

Creative Industries

Special Interest Pathway

Ignite. Inspire. Empower.

Where Imagination Meets Industry

Findon High School (FHS) is proud to lead the way in preparing young people for future careers in film, animation, game design, and digital media, providing industry-informed, innovative learning experiences that connect students with real-world opportunities.

The FHS Creative Industries Special Interest Pathway (SIP) offers a unique opportunity for students from Years 7 to 12 to explore and develop skills for careers in the creative industries. Developed in partnership with the Academy of Interactive Entertainment, this pathway was created in response to the South Australian Government's 2023 Screen Industry Workforce Development Strategy.

Why Creative Industries (Special Interest Pathway) at Findon High School?

In 2023, the South Australian Government released the **SA Screen Industry Workforce Development Strategy**, highlighting key challenges facing South Australia's creative industries – including film production, games, animation, post-production, and visual effects. One of the most significant issues identified was a shortage of skilled professionals to meet growing industry demand.

Recognising both the opportunity and the responsibility to contribute to industry growth, **Findon High School developed its Creative Industries Special Interest Pathway**. This pathway was established in direct response to the strategy's key priorities, which focus on:

🔔 **Talent Attraction**

🔔 **Industry-Led Training**

🔔 **Promoting Diversity, Equity, and Inclusion within the sector**

The Creative Industries Pathway at Findon High School provides **industry-led, real-world learning experiences from Year 7 to Year 12**, equipping students with the technical skills and future-focused capabilities required to thrive within the global creative industries.

Pathway Partners



South Australian
Film Corporation



Special Interest Pathways Unpacked

This Special Interest Pathway begins in Middle School with interdisciplinary Project Based Learning. At these year levels, students engage in learning that connects multiple subjects and is guided by identifying and answering an essential question. Each project is built on the key skills valued in the Creative Industries—communication, collaboration, critical thinking, and creative thinking.

During this stage, students also take part in *Exposure Excursions*—opportunities to explore the diverse possibilities within the industry. Past excursions have included visits to leading organisations such as Rising Sun Pictures, the South Australian Film Corporation, and Games Plus.

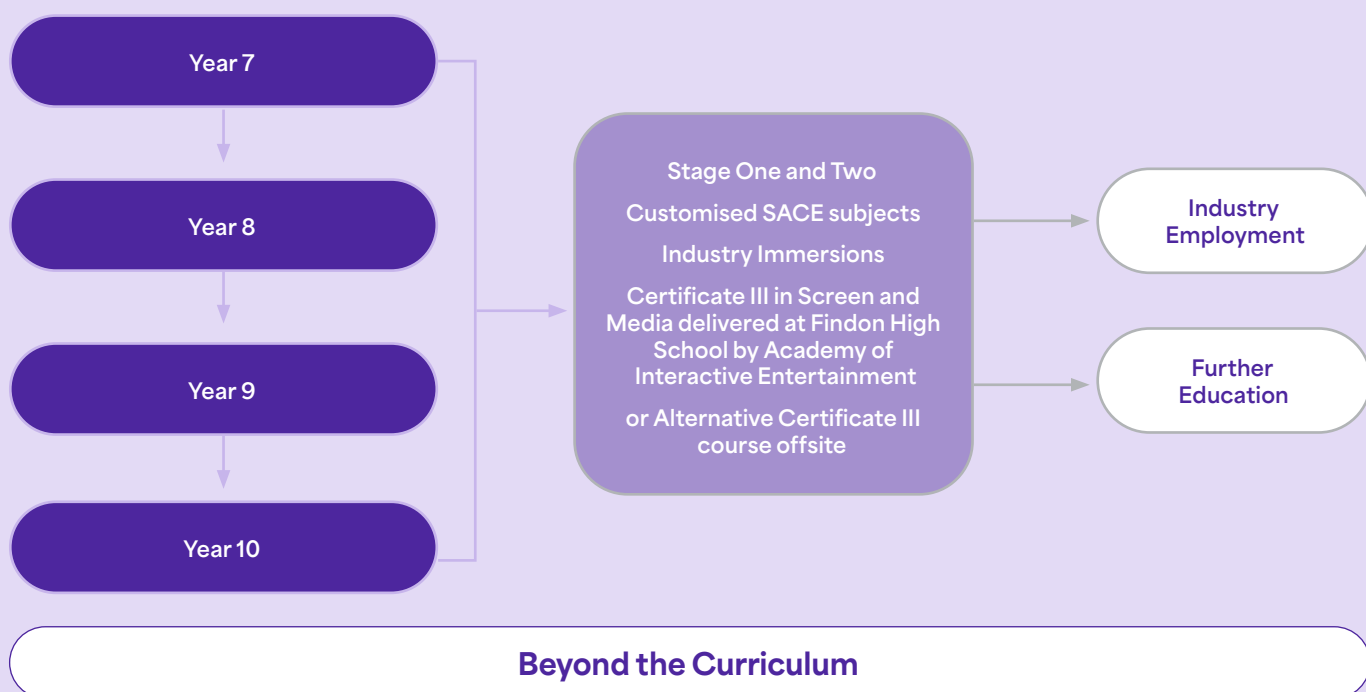
We have also developed Pathway Partnerships with Young Change Agents in Year 8 and Future Anything in Year 10. In Year 8, students participate in *Digital Boss*, while in Year 10 they engage in *Activate*. Both programs foster entrepreneurial thinking—an essential attribute in the Creative Industries.

