



# Work in the Media Industries

## *Employment*

Henry Loeser PhD



## *Work in the Media Industries*

# Design

## Aim

- Equip graduates with the business knowledge and skills necessary to become a professional in the challenging and ever-changing media industries
- Knowledge, skill and experience gained as an employee provide a solid foundation for entrepreneurship and freelancing



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# Employment

## *Get the Job*

- Identity
- Profile / Brand



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# Employment

## *Get the Job*

- CV



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# Employment

## *Get the Job*

- Digital footprint



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# Employment

## *Get the Job*

- Networking
- Collaboration
- Mentorship



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# Employment

## *Get the Job*

- Searching
- Recruitment



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# Employment

## *Get the Job*

- Applying





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# Employment

## *Get the Job*

- Interviewing



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# Employment

## *Get the Job*

- Negotiating
- Accepting
- Contracts



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## Employment

### *Got the Job*

- Orientation
- Training
- Networking
- Collaboration



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# Employment

## *Got the Job*

- Career management
- Mentoring



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# Employment

## *Got the Job*

- Documentation
- Evaluation



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# Employment

## *Got the Job*

- Rewarding
- Punishing



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## Employment

### *Got the Job*

- Termination
- Promotion
- Transfer
- Freelancing



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# Employment

## *A Look into the Future*

- new ecosystem, industries, cross-media, platforms, applications, mobile, IoT, gaming, voice, AI, VR, AR, wearables, enterprises, employment, business models





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