

## Start a Music Industry traineeship

and one day you can:

- work in a variety of roles within the live and recorded music industry such as front-of-house sound mixer, monitor engineer, work on and schedule recording sessions, help arrange concert tours, and promote musical performances.
- Play musical instruments live or in a recording studio.
- work for record labels, manage bands and promote music festivals.

## Finish a Certificate III in Music Industry

A one-year, full-time traineeship or a two-year TVET course through school or a six-month to one-year course at a college.

**Result** — you are a member of a band or are assisting in recording studios or performance venues. You will be able to help manage bands and musical performances. You will have learnt to use technology to create your own music and understand how digital and analogue sounds are recorded.

## Finish a Diploma of Music Industry

You can do that part-time while you earn money.

**Result** — you can specialise in a number of different musical fields such as sound production (music recording & electronic creation), performance (bands and live concerts & festivals), and music business.



# Yes, I want to be a music industry professional

Great! Check out the subjects the industry recommends to get you started.

## Years 9 and 10

### Mandatory subjects:

- English
- Geography or History
- Mathematics
- Personal Development, Health and Physical Education (PDHPE)
- Science

### Plus two (2) electives:

Now that you have decided on a traineeship you should consider the following subjects as one or more of your electives if they are taught in your school.

- Design and Technology
- Graphics Technology
- Information and Software Technology
- Photographic and Digital Media
- Music Performance
- \* Drama

## Years 11 and 12

### Mandatory subjects:

- English or English Studies

### Plus electives:

Choose one or more of these subjects.

- Entertainment, Music Performance or Drama
- Community and Family Studies
- Legal Studies
- Information Processes and Technology
- Mathematics