In Years 9 and 10, students can begin to specialise further in areas aligned to the Creative Industries Pathway through dedicated Creative Industries subjects offered at both year levels.

We encourage students to extend their learning beyond the classroom by supporting opportunities such as internships and work experience—both in-person and virtual. For students who identify a course or opportunity not currently offered at Findon High School, the *Principal's Scholarship* provides funding and application support to help make it possible.

See [page 5](#) for more information on Stage One and Stage Two.

Special Interest Pathways Unpacked



Beyond the Curriculum

Year 7

Interdisciplinary Project Based Learning
Exposure Excursions

Year 8

Interdisciplinary Project Based Learning
Exposure Excursions
Pathway Partner: Young Change
Agents Program: Digital Boss

Year 9

Interdisciplinary Project Based Learning
Exposure Excursions
Elective Specialist Subject:
Creative Industries A

Elective Subjects (aligned to CI Pathway): Media Arts, Visual Arts, Performing Arts, Digital Technologies, Design and Technologies and Food Design and Technologies

See FHS Curriculum guide located at findonhs.sa.edu.au/teaching-and-learning/curriculum/

Year 10

Exploring Identities and Futures subject (aligned to CI Pathway)

Compulsory Specialist Subject:
Creative Industries B

Industry Immersion: Channel 44, BTN and South Australian Film Corporation

Pathway Partner: Future Anything
Program: Activate

Elective Subjects (aligned to CI Pathway): Media Arts, Visual Arts, Performing Arts, Digital Technologies, Design and Technologies and Food Design and Technologies

See FHS Curriculum guide located at findonhs.sa.edu.au/teaching-and-learning/curriculum/

Stage One and Two

Activating Identifies and Futures subject (aligned to CI Pathway)

Pathway Partner: Academy of Interactive Entertainment (AIE)
Certificate III in Screen and Media.

SACE Subjects (aligned to CI Pathway):
See FHS Curriculum guide located at findonhs.sa.edu.au/teaching-and-learning/curriculum/

Industry Immersion: Channel 44, BTN and South Australian Film Corporation

Beyond The Classroom

Internships - Virtual work experience
- Micro credentials

Stage One and Two

Findon High School offers students the opportunity to study VET while completing their South Australian Certificate of Education (SACE). The flow chart below outlines our Special Interest Pathway from Stage One onwards.

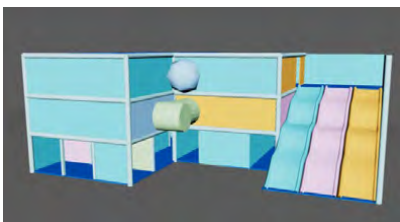
For more information, visit the Student Pathways website: studentpathways.sa.edu.au/your-pathway/technologists/screen-and-media-production-game-development-and-visual-effects



Turn to [page 7](#) to explore the careers this VET qualification can lead to.

Emerging Talent Showcase

Certificate III in Screen and Media students gain the knowledge and skills to create professional 3D content, including animation, visual effects, game assets, and digital design. Here you can see examples of game assets created using Autodesk Maya, an industry-standard software used globally across film, television, and gaming.



