

What can I do with a Degree in Life and Social Science?



Bachelor of Arts (N0515) (*Before 2010, N055)

Bachelor of Arts (Honours) (N052)

Bachelor of Arts (Games & Interactivity) (N0515GAM)

Bachelor of Multimedia (Games & Interactivity)/Bachelor of Science (Computer Science & Software Engineering) (J070)

2011

Please note: the information contained in this document was current as of January 2011. Refer to www.swinburne.edu.au/courses/ for the most current updates.

For entry and admission requirements for the above courses, go to the Swinburne website www.swinburne.edu.au/courses

What can I do with this degree?

The Bachelor of Arts in Games and Interactivity aims to produce highly skilled graduates capable of gaining employment in the growing computer games industry, or indeed the wider multimedia industry. While this degree is suitable for anyone with an interest in studying games as a social phenomenon, it is especially well suited to those seeking employment in the gaming industry, but who do not wish to become high level programmers. Those with an interest in high level programming may develop these skills in the double degree Bachelor of Multimedia (Games & Interactivity) / Bachelor of Science (Computer Science & Software Engineering).

Graduates with multimedia and games development skills can take up careers in a variety of roles including information technology, multimedia and electronic games-related areas, web authoring for electronic publications and news broadcasts, computer authoring and information architecture, 3D animation, non-linear video production and interactive television, website and CD ROM development, ecommerce systems development and special effects for film and television.

Graduates may be employed as

- Author-based programmer
- Computer animator
- Computer-based graphic designer
- Digital video sound editor
- Game developer
- Instructional designer
- Multimedia programmer
- Web designer/developer

Examples of where you may find employment:

- Games development companies
- Film production companies
- Educational institutions
- Website development companies
- TV networks
- On-line magazines & newspapers
- Marketing companies
- Public relation companies
- Advertising companies
- IT & T companies
- Music video companies

- Self employment

What industry sectors do Arts graduates work in?

Private	57.0%
Government	17.4%
Education	9.5%
Other	14.1%
Health	2.1%

Source: <http://svc095.wic026v.server-web.com/gradsonline/>

The skills and attributes required by Bachelor of Arts (Games & Interactivity) graduates:

- A sound and broad knowledge of the game and game development industry and its relationship to society and popular culture through sociological, anthropological and theoretical semiotic discussion.
- Skills in the application of learning and instructional design principles to structured multimedia and interactive applications.
- The communication and management skills required to successfully manage multimedia development projects.
- Life-long learning skills and flexibility of mind for the rapidly evolving multimedia and games industries.
- An appreciation of texts in context: the various ways in which we make sense of film and media materials (TV, radio, print, new media).
- An understanding of the process of multimedia and interactive application development, and the skills necessary for working in a development team on a large scale project.
- An understanding of the changing face of multimedia and the current games industry, in relation to both acceleration in the use and development of technology, and its impact on society.
- A comprehensive understanding of aspects of user-interaction.
- An immersive and experiential understanding of the interactive nature of game play.
- Knowledge of current concepts of game critique and analysis including: aesthetics, genres, game space and level and character design.
- An understanding of the importance of adapting communication styles for specific contexts.
- An understanding of game-specific principles such as ludology and haptics and their application to wider games research.
- An understanding of how games fit into the emerging media environment and in particular how traditional ideas of narrative translate to the game form.
- An understanding of the political economy of media and sociological impact of electronic games - including issues such as ownership, the effects debate and the cultural impact of new technologies, games and game play.

What do Arts graduates do after finishing their courses?

Working	75.9%
Searching	24.9%
Studying	30.2%

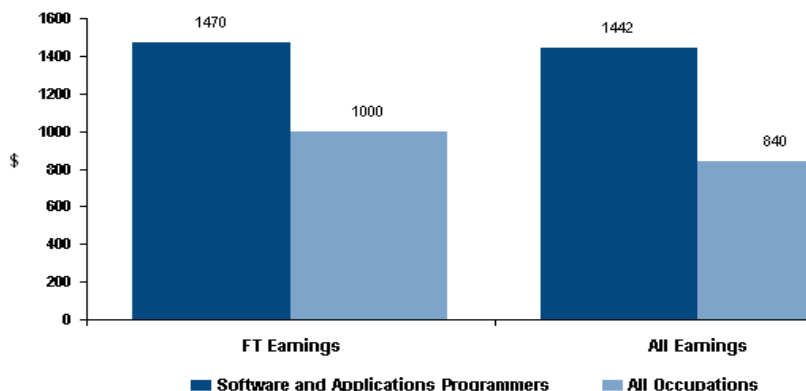
Please note: These figures include combinations of activities i.e. graduates who are searching for employment while also undertaking postgraduate study. Source: <http://svc095.wic026v.server-web.com/gradsonline/>

Job Prospects for Software / Applications Programmer

- Job prospects for Software and Applications Programmers are good.
- Employment growth for Software and Applications Programmers to 2014-15 is expected to grow strongly. Employment in this very large occupation (90 700 in November 2009) rose strongly in the past five years, and in the long-term (ten years).

