

Careers in IT

Multimedia

Working in Multimedia

Multimedia offers a great variety of areas to work in, such as:

- Video and audio production
- Journalism
- Marketing
- Public relations
- Advertising
- Scriptwriting
- Graphic design
- Computer animation
- Music technology
- Research and teaching

It involves not only an eye for creativity but also energy, enthusiasm and ability to be able to work as part of a team.

What do I need?

You would need an honours degree or foundation degree/HND related to Multimedia such as product design, internet, music technology or graphic design amongst others.

Employers are also interested in graduates with degrees in engineering, Computing or even arts and social sciences. Postgraduate degrees in Multimedia are available.

The possibilities are endless. Employers will look for:

- Ability to work as part of a team
- Good communication and interpersonal skills
- Ability to fulfil deadlines
- Artistic flair
- Sense of humour

Previous work experience could be useful to getting that important first job in your multimedia career.

Pay and Prospects

There are no set pay scales in computing. Starting salaries range from £14,000; the average graduate starts on £18,000. Pay can rise to £45,000 with experience and responsibility.

Sometimes there is a shortage of specific software skills and salaries can rise according to supply and demand.

'Access to Work' is a government scheme set up to provide information, advice and financial assistance regarding the equipment, support and training that can be made available to employees with disabilities.

Multimedia

Multimedia is the use of technology to combine various media, such as:

- Text and sound
- Still or animated graphic images
- Video images

An interactive web site is one application of multimedia.

Multimedia is more than simple text-and-images. Presentations are possible in many contexts, including the Web, CD-ROMs, and live theatre.

Multimedia objects are all around us, and include:

- Mobile interfaces
- Digital TV
- Advertising
- Scriptwriting
- Computer Animation

Other leaflets in this series

CWG01 Entry Points	CWG11 Systems Development
CWG02 Typical Career Paths	CWG12 Communications and the Internet
CWG03 Year 9 Time of Choices	CWG13 Data Modelling, Management and Architecture
CWG04 Initial Entry (Age 16+)	CWG15 Web Design
CWG05 Industry Years Ages 18 & 20	CWG16 Artificial Intelligence
CWG06 Intermediate Entry (Age 18+)	CWG17 Games Development
CWG10 Support Teams	CWG80 Employment Case Studies

Disclaimer

Although every care has been taken by the Working Party of the BCS Schools' Expert Panel in the preparation of this publication, no warranty is given by the Working Party or BCS as Publisher as to the accuracy or the completeness of the information contained within it and neither the Working Party nor the BCS shall be responsible or liable for any loss or damage whatsoever arising by virtue of such information or any instructions or advice contained within this publication or by any of the aforementioned.

More information can be obtained from:

BCS The Chartered Institute for IT

First Floor Block D North Star House North Star Avenue Swindon SN2 1FA United Kingdom

T +44 (0) 1793 417 424 F +44 (0) 1793 417 444 Online enquiries www.bcs.org/contact Website www.bcs.org

Year in Industry: www.yini.org.uk Connexions: www.connexions.gov.uk e-skills UK: www.e-skills.com

© The British Computer Society (Registered charity no. 292786) 2009

If you require this document in accessible format please call +44 (0) 1793 417 600