Job Readiness in the Film & Media Industry

Presented by:



What is the Film & Media?

The media and entertainment industry consists of...film, print, radio, and television – more specifically movies, TV shows, radio shows, news, music, podcasts, newspapers, magazines, graphic novels, comics and books.

https://undergradcareers.nd.edu/career-path s/communication-arts-and-media/entertainm ent/

What types of jobs can you get in the media / entertainment industry?

- Broadcast Engineer
- Camera Operator
- Talent Agent & Lit Agent
- Film and Television Producer
- Music Producer
- Actor, Attorney
- Screenwriter
- Accountant

- Makeup Artist
- Data Analyst
- Production Designer
- On set Electrician/Grip
- Finance Executive
- Marketing Executive & Public Relations Officer

And More...

What types of skills do you need for these jobs?

Verbal and written communication skills

- Flexibility and versatility
- Ability to research and think critically
- Interpersonal skills
- Creativity

- Attention to Detail
- Strong Knowledge of Production
- Strong Knowledge of Development
- Strong knowledge of the business of Film & TV

Employment in the Film / Media Industry...

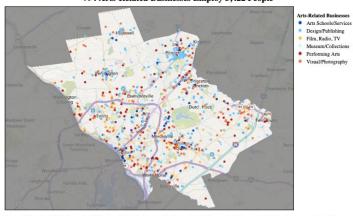
https://www.motionpictures.org/research-docs/the-american-motion-picture-and-tel evision-industry-creating-jobs-trading-aro und-the-world-4/#:~:text=The%20Amerian%20film%20and%20television,by%20t he%20Motion%20Picture%20Association

In a world with 8 billion people, the film and television industry supports 2.4 million jobs, pays out \$186 billion in total wages, and comprises over 122,000 businesses. New Jersey, alone, was home to 725 productions in the year 2021 including 68 feature films and 132 television series. As of June 2023, there are 37 available Film jobs listed on Indeed in New Jersey, 182 in New York, 73 in Pennsylvania and 81,7000 in the world.

Movies / Films motivate individuals to make positive changes in their lives and strong characters can inspire us to do the same. The benefit of watching movies / films can increase self-motivation to be solid and inflexible in dealing with all the problems. The film industry promotes economic growth by creating jobs for thousands of people and generates billions of dollars in revenue each year that's returned to the economy through taxes and other expenditures on goods and services related to film production.

https://brilliantio.com/why-is-fil m-important-to-society/ This Creative Industries: Business & Employment in the Arts report provides a research-based approach to understanding the scope and economic importance of the arts in Mercer County, NJ. The creative industries are composed of arts businesses that range from nonprofit museums, symphonies, and theaters to for-profit film, architecture, and design companies. Arts businesses and the creative people they employ stimulate innovation, strengthen America's competitiveness in the global marketplace, and play an important role in building and sustaining economic vibrancy. In a global economy, the creative industries are durable and enduring local employers.

794 Arts-Related Businesses Employ 5.422 People



Mercer County, NJ is home to 794 arts-related businesses that employ 5,422 people. The creative industries account for 4.1 percent of the total number of businesses located in Mercer County, NJ and 1.8 percent of the people they employ. The map above plots the creative industries, with each dot representing a unique arts business establishment.

Nationally, 673,656 businesses are involved in the creation or distribution of the arts, and they employ 3.48 million people. This represents 4.0 percent of all U.S. businesses and 2.0 percent of all U.S. employees - demonstrating statistically that the arts are a formidable business presence and broadly distributed across our communities. The source for these data is Dun & Bradstreet, the most comprehensive and trusted source for business information in the United States. These data are current as of April 2017.

Americans for the Arts thanks The Andrew W. Mellon Foundation and the Doris Duke Charitable Foundation for their generous support of our work to produce the Creative Industries: Business & Employment in the Arts reports.



2017

The Creative Industries Represent 4.1 Percent of All Businesses and 1.8 Percent of All Employees in Mercer County, NJ

(Data current as of April 2017)

| CATEGORY | BUSINESSES | EMPLOYEES |
|------------------------------|------------|-----------|
| Arts Schools and Services | 42 | 274 |
| Agents | 3 | 6 |
| Arts Councils | 2 | 13 |
| Arts Schools and Instruction | 37 | 255 |
| Design and Publishing | 294 | 3,058 |
| Advertising | 59 | 1,820 |
| Architecture | 85 | 915 |
| Design | 143 | 274 |
| Publishing | 7 | 49 |
| Film, Radio and TV | 80 | 357 |
| Motion Pictures | 63 | 303 |
| Radio | 9 | 22 |
| Television | 8 | 32 |
| Museums and Collections | 26 | 242 |
| Historical Society | 4 | 17 |
| Museums | 22 | 225 |
| Performing Arts | 148 | 489 |
| Music | 64 | 213 |
| Opera | 1 | 4 |
| Performers (nec) | 44 | 87 |
| Services & Facilities | 35 | 177 |
| Theater | 4 | 8 |
| Visual Arts/Photography | 204 | 1,002 |
| Crafts | 10 | 22 |
| Photography | 154 | 831 |
| Services | 22 | 116 |
| Visual Arts | 18 | 33 |
| GRAND TOTAL | 794 | 5,422 |

Research Notes:

- These Creative Industries data are based solely on active U.S. businesses that are registered with Dun & Bradstreet. Because not all businesses are registered, our analyses indicate an under-representation of arts businesses (particularly those that are nonprofit arts organizations and individual artists). The data in this report, therefore, are an undercount.
- To define the Creative Industries, Americans for the Arts selected 644 8-digit Standard Industrial Classification codes that represent for-profit and nonprofit arts-centric businesses (out of more than 18,500 codes representing all industries).
- Reports for all 435 U.S. Congressional Districts, the 50 states and the District of Columbia, the 6.766 state legislative districts, and all 3.141 U.S. counties—as well as a full suite of user tools and a comprehensive list of the industries included in this analysis—are available for download at www.AmericansForTheArts.org/CreativeIndustries.

