



Australian Government

Department of Employment

Industry Employment Projections

Late last year, the Department of Employment released the *Industry Employment Projections over five years to May 2023*.

Industry	Projected employment growth – five years to May 2023	
	('000)	(%)
Agriculture, Forestry and Fishing	-1.4	-0.4
Mining	5.6	2.4
Manufacturing	8.5	0.9
Electricity, Gas, Water and Waste Services	6.1	4.1
Construction	118.8	10.0
Wholesale Trade	-9.7	-2.7
Retail Trade	47.6	3.7
Accommodation and Food Services	81.4	9.1
Transport, Postal and Warehousing	26.9	4.3
Information Media and Telecommunications	10.8	4.7
Financial and Insurance Services	14.2	3.2
Rental, Hiring and Real Estate Services	13.1	5.9
Professional, Scientific and Technical Services	106.6	10.2
Administrative and Support Services	27.9	6.6
Public Administration and Safety	37.7	5.0
Education and Training	113.0	11.2
Health Care and Social Assistance	250.3	14.9
Arts and Recreation Services	22.0	8.7
Other Services	6.9	1.4
All Industries	886.1	7.1

- Employment is projected to increase in 17 of the 19 broad industries over the five years to May 2023, with declines in employment projected for **Wholesale Trade and Agriculture, Forestry and Fishing**.
- The long term structural shift in employment towards services industries is projected to continue over the coming five years. **Health Care and Social Assistance** is projected to make the largest contribution to employment growth (increasing by 250,300), followed by **Construction** (118,800), **Education and Training** (113,000) and **Professional, Scientific and Technical Services** (106,600). Together, these four industries are projected to provide almost two-thirds (or 66.4 per cent) of total employment growth over the five years to May 2023.

For more comprehensive information, browse [Industry Employment Projections](#)



Early Leaders Program (ELP) at Swinburne

The **Early Leaders Program (ELP)** provides secondary students with the opportunity to be recognised for extra-curricular activities, making themselves attractive candidates for future employers. The ELP is open to all students who are undertaking Year 11 in 2018.

Completion of the **Early Leaders Program** can be a great achievement to include in applications for employment and further study. Undertaking it also provides a range of valuable benefits to students.

Students can:

- Develop life skills
- Grow your confidence
- Increase your employability
- Gain recognition for achievements from a leading university
- Get out of your comfort zone and try something new

In addition to the above benefits, students who successfully complete the Early Leaders Program will be awarded credit towards the Swinburne [Emerging Leaders Program](#), a program for enrolled Swinburne students only.

The program begins in late February 2019, and students who are keen on finding out more, or applying, should visit [Early Leaders Program \(ELP\)](#)



What does a Brand Manager do?

According to an article in the Saturday Herald Sun a couple of years ago, a **brand manager** was described as someone who *works with a company, product or service on ways to set them apart from their competitors in the eyes of consumers or raise awareness in the community*. The article went on further to say that brand managers liaise with their client on what their “brand” will be:

- *The client’s image*
- *What the client wants to portray*
- *The reputation the client has or wants in the community*

So, brand managers work closely with their clients in **marketing** their client and its product or service, and brand managers are expected to have an extensive knowledge of all types of media. Brand managers can also be known as product or marketing managers, and they usually have qualifications in business and/or marketing and advertising.

Entry to this occupation usually requires a qualification *in business, communications or commerce with a major in marketing*.

More detailed information can also be found in the [Good Universities Guide - Marketing Officer](#)



The Hansen Scholarship

Twenty exceptional domestic students from around Australia will be chosen in the first intake for [The Hansen Scholarship](#) if they are starting their undergraduate studies at Melbourne in 2020. Valued at up to \$108,000, students need to achieve a minimum ATAR of 90.00 and experience financial circumstances that present a challenge to attending The University of Melbourne. (e.g. you or your family receive Centrelink benefits).

