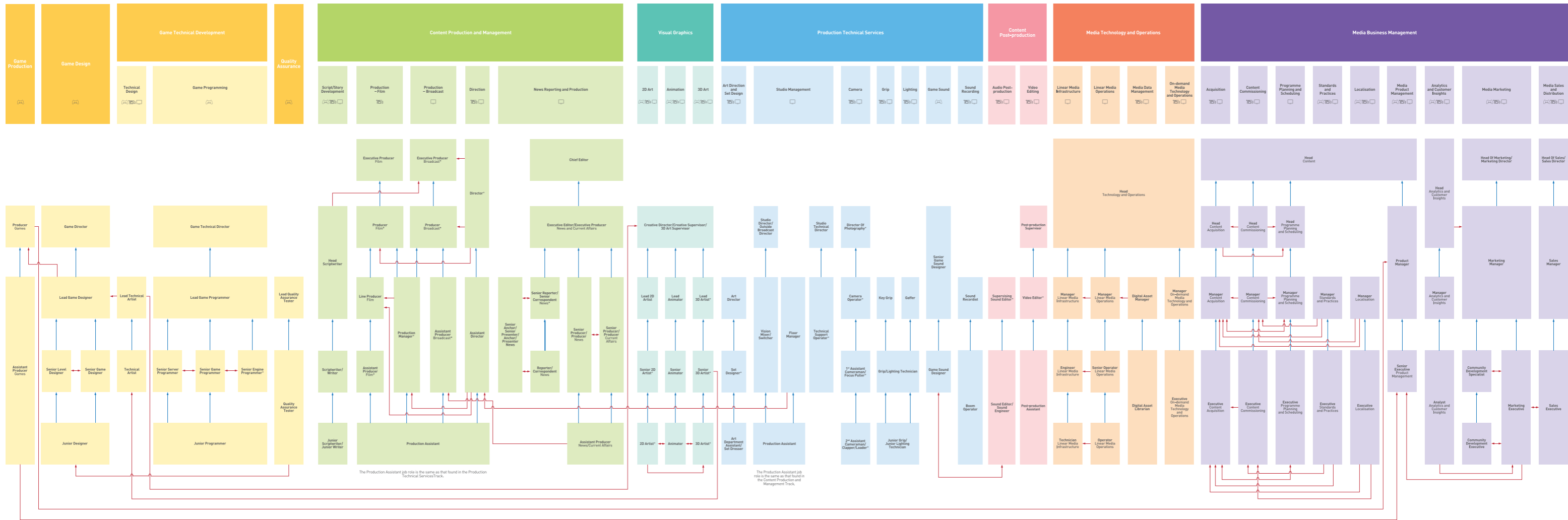


SKILLS FRAMEWORK FOR MEDIA Career Pathways



The Career Map serves as a reference to reflect the available job roles and possible career pathways in the Media sector, which may vary depending on each company's structure and business context. The career progression pathways would depend on individual performance, capability, experience, aspiration, as well as company needs.

LEGEND:

SUB-SECTOR DEFINITIONS:

GAMES
This sub-sector covers the creation, publication and distribution of cutting edge games content on gaming platforms

FILM / VIDEO
This sub-sector covers film production, distribution and exhibition

TV / BROADCAST
This sub-sector covers the production and distribution of content for television

LEGEND:

↑ DENOTES VERTICAL PROGRESSION WITHIN SUB-TRACKS
→ DENOTES LATERAL MOVEMENTS

* DENOTES JOBS WITH SPECIALISATIONS
Specialisations are defined as unique areas of work related to the job role, these may be often included as part of the job role or sometimes these may be performed by professionals focusing in these unique areas