Fun Fact-

There are 12 colleges out of 48 in New Jersey with a Film / Media program:

- Rutgers University
- Montclair State University
- Fairleigh Dickinson University
- Rowan University
- Bergen Community College
- Brookdale Community College

- Middlesex County College
- Union College of Union County
- Ocean County College
- Camden County College
- County College of Morris
- Raritan Valley Community College

Only 1 of 48 colleges specialize in the Film / Media Industry in New Jersey:

New Jersey Institute of Technology

https://www.niche.com/colleges/search/b est-colleges-for-film/s/new-jersey/

General things taught in college that we teach here...

- Cinematography the process of crafting the moving images that comprise a film
- Screenwriting
- o Filmmaking equipment
 - Cameras and lenses
 - Lights and reflectors
 - Microphones, including boom mics and lav mics
 - Camera supports including tripods and dollies
 - Green screens
 - Motion capture
- Editing and filmmaking software expertise
- o Teamwork
 - Director and assistant director (AD), Producers, Production coordinator and production assistants (PAs), Director of photography, Cinematographers, Camera operators, Actors, Stunt coordinators and stunt people, Gaffers, grips and boom operators, Writers, Editors, Composer, Costume designer and hair and makeup artists, Set designer, scenic artist, set construction coordinator and set dressers & Casting director and casting assistants

Info in yellow is what JRH teaches students

https://www.indeed.com/career-advice/resumescover-letters/filmmaker-skills

Real World relates to Acting by

- Teaching how to see things with a different perspective
- Learning how to master listening to others when they speak

- Learning adaptation which allows you to immediately reply to a situation since you feed of each other's lines
- Giving students confidence

https://tschreiber.org/actor-life/four-life-skills-acting-gives-you/

How to prepare to interview for a job in the Film world...

- Bring a CV and Cover Letter which all includes:
 - Your name
 - Your contact details
 - A short personal introduction (no more than 30 words describing yourself, your attitude, personal qualities, interests and key selling points)
 - Your key skills (you can list these as bullet points and should include any software you are proficient in, as well as any languages)
 - Your work history
 - Your education, qualification and training
 - Prepare REELS
 - Create a portfolio

https://www.indeed.com/career-advice/find ing-a-job/how-to-get-in-the-film-industry

General Jobs v. Film / Media Industry

Accounting-

Current Jobs: 665,612 (u.s)

218,543 (NJ)

Openings: 2,359 (u.s)

Salary: \$73,333

Business-

Current Jobs: 22.95 million (u.s)

2 million (NJ)

Openings: 1,395 (u.s)

Salary: \$60,714

Medical-

Current Jobs: 18 million (u.s)

460,612 (NJ)

Openings: 596 (u.s)

Salary: \$31,330 - \$76,950

Film / Media Industry-

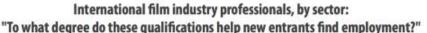
Current Jobs: 2.1 million (u.s)

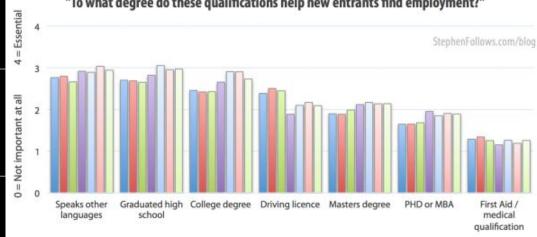
8,500 (NJ)

Openings: 374 (u.s) Salary: \$60,449

Development

Production





Sales & Distribution Exhibition

Other

Post-production

Extra Facts (Americans for the Arts) -

- Students with high arts participation and low socioeconomic status have a 4 percent dropout rate—five times lower than their low socioeconomic status peers
- Students who take four years of arts and music classes score an average of over 150 points higher on the SAT than students who take only one-half year or less
- A recent study showed that arts education experiences reduce the proportion of students in school receiving disciplinary infractions by 3.6 percent
 - https://kinder.rice.edu/sites/g/files/bxs1676/f/documents/Investigating%20Causal
 %20Effects%20of%20Arts%20Education%20Experiences%201 0.pd, p. 1.
- Black and Hispanic students lack access to quality arts education compared to their White peers, earning an average of 30 and 25 percent fewer arts credits, respectively

Unions for the Film / Media Industry

- Directors Guild of America
- Screen Actors Guild / Actors Equity Association (A.E.A.)
- Association of Cinematograph Television and Allied Technicians
- Motion Picture Editors Guild
- Art Directors Guild (A.D.G)
- International Cinematographers Guild (ICG)

Unions for Smaller Jobs in Film / Media

- IATSE Local 706 Makeup & Hairstylists
- IATSE Local 800 Production Designers
- Costume Designers Guild, I.A.T.S.E. Costume Designers

https://www.wrapbook.co m/blog/film-unions

Lionsgate / Netflix

Jobs in the next 5 years:

https://www.cnbc.com/2023/05/02/nearly-25percent-of-jobs-are-set-to-be-disrupted-in-the-next-five-years-wef.html

Lions Gate jobs (72 jobs available now):

https://www.indeed.com/jobs?q=Lions+Gate&l=

Netflix (131 jobs available now):

https://www.indeed.com/jobs?q=Netflix&l=

JRH teaches students the basics of the film industry as it is an easy, transitional way to work in other fields in relation. For example, if a student is interested in PR / Marketing or even Accounting, our courses allow students to understand that these can be departments within the Film industry...so why not connect their passions / hobbies to "real world" work.