CAREER NEWS

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

General admission tickets are $10.00 per person and are valid for all four days.
Visit The VCE and Careers Expo to find out more!

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 Waurn 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 programing, 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.](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.