Source: Australian Government job search: <http://joboutlook.gov.au>

Software / Applications Programmer Weekly Earnings (full time and before tax)



The graph shows weekly earnings both total and full-time before tax. These figures are indicative and cannot be used to determine a particular wage rate. Source: ABS EEBTUM survey August 2009 cat. no. 6310.0.

Source: Australian Government Job Search: <http://joboutlook.gov.au>

Swinburne Graduate Attributes

- Entrepreneurial in contributing to innovation and development within their business, workplace, or community.
- Capable in their chosen professional, vocational or study areas.
- Able to operate effectively in work and community situations.
- Adaptable and manage change.
- Aware of environments in which they will be contributing.

Potential Employers

Careers and Employment have put together a list of potential employers
www.swinburne.edu.au/corporate/careers/employers_by_occupation.html

You can also refer to Graduate Careers Australia's publication Graduate Opportunities
www.graduateopportunities.com/

General Recruitment Agencies:

Swinburne Careers and Employment Recruitment Service
www.swinburne.edu.au/careers

Specialist Recruitment Agencies

Clarius Group
www.clarius.com.au

Diversiti
www.diversiti.com.au

ETX Consultants
www.etx.com.au

Graeme V Jones & Associates
www.gvjones.com.au

Greythorn Pty Ltd www.greythorn.com.au

Icon Recruitment
www.iconrec.com.au

Infosys Solutions Ltd
www.infosys-solutions.net

Jav IT Group
www.jav.com.au

MACRO Recruitment
www.macrorecruitment.com.au

Michael Page
www.michaelpage.com.au

Paxus
www.paxus.com.au

PeopleBank
www.peoplebank.com.au

Randstad
www.randstad.com.au

Sirius Technology
www.sirius technology.com.au

The Ambit Recruitment Group
www.ambit.com.au

Additional general employment sites:

www.careerone.com.au

www.graduateopportunities.com

www.jobsearch.com.au

www.mycareer.com.au

www.seek.com.au

www.unigrad.com.au

www.myfuture.edu.au

www.jobsearch.gov.au/joboutlook

Specialist Job Search Websites

www.acs.org.au

www.adma.com.au

www.agda.com.au

www.aie.act.edu.au

www.aimia.com.au

www.artshub.com.au

www.bandt.com.au

www.freelancer.com.au

www.gamesindustry.biz

www.geemultimedia.com.au

www.it2.com.au

www.lavolta.com.au

www.odysseyrecruit.com.au

www.mmv.vic.gov.au

www.newmedialab.com.au

www.tsume.com

Professional Associations

Professional associations may conduct conferences, seminars, presentations and social functions to help members keep abreast of current practices and for networking purposes. For students, these events can be an excellent source of contacts and relevant information. Membership is usually open to students at a reduced rate.

- Academy of Interactive Entertainment www.aie.act.edu.au
- Australian Interactive Media Industry Association www.aimia.com.au
- Game Developers' Association of Australia www.gdaa.com.au
- International Games Developers Association www.igda.org

Postgraduate study options:

A range of postgraduate programs for Games and Interactivity students are offered at Swinburne University. Programs are offered as a nested suite, offering students the opportunity to exit at the graduate certificate, graduate diploma or master stage.

Graduate Certificate of Multimedia (J076)

Graduate Diploma of Multimedia (J086)

Master of Multimedia (J096)

Master of Multimedia Technology (J106)

Career Opportunities: At postgraduate level you can expect to have developed multimedia authoring skills and knowledge of the interactive communication process that will enhance your employability in a range of professions. Upon completion of the appropriate course, you can pursue employment opportunities in areas such as:

- Multimedia producer/developer/programmer/network administrator
- Website developer/programmer
- Project Management
- Running a multimedia business
- Instructional designer
- Interactive content creator
- 2D/3D modeller/ animator
- Multimedia advertising
- Digital media production – particularly streaming media and web-casting
- Digital signals and image processing
- Database developer
- Multimedia researcher

A full listing of all postgraduate courses offered by Swinburne is available at:

<http://www.swinburne.edu.au/postgrad/courses/>

What help does Swinburne Careers and Employment offer?