Students should meet the following selection criteria -

- Track record of academic excellence and a commitment to academic success in university studies
- Demonstrated ability to achieve success in the face of adversity and overcome obstacles
- Demonstrated ability to apply skills and strengths towards activities which benefit others
- Demonstrated ability to work effectively in a team and lead those around you
- Likelihood of thriving as a Hansen Scholar and actively contributing to the Hansen Scholarship Program

Benefits of the scholarship include –

- a standard room for 48 weeks each year, at no charge, for the standard full-time, three-year undergraduate degree at Little Hall residence in Lincoln Square South;
- an allowance of \$4,000 per year for general living expenses for the standard full-time duration of the undergraduate degree;
- a one-time grant of up to \$4,000 to support an approved activity for the Scholar's development such as an international exchange, an international subject, an internship or similar role;
- access to a mentoring program, pastoral care, and enrichment programs available to all students at Little Hall as well as a tailored program of mentoring and support exclusively for Hansen Scholars;
- priority access to graduate accommodation at Little Hall should the Hansen Scholar wish to pursue graduate studies at Melbourne after completing their undergraduate degree.

Key dates for the application process -

1 March 2019	Stage 1 Applications open
21 March 2019	Stage 1 Applications close
27 March 2019	Year 12 Coordinator Referee forms due in
Mid-April 2019	Stage 1 applicants notified and invited to complete Stage 2 application
15 April 2019	Stage 2 Applications open
29 April 2019	Stage 2 Application close
6 May 2019	Academic and Personal references are due in
27 – 31 May 2019	Successful Stage 2 applicants participate in Skype interviews
July 2019	Finalists invited to Melbourne for the interview weekend with the selection panel
August 2019	Results of the applications will be released in August 2019

Students are encouraged to browse the link above to find out more, or register now for the scholarship at [The Hansen Scholarship - Register](#)



Snapshot of Swinburne University in 2019

- Swinburne is student-focused and aims at students being engaged in their learning; be exposed to innovative teaching, and given thorough preparation for the workforce
- Swinburne ranks 65th in the top 400 young universities in the world - [Times Higher Education 100 Under 50 Rankings](#), an index of the world's top universities under the age of 50.
- Swinburne was recognised as having one of the best design schools in the world by the [QS World Rankings of Universities by Subject](#). The university was listed in the top 100 for the Art and Design subject area.
- Swinburne regularly receives a 5-star ranking for student satisfaction
- Swinburne offers world-class higher education in health, arts, design, business, law, science, engineering and technology - [Faculties and Departments](#)
- Swinburne is one of the few universities that make Work Integrated Learning (also sometimes referred to as Industry Linked Projects) a major assessment component for students - [Work Integrated Learning](#)
- Swinburne aims at producing job-ready students and Industry Based Learning (IBL) is offered to all eligible undergraduate students in the form of paid, full-time, 6-12 month Professional Placements - [Work Placements](#)
- Many industry partners have been connected to Swinburne for over 20 years
- Swinburne is one of only a few universities in Australia with access to the Keck telescope in Hawaii - [Keck and W.M. Keck Observatory and Parkes Radio Telescope](#)
- The Bachelor of Circus Arts offered at the [National Institute of Circus Arts Australia](#) - and accredited by Swinburne, not only offers elite sport training but also a sound business qualification. Several NICA graduates are currently employed with Cirque Du Soleil
- Swinburne has a campus in Malaysia with many of the courses offered in Australia offered there – many Australian students choose to study a semester or more at the campus in Malaysia - [Sarawak Campus, Malaysia](#)
- Swinburne has partnerships with over 100 overseas institutions across more than 20 countries, allowing for Australian students to go and complete part of their studies at one of these institutions - [Swinburne Global](#)
- Swinburne offers over 30 study tours and a great number of those are specific to students studying business - [Study Tours](#)
- Swinburne has a dedicated High Achievers Program, which includes a scholarship, for Year 12 students who attain an ATAR of 95 and above - [High Achievers Program](#)
- Swinburne also has an [Emerging Leaders](#) program - whereby students identify skills they have developed during their time at university. The program translates these experiences into skills that employers are looking for.
- Swinburne offers an Aviation degree and part of the training in this course includes access to a Flight Simulator Laboratory with three simulators: Victoria's only Redbird flight simulator, Victoria's only FlyIt Professional Helicopter Simulator, and a B737 procedural simulator - [Flight Simulator Laboratory](#). Swinburne is the only university in Victoria offering a bachelor degree designed specifically to train students as a commercial pilot - [Aviation](#). Swinburne partners with Jetstar and Qantas with a Cadet Pilot Program.
- Swinburne has one of the largest university Psychology Clinics in Australia, not only offering low-cost counselling, psychological assessment and group therapy treatment, but also quality teaching and research - [Psychology Clinic](#)
- For a comprehensive list of all courses offered at Swinburne, browse [Courses at Swinburne](#)



