

St Andrews Christian College

CAREERS NEWSLETTER No.3

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Changes to Folio Requirements for Creative Arts and Design Courses

Deakin's creative arts and design courses have recently undergone an important update to folio entry requirements.

A folio is now an optional entry requirement. Course selection will still be based on an ATAR. Should an applicant choose to submit a folio (deemed successful), that folio is considered along with the ATAR.

- Deakin recognises creative potential, by allowing applicants to submit a portfolio of their best creative work with their application to showcase their talent and boost their chance of admission into our creative arts and design degrees (excluding drama).
- A folio is an optional entry requirement.
- Submitting a folio will boost an applicant's chance of admission to Deakin by strengthening their application if they are concerned about meeting the ATAR requirements.
- For school leavers, assessment will still be based on their ATAR, but a folio will be considered alongside their ATAR.

Applicants who wish to enhance their application are encouraged to complete the Deakin University folio requirements by the stated deadline.

Learn more about the folio requirements [here](#).



➤ **Business introduces the Employability Program**

The Peter Faber Business School has introduced a *new employability program: **Future Ready***. Embedded in all ACU business and IT degrees from day one, this program supports students to build their personal brands, develop their LinkedIn and social media profiles, attend industry engagement and networking events, upskill with Microsoft certifications, participate in industry placements, and build their online portfolio.

These essential skills will facilitate students in building the foundations for success now and into the future.

Find out more at [Future Ready Employability Program](#).

➤ **New Bachelor of Criminology and Criminal Justice degree**

The Thomas More Law School has introduced the ***Bachelor of Criminology and Criminal Justice***.

Already proving popular with students in 2022, this course explores the causes of antisocial behaviour and develops the knowledge and expertise needed to make a valuable contribution in the criminal justice sector. Students gain a deep understanding of the complex causes and impact of crime, and the legal and social policies that keep society safe. The degree includes studies in *forensic psychology, forensic science, cybercrime, border protection and biosecurity* and understanding violence and trauma. All criminology students also undertake a community engagement in the third year of the course.

Find out more at [Bachelor of Criminology and Criminal Justice](#).



Bachelor of Cyber Security

Gain in-demand skills to protect data and information systems from hackers, with a Bachelor of Cyber Security at Victoria University.

Students study information technology, preparing them for a career in software development or the networking industry. Then they focus on specialised units in cyber security – gaining the expertise needed to apply for specialised roles.

Students learn essential skills in cyber-threat detection and risk management, including:

- cyber security technologies (such as digital signature, public key infrastructure, virtual private networks, firewalls, intrusion detection and data encryption)
- ethical hacking and digital forensic data collection
- vulnerability analysis and control
- enterprise security
- cyber security regulation, policies, and laws
- software development
- network design.

Find out more at [Cyber Security at VU](#).



What is a Paralegal?

A paralegal is an individual, qualified by education, training or work experience who is employed or retained by a lawyer, law office, corporation, governmental agency, or other entity and who performs specifically delegated substantive legal work for which a lawyer is responsible. In other words, a paralegal works in the legal industry but is not a lawyer.



Letz Live Working Holidays and GAP Year

Have the time of your life by taking a Gap Year after school, or live and breathe a new city with a working holiday.

Applications for paid GAP Year opportunities in the UK, Thailand, New Zealand, and Australia in 2023 are now open. Find out more at [Letz Live](#).



Applications for the 2023 ADF Gap Year are now open

An ADF Gap Year is a unique opportunity for students to experience life in the Navy, Army, or Air Force, without needing to make a long-term commitment. The skills obtained through the ADF Gap Year program will provide them valuable work and life experience and are completely transferable.

It will enable students to develop the confidence for their next endeavours.

Students who take part in the ADF Gap Year program:

- Gain valuable skills and work experience
- Enjoy a great salary package plus free healthcare
- Live a varied, active, and healthy lifestyle
- Make friends with like-minded people
- Have the opportunity to see more of Australia

Applications are open! Learn more and/or apply at [ADF Gap Year](#).

***Students might like to participate in a GAP Year
Virtual Information Session on 23 March 2022 from
6.00pm – 7.00pm.
Register [here](#).***



Animation & Gaming Degrees in Victoria in 2022

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 IN 2022
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, 3D motion, Animation, Animation production, Audio and visual effects, Character design and rigging, Compositing, Creative arts, Design thinking, Documentary and experimental filmmaking, Film and television, Film studies, Film titling, Game design, Interactive art, Media, Modelling, Motion capture, Narrative, Photography, Project management, Screen production, Screen studies, Stereoscopy, Stop motion animation, Storyboarding, Visual communication design.
MONASH	Design/Media Communication	Units 3 and 4: a study score of at least 27 in English (EAL) or at least 25 in English other than EAL.	Animation, Automotive design, Collaborative design, Communication design, Computer-aided design (CAD), Design, Design theory, 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.
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, Storyboarding and narrative development.
	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.
	Games and Interactivity/Animation	Units 3 and 4: a study score of at least 25 in English other than EAL or at least 30 in English (EAL).	2D and 3D production techniques for animation, 3D modelling for objects and environments, Acting for animation, Action analysis and locomotion, Behaviour and motivation in games, Character and environment design, Character animation, Development and pre-production, Digital game prototyping, Genre and the moving image, History of animation, Pervasive game design, Physics of games and animation, Principles of game design, Production and post-production, Production management for animation, Screen writing, Sound design and acquisition, User-centred design and evaluation, Writing and directing for animation, Writing for interactive narratives.
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.
VICTORIA UNIVERSITY	Animation & Visual Effects	Units 3 and 4: a study score of at least 25 in English (EAL) or at least 20 in English other than EAL.	Animation, Visual effects.

Snapshot of Chisholm Institute in 2022

- Chisholm Institute is a government-owned TAFE with eight [locations](#) across Melbourne and the south-eastern suburbs, and each one has facilities dedicated to the particular learning area offered at that campus.
- Chisholm Institute offers over 250 certificate, diploma, advanced diploma, bachelor, and graduate certificate [courses](#).
- Chisholm boasts some excellent training [facilities](#) including –
 - ✓ [Trade Training Centres](#) which has general purpose classrooms as well as a multi-trade workshop equipped to deliver building and construction trades, including carpentry, bricklaying, plumbing, electro technology and engineering. There is also an engineering workshop which includes equipment such as 3d printers, laser cutters and CNC routers and milling machines.
 - ✓ [Building Trades Facilities](#) where bricklaying, building and carpentry, building design, cabinetry and furniture making, electrical and plumbing are taught.
 - ✓ [National Precision Growing Centre](#) is situated in Cranbourne and is the only facility of its kind in Australia. It is designed to deliver industry training in horticulture locally, nationally, and globally.
 - ✓ [Salon and Spas](#) – with a number of hair and beauty courses being delivered at Chisholm, treatments and services are performed in the salons and spas, with each student developing their treatment skills while being supervised by the salon staff and teacher.
- As with other leading tertiary institutions, Chisholm Institute also offers a range of [Student Support Services](#) which include a counselling service, library, career and employment service, as well as international student support
- Chisholm Institute offers a suite of [Free TAFE](#) courses including areas such as *Accounting, Legal and Information Technology, Automotive, Building Trades and Construction, Community Services, Engineering and Electronics, and Hospitality and Tourism*
- Chisholm is offering over 50 courses through the recently launched [JobTrainer scheme](#).

