

An Introduction to the Creative Industries

Subsectors Careers Matching Cards Year 9 - 10

Match the role cards below to the 12 subsectors of the creative industries. *Please note crossover jobs are in italics.*

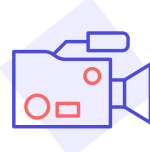
Subsectors



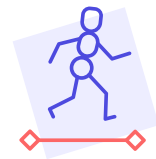
Design (product, graphic, fashion)



Video games



Film, TV, video radio and photography



Animation and VFX (visual effects)



Publishing



Architecture



IT, software and computer services ('creative tech')



Museums, galleries and libraries



Heritage



Music, performing and visual arts



Advertising and marketing



Crafts

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Role cards to be matched with subsectors above.

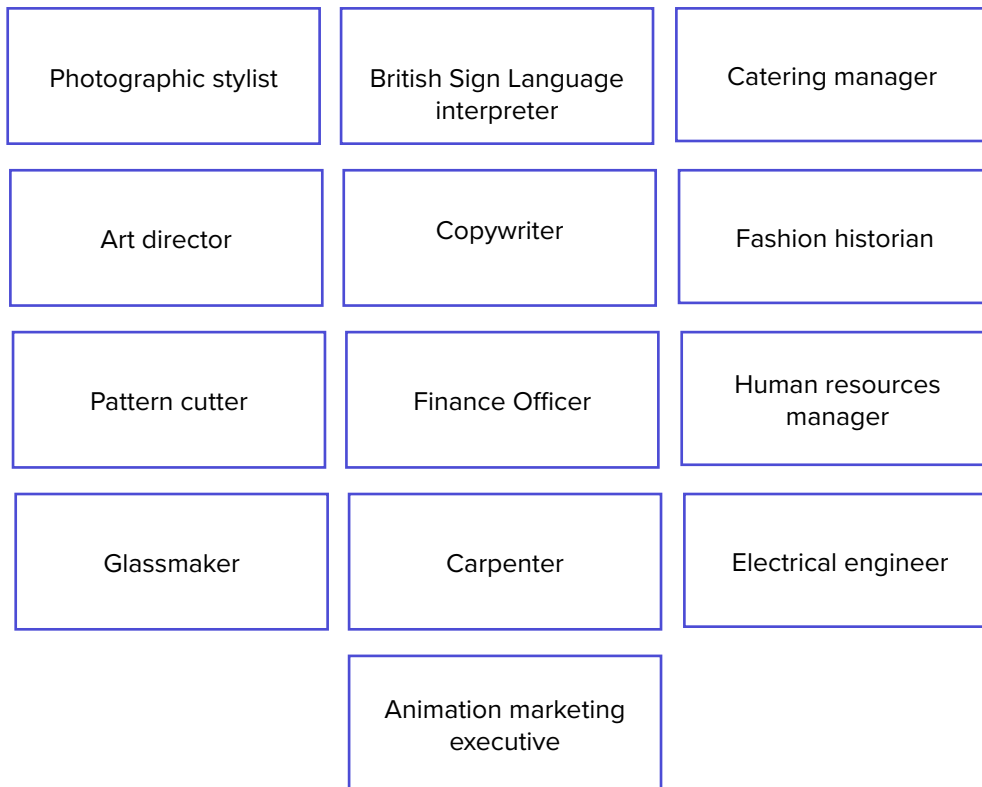
Roles

Medical illustrator (NCS) Gaffer Assistant audio producer Drone pilot NCW	Front of house manager <i>British Sign Language (BSL) interpreter</i> Flight director Festival director Flyperson <i>Catering manager</i>	Smallworker Bookbinder Clockmaker Chaser
Econometrician Art director Social media manager Public relations <i>Copywriter</i>	AI Specialist Public librarian Museum curator <i>Fashion historian</i> Gallery educator	Texturing artist Storyboard artist Music composer Physics programmer
<i>Pattern cutter</i> Jewellery designer <i>Finance officer</i> Knitwear technician	Literary agent Rights assistant Commissioning editor Translator <i>Events manager</i> <i>Publicist</i>	Landscape architect Interior designer <i>Human resources manager</i> <i>Glassmaker</i>
Digital archivist Conservator Antique dealer Museum assistant <i>Carpenter</i>	Optical engineer Research scientist <i>Electrical engineer</i> UX Designer	<i>Animation marketing executive</i> Runner <i>Level designer</i> Head of story Composer <i>Finance officer</i>

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Extension: Can you take a look at these roles and see where they might overlap? Move them alongside any of the sub sector areas.

Roles



Answers

Note: Students may notice that many of the roles exist across more than one subsector in the creative industries. Below is one answer to the exercise, however students answers may vary slightly.

Design (product, graphic, fashion): Pattern cutter, Ergonomist, Jewellery designer, Finance officer, Knitwear technician

Video games: Texturing artist, Storyboard artist, Music composer, Player support agent, Physics programmer

Animation and VFX: Marketing executive, Runner, Level designer, Head of story, Composer, Finance officer

Film, TV, video, radio and photography: Medical illustrator, Gaffer, Assistant audio producer (speech), Photographic stylist, Drone pilot

Publishing: Literary agent, Rights assistant, Commissioning editor, Translator, Event manager, Publicist

Architecture: Landscape architect, CAD technician, Interior designer, Human resources manager, Architectural technician, Glassmaker

Museums, galleries and libraries: Artificial intelligence (AI) specialist, Public librarian, Museum curator, Fashion historian, Gallery educator

Heritage: Digital archivist, Conservator, Antique dealer, Museum assistant, Carpenter

IT, software and computer services: Optical engineer, Software developer, Research scientist, Electrical engineer, User experience (UX) designer

Music, performing and visual arts: Front of house manager, BSL interpreter, Fight director, Festival director, Flyperson, Catering manager

Advertising and marketing: Econometrician, Art director, Social media manager, Search engine optimisation executive, Public relations account assistant, Copywriter

Crafts: Smallworker, Bookbinder, Woodwork apprentice, Clockmaker, Chaser