Animation & Gaming Courses at Victorian Universities

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	Design (3D Animation)	Units 3 and 4: a study score of at least 25 in English (EAL) or at least 20 in English other than EAL.	2D animation, 3D animation, Animation, Audio and visual effects, Character design and rigging, Compositing, Creative arts, Documentary and experimental filmmaking, Film and television, Film studies, Film titling, Interactive art, Media, Modelling, Motion capture, Narrative, Photography, Project management, Screen production, Screen studies, Stereoscopy, Stop motion animation, Storyboarding, Visual communication design.
FEDERATION	Games Development	Units 3 and 4: a study score of at least 20 in any English; Units 3 and 4: a study score of at least 20 in one of Maths: Mathematical Methods or Maths: Specialist Mathematics.	3D Modelling & Animation, Agile Coding, Big Data & Analytics, Cloud & Enterprise Computing, Communications & Technology, Computer Games Design, Data Modelling, Game Development Fundamentals, Game Programming, IT Problem Solving, IT Professional Engagement, IT Project Management Techniques, Mobile Development Fundamentals, Networking & Security, Professionalism & Entrepreneurship, Systems Modelling, Understanding the Digital Revolution, User Experience, Web Design.
MONASH	Design/Media Communication	Units 3 and 4: a study score of at least 30 in English (EAL) or at least 25 in English other than EAL.	Animation, Automotive design, Collaborative design, Communication design, Computer-aided design (CAD), Design, Digital humanities, Digital media, Furniture design, Graphic design, Illustration, Industrial design, Interactive design, Journalism, Materials technology, Media, Product design and development, Public relations, Screen, Spatial design, Transportation design, Visual communication, Web design.
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.	2D animation, 3D animation, Animation, Animation design and production, Computer animation, Concept art, Design, Digital arts, Illustration, Imaging and sound, Motion design, Projection mapping, Visual effects.
	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.	3D animation, 3D design, Arts (contemporary), Computer graphics, Computer programming, Digital animation (games), Digital art and design, Digital imaging, Entrepreneurship, Games design, Games development, Games programming, Games technology, Graphic 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; Units 3 and 4: a study score of at least 25 in one of Maths: Mathematical Methods or Maths: Specialist Mathematics.	Animation (games), Animation (modelling), Animation software, Artificial intelligence, Computer animation (computer graphics), Computer graphics, Computer programming, Design (3D), Digital imaging, Games programming, Internet and multimedia, Multimedia and digital arts, Networking and multimedia technology, Programming (C), Programming (Java), Software engineering.
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 3D and Stop-motion animation, Animation history and theory, Character and environment design, Character locomotion and performance, Conceptual sketching and life-drawing, Human and animal anatomy, Producing and production management, Screenwriting, Sound design.
	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 modelling and animation, Audio and video production, Game design, Games development, Games technology, Narrative design, User experience 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.