibility***

“People are now required to adapt quickly to new demands and new situations. They need quantitative skills to manipulate data well. They need to be able to communicate clearly. There is a broad set of skills that, I would argue, everyone needs. Just look at the sheer number of people in manufacturing who were skilled at what they did but who now need a whole new set of skills, often late in their careers, to be viable in the job market. They need to know statistics, technology, and quality control. They need to understand programming and systems to ensure the automated production technology is operating correctly.”



Irena Yevlahova

St Andrews Christian College Careers Coordinator