40008

Explore roles and employment in the Aotearoa New Zealand screen industry

Kaupae Level	3
Whiwhinga Credit	5
Whāinga Purpose	This skill standard is for people considering work in the screen industry in Aotearoa New Zealand.
	This skill standard will provide learners with an overview of the operation and structure of the screen industry and potential career pathways.

Hua o te ako me Paearu aromatawai | Learning outcomes and assessment criteria

Hua o te ako Learning outcomes		Paearu aromatawai Assessment criteria		
1.	Investigate screen industry sectors and key characteristics of employment to enable informed career choices.	a.	Identify the key sectors in the screen industry.	
		b.	Describe the nature of work in the screen industry.	
		C.	Research relevant guilds, agencies and forums to gain information about work opportunities and practices in the screen industry.	
2.	Explore a career pathway for a role in the screen industry.		Describe departments and key roles involved in a screen production, and how they intersect.	
			Identify a role of interest and the potential career pathways leading to and from the role.	
		C.	Describe own skills and suitability for a role of interest.	

Pārongo aromatawai me te taumata paearu | Assessment information and grade criteria Assessment specifications:

For assessment criteria 1b – description must include self employment, gig economy, non-work periods, working hours.

For assessment criteria 2a – departments and roles identified must include key roles from departments and roles in the areas of art, technical, production, logistics and post-production.

Learning and assessment for this standard must:

- · reflect current screen industry practice;
- influence equitable outcomes for all learners;
- honour ngā kaupapa o te Tiriti o Waitangi (the principles of the Treaty of Waitangi);
- value Māori traditional knowledge; perspectives of Pacific communities, and cultural and educational needs as identified by ākonga/learners;

 support/promote learning that exposes ākonga/learners to a range of cultural values and perspectives that include diverse world views.

Ngā momo whiwhinga | Grades available

Achieved

Ihirangi waitohu | Indicative content

- Nature of work and employment in the screen industry for example self employment, gig economy, non-work periods, working hours.
- Sectors within the screen industry may include film, television, tv commercials, online content, visual effects (VFX), digital creation, animation and actual reality/virtual reality.
- Production types: Māori and pacific media: cinema, television drama, documentary, TV commercials, online, corporate, international and local, funded and non-funded.
- Key departments and roles within art, production, technical, logistics, post-production.
- Entry level positions in departments, and the skills required for these.
- What to include in a CV for the screen industry.
- Guilds, crew networking groups and booking agencies and apps, funding bodies, forums.

Rauemi | Resources

- Screen Industry Guild Health and Safety Guidelines (blue book).
- Ngā Aho Whakaari Māori in Screen Brown book.
- Directors and Editors Guild of Aotearoa New Zealand DEGANZ Workflow best practice guide
- Industry codes of conduct, https://spada.co.nz/resources/codes-of-practice-guidelines/.

Pārongo Whakaū Kounga | Quality assurance information

Ngā rōpū whakatau-paerewa Standard Setting Body	Toi Mai Workforce Development Council	
Whakaritenga Rārangi Paetae Aromatawai DASS classification	Arts and Crafts > Screen > Screen Industry Skills	
Ko te tohutoro ki ngā Whakaritenga i te Whakamanatanga me te Whakaōritenga CMR	0099	

Hātepe Process	Putanga Version	Rā whakaputa Review Date	Rā whakamutunga mō te aromatawai Last date for assessment	
Rēhitatanga Registration	1	28 March 2024	N/A	
Kōrero whakakapinga Replacement information	N/A			
Rā arotake Planned review date	31 December 2028			

Please contact Toi Mai Workforce Development Council at qualifications@toimai.nz if you wish to suggest changes to the content of this skill standard.