Career Services

- Daily Resume and Cover Letter checks
- Daily Interview practice
- Careers Seminars/ Workshops for Students
- Careers in the Curriculum (CIC) – High Education Students
- Student Recruitment Service (Final Year Students)
- Career Counselling

Career Resources

- Career Resource Library
- Job Search Handouts
- Interactive Career Planning

SwinEmploy Employment Service

- All job advertisements for graduate placements, casual, vacation, part-time and full-time employment
- Links to employer websites
- Enables students to book online for events such as workshops, employer information sessions and interviews
- Access to Going Global (over 10,000 job vacancies listed across Europe, Asia-Pacific, UK and US. Global key employer directories, work permits & visa regulations, country specific cultural & interviewing advice & more)

Download Careers and Employment job search handouts from SwinEmploy, including:

- | | |
|---|--|
| ➤ Addressing Selection Criteria | ➤ Job Hunting |
| ➤ Assessment Centres | ➤ Networking: What Is It and How Do You Do It? |
| ➤ Cover Letters or Letters of Application | ➤ Online Applications |
| ➤ Curriculum Vitae or Resume | ➤ Psychometric Tests |
| ➤ Employer Expectations of Graduates | ➤ Skills and Attributes |
| ➤ Interviews - How to Plan, Prepare and Perform | ➤ Thinking About Changing Your Course? |
| ➤ Informational Interviewing | ➤ Tips for facing the work environment and your first professional job |

The material in this document has been produced from the Graduate Destinations Survey, Swinburne University and Graduate Careers Council of Australia material, Graduate Opportunities, Australian Job Search, The Job Guide, Professional Associations and Careers and Employment's own research.

Careers & Employment
Swinburne University
Level 2, George Swinburne Building
Wakefield Street, Hawthorn VIC
Tel: 9214 5360
Email: careers@swin.edu.au
www.swinburne.edu.au/careers

Source: seek.com (January 2011)

GAMES DEVELOPER

- Exciting iPhone game creation
- Opportunity to permanency
- Exposure to the latest mobile internet technologies

Our client has a solid reputation for creating exciting and cutting edge mobile iPhone and iPad solutions. For one of their most significant projects to date they are looking for three web application developers.

In this role you will actively contribute to the project team in a game developing capacity.

It is essential to have proven experience and skills with OpenGL, Objective C, C# and other C-languages.

The ability to use OpenCV libraries and algorithms is desired.

Our client is most interested in your cultural fit and can do attitude, with the ability to perform according to a steep learning curve.

Presentation of results from past game developments is preferred.

This opportunity is to start immediately so if you are looking for the opportunity to work with an organisation that gives back to their employees, do not wait, APPLY NOW!

Reference number: 200114586

For a confidential discussion please contact Natalie Inglis on (08) 7422 0612
Email: Please click the 'Apply Now' button below.

Email: Please click the 'Apply Now' button below.

Web Developer (XHTML, CSS, jQuery)

Need a challenge in a fun environment with opportunity to grow?

- Front end web developer position
- Leave your footprint on the Web
- Work on exciting range of projects
- Innovative company
- Dynamic team environment

Alaress (www.alaress.com.au) have an exciting opportunity for a skilled and smart web developer to work alongside our interface designers and back end (PHP and MySQL) programmers to develop cutting edge web interfaces, superbly crafted XHTML and CSS code whilst pushing the boundaries of jQuery and Ajax implementation for large websites and web applications.

You will be responsible for all front end programming for dynamic sophisticated web applications, websites and content management systems built on an industry leading enterprise level content management system.

We will only choose you if you have:

- Passion for the Web.
- A portfolio of XHTML web sites developed (academic or commercial).
- XHTML/CSS experience constructing complex table-less interface layouts in cross-browser and standards compliant code is essential.
- Solid understanding of high level Javascript (jQuery) programming.
- Experience working with Adobe Suite (Photoshop, Dreamweaver).
- Strong PHP and MySQL programming skills.
- High attention to detail, customer Service and quality work.

We will give you extra attention if you also have:

- University degree in Computer Science, Information systems, Multimedia or similar.
- Knowledge of search engine optimisation (SEO) and online marketing.
- Understanding of LAMP (Linux, Apache, MySQL, PHP5) environments as our websites and CMS are built on these technologies.
- Commercial experience building data driven, content management systems, content managed websites and custom web applications with an object orientated (OOP) approach with PHP and MySQL.
- Proven experience managing Linux web servers.
- Previous exposure working in a niche software development team will be very highly regarded. Graduates are welcome to apply if able to meet above criteria. Salary commensurate with experience.

Enjoy working in an energetic, friendly work space and culture that has ensured our company, Alaress has 100% staff retention. Our Camberwell based office is a great place to work providing you with flexible working hours.

The successful applicant will work and play hard, be goal-oriented, results-driven and enthusiastic about all things web. They will have exceptional interpersonal, communication and negotiation skills, and be a motivated self-starter.

We welcome your application with resume and functional examples of your work to:
careers@alaress.com.au