

# Creative Industries



## CUA20220 CERTIFICATE II IN CREATIVE INDUSTRIES

### What it is

If you are interested in designing, drawing, art, creating and making, then this 'Creative Industries' program is suitable for you.

You explore a variety of creative tasks in a performing arts setting, working in a team as well as having individual tasks to complete, to show off your creative flair. You support a live show and contribute towards designing the 'performance space,' and set up before and after the performance. Learning business and customer service skills, you support audience members enjoy the performance that you helped to create.

*'The Creative Industries produce art and inventions, solve problems, bring life to communities and document history. Making and experiencing art also makes people happier and healthier. The positives of the creative industries overflow into other industries bringing new ideas, products and ways of working'.*

SOURCE: ARTS COUNCIL ENGLAND.

### What you learn

You learn from the following subjects (Units of Competency):

- ✓ Follow a design process CUADES201
- ✓ Use basic drawing techniques CUAACD101
- ✓ Develop basic scenic art skills CUASCE201
- ✓ Make a simple headpiece MSTML1001
- ✓ Develop basic staging skills CUASTA211
- ✓ Develop basic prop construction skills CUAPRP201
- ✓ Undertake routine front of house duties CUAFOH211
- ✓ Assist with bump in and bump out of shows CUASTA212

### Who you learn from

#### YOUR INDUSTRY EXPERT

PKY MEDIA PTY LTD  
RTO Code 41549 (COSAMP)

#### WHERE YOU LEARN

Curtain Call Performing Arts Studios, 209 Armstrong Street South, Ballarat and Delacombe warehouse

#### WHEN

Thursday 1.45pm to 5.00pm  
**Class size:** 16 to 24 students



"Imagination creates reality."

RICHARD WAGNER

## What you get

Upon successful completion of the program, students are eligible to obtain:

### School recognition

Credit/Unit eligibility towards your relevant Senior Secondary Certificate.  
Check with your school for more details.

### Workplace recognition

Statement of Attainment (List of the Units of Competency which have been successfully completed).

## Your possible career/pathway

Creative industries include:

Software and Digital Content – Multimedia and software development

Architecture and Design

Advertising and marketing, public relations

Performing arts, such as actor, musician

Visual arts, like painting, jewellery design

Crafts, such as weaving, furniture-making and jewellery-making

Film, TV, animation, visual effects, video, radio and photography

Video games, virtual reality, and extended reality

Museums, galleries and heritage, such as stately homes and cathedrals

Publishing and libraries, journalist

Design, including product design, graphic design and fashion



## Learn more

CUA20220 Certificate II in Creative Industries (completion)

CUA51420 Diploma of Arts and Cultural Management

CUA60420 Advanced Diploma of Creative Product Development

## Employment

Many opportunities as outlined above.



*Note: Program commencement subject to enrolment numbers. Units of Competency are subject to change. Check with your school VET Coordinator regarding costs and if this program is suitable for you. This training is delivered with Victorian and Commonwealth Government funding to eligible individuals. All details are accurate at the time of publication.*