Future Creative Industries Careers

Game Programming

- AI • Build & Release • Rendering
- Tools • Developer Relations • Direction
- Engine • Gameplay • Graphics • UI
- Multiplayer • Network • Physics

Art

- 2D • 3D • Character • Concept
- VFX • Direction • Environment • Level
- Lighting • Marketing • Material • Model
- Outsourcing • Prop • Shaders • Weapon
- Storyboarding • Technical • Texture
- Tools & Pipeline • UI • Vehicle

Software Engineering

- Ads • AI • Backend • Build & Release
- Cloud • Data Analytics • DevOps
- Direction • Engineer Relations • Technical
- Frontend • Full Stack • Manufacturing
- Mobile • Network • Product Design
- Project Management • Prompt
- Reliability • Security • Technical Writing

Talent

- Agency • Casting • Content Creation
- Hosting • Interviewing • Management
- Playing • Screen Acting • Streaming
- Voice Acting

Content & Media

- Cinematography • Copy Editing
- Game Capture • Graphic Design
- Journalism • Moderation • Videography
- Motion Design • Photography
- Scriptwriting • Translation
- Trust & Safety • Video Editing

Human Resources

- Analysis • Compensation & Benefits
- Culture • Diversity & Inclusion
- Employee Relations • Employer Branding
- Engagement • Health & Safety
- Mobility • People Management
- Recruitment • Talent Acquisition
- Training & Development • Wellness

IT

- Cyber Security • Network Admin
- System Admin • Technical Support

Research

- Academic • Consumer • Data Entry
- Market • Operations

Game Design

- Accessibility • AI • Combat • Content
- Direction • Economy • Encounter • Technical
- Interaction • Level • Mission • Writing
- World Building • Monetisation • Multiplayer
- Narrative • UI • Prototyping • Puzzle
- Quest • Scripting • Social • Systems

Animation

- 2D • 3D • Cinematic • Gameplay • VFX
- Motion Capture • Particle • Technical
- Programming • Rigging • Scanning

Quality Assurance

- Accessibility • Analysis • Automation
- Certification • Cinematic • Compatibility
- Compliance • Designing • Engineering
- Interruption • Performance • Platform
- Ratings • SDET • Submission • Testing

Broadcast

- Camera Ops • Floor Management
- Game Observation • Graphics • Lighting
- Production • Replay Ops • Scriptwriting
- Sound Engineering • Stream Engineering
- Studio Management

Competitive

- Analysis • Coaching • Fitness • Playing
- Nutrition • Physiotherapy • Scouting
- Psychology • Refereeing
- Team Management

Finance & Legal

- Accounting • Analysis • Auditing
- Bookkeeping • Compliance • Control
- Counsel • Fraud • Licensing • Tax
- Mergers & Acquisitions • Payroll
- Privacy • Reporting • Risk Management

Administrative

- Data Entry • Executive & Personal
- Assistance • Facilities Support
- Office Management • Reception

Education

- Academic Research • Curriculum Design
- Lecturing • Program Development • Teaching
- Program Management • Safeguarding

Game Production

- Accessibility • Archiving • Live Ops
- Creative Direction • Feature • Game Direction
- Studio Management • Knowledge Management
- Publishing • Operations Production
- Release Management • Project Management
- Release Management

Audio

- Composition • Engineering • Production
- Programming • Sound Design • Voice Design
- Technical Design • Vocal Direction

Localisation

- Editing • Engineering • Inclusive Language
- Technical • Testing • Translation

UX

- Accessibility • Design • Engineering
- Information Architecture • Research
- Strategy • Usability • Writing

Events

- Audio/Visual • Catering • Customer Service
- Emergency Services • Equipment Management
- Facilities Management • Game Observation
- Hospitality • Logistics • Security

Marketing

- App Store • Brand • Campaign Management
- Community Management • Copywriting
- Creator • Digital • Email • Influencer • Visual
- Lifecycle • Product • Public Relations
- Social Media • Storefront • User Acquisition

Commercial

- Account Management • Advertising Ops
- Business Development • Business Intelligence
- Communications • Consumer Research
- Customer Support • Distribution • Packaging
- Ecommerce Manufacturing • Market Research
- Media Buying • Merchandising • Packaging
- Monetisation • Partnerships • Procurement
- Product Management • Retail • Sales
- Sponsorships • Supply Chain • Ticketing

We're Here to Help

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Find Out More

For entry requirements, enrolment information,
and how to apply, visit: findonhs.sa.edu.au

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