

WORK INTEGRATED LEARNING IN THE FIELD OF CREATIVE ARTS

Work Integrated Learning (WIL) refers to diverse approaches to learning which bring together the theory of a discipline with its relevant work practice, using a specifically designed curriculum. The practice of WIL in various forms in engineering, health and education is well developed, with relatively long histories of collaboration between Australian workplaces and universities.

This resource offers some advice on the benefits and challenges for employers participating in WIL in the discipline of the creative arts. This is a field, where students are expected to exhibit work-readiness when they graduate, but where the traditions of WIL are less well defined. The resource commences with some characteristics of effective WIL supervisors and industry mentors and proceeds to identify more specific, discipline-linked characteristics of the creative arts.

AN EFFECTIVE WIL SUPERVISOR AND INDUSTRY MENTOR IN GENERAL:

- asks the students lots of questions;
- seeks explanation from the student on specific points of detail;
- encourages the students to analyse workplace interactions;
- requests evaluations of how effectively work tasks are performed;
- discusses effective interpersonal skills involved in work interactions;
- checks the student's knowledge and understanding;
- links practical knowledge with theoretical ideas;
- verbalises problem-solving and practical thinking processes.

SOME KEY POINTS ABOUT WIL IN CREATIVE ARTS

BENEFITS FOR EMPLOYERS:

- Creative arts students frequently bring a completely new way of thinking and problem-solving to an enterprise
- Creative arts students have great flexibility, can work with a culturally diverse range of people and can assume a broad range of tasks
- Creative arts students expose employers to some of the most current and contemporary creative ideas from that student's viewpoint
- Creative arts students will bring to your organisation additional skills and creative capacity.

HOW EMPLOYERS CAN ASSIST:

Creative arts students undertake WIL as 'consultants' in live studios, carry out industry projects on-site, projects simulated in studios and frequently work in collaborative enterprises with students from other disciplines.

INDUSTRY/EMPLOYER GUIDANCE IS NEEDED IN THE FORM OF:

- Guidance on business processes, project scoping and project management
- Advice on suggested themes and topics for briefs and projects of value and relevance to industry which can be undertaken by students
- Advice on effective presentational processes and business communication
- Feedback and evaluation of completed projects using industry benchmarks
- Introduction of students to broader professional networks.

