
Internships and Paid Roles

School of Design
School of Media and Communication

design.wil@rmit.edu.au
mediacomm.wil@rmit.edu.au



My internship with ANZ has shown me how animation can be used in financial services. I'm part of the corporate communications team and we are working together on education and change campaigns.



Sky Nguyen
Bachelor of Design
(Animation and Interactive Media)
2018

What Our Students Can Do

School of Design
School Media and Communication

Skills include:

Communication Strategy

- audience research & engagement
- brand & strategy
- communication design strategy
- content strategy
- media strategy
- product and systems visualisation
- instructional visualisation

Human Centred Design and Research

- customer research
- user experience design
- strategic design
- service design
- design thinking
- digital and design ethnography
- service prototyping
- design for sustainability
- social and humanitarian product and service design

Communication Design, Web and App Design

- graphic and communication design
- brand communications
- infographics, visualisations and process maps
- digital design and illustration
- website design and development
- app design and development
- user interface design
- user story analysis, user research, user testing
- wireframing
- app and web prototyping
- data analysis and tracking

Journalism, Public Relations, Advertising and Communication

- news and current affairs
- lifestyle and sport journalism
- social media
- participatory media
- advertising campaigns
- public relations campaigns
- reviews
- internal communications
- public affairs and lobbying, corporate issues and crisis
- communications

Writing, Editing and Publishing

- professional and corporate writing and editing
- including report writing
- creative non-fiction including brand and long form storytelling
- writing for the web
- e-publishing
- creative writing
- screenplay and script development
- editing and proofreading
- craft publishing
- research, writing and publishing for booklets and guides

Film, Video, Animation and Game Design

- short video and film production
- instructional video and educational content
- documentary video
- mobile media creation
- interactive storytelling
- sound design and score design
- 3D animation and character design
- visual effects and compositing
- 2D animation, illustration and storyboarding
- motion design
- game design, gamification and playful design

Industrial Design

- product design for mass manufacture
- product-service-systems design
- product eco-redesign
- furniture, lighting and interior object design
- transportation, capital, and clinical equipment design
- capital and clinical equipment design
- design for advanced and additive manufacturing
- design process and material optimisation

Spatial and Environment Design

- exhibition and installation design
- wayfinding
- experience design and interactive spaces
- virtual and augmented reality
- interpretive design
- projection mapping
- sonic, somatic and tangible interaction design

Music and Event Management

- event management and publicity
- festivals, booking, touring and venues
- music management, distribution and licencing
- music journalism and broadcasting

Live Production and Technical Services

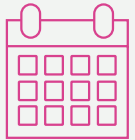
- audio visual equipment set up and operation
- live event and audio visual technical production
- live sound production, lighting design and operation
- vision mixing
- audio visual system design and networking
- television and technical production
- audio visual equipment maintenance and repair

Essential Information

Unpaid Internships



Internships (RMIT WIL placements) must be supervised by someone who has experience and/or qualifications in the same field as the student.



You can advertise an opportunity year round, including summer. You'll get the highest response in March and from mid-July to mid-August. If you do not receive applications, let us know and we'll re-advertise.



RMIT WIL placements are typically a maximum of 80–120 hours. Your selected student will let you know the maximum unpaid hours for their course and provide you with an RMIT WIL Agreement to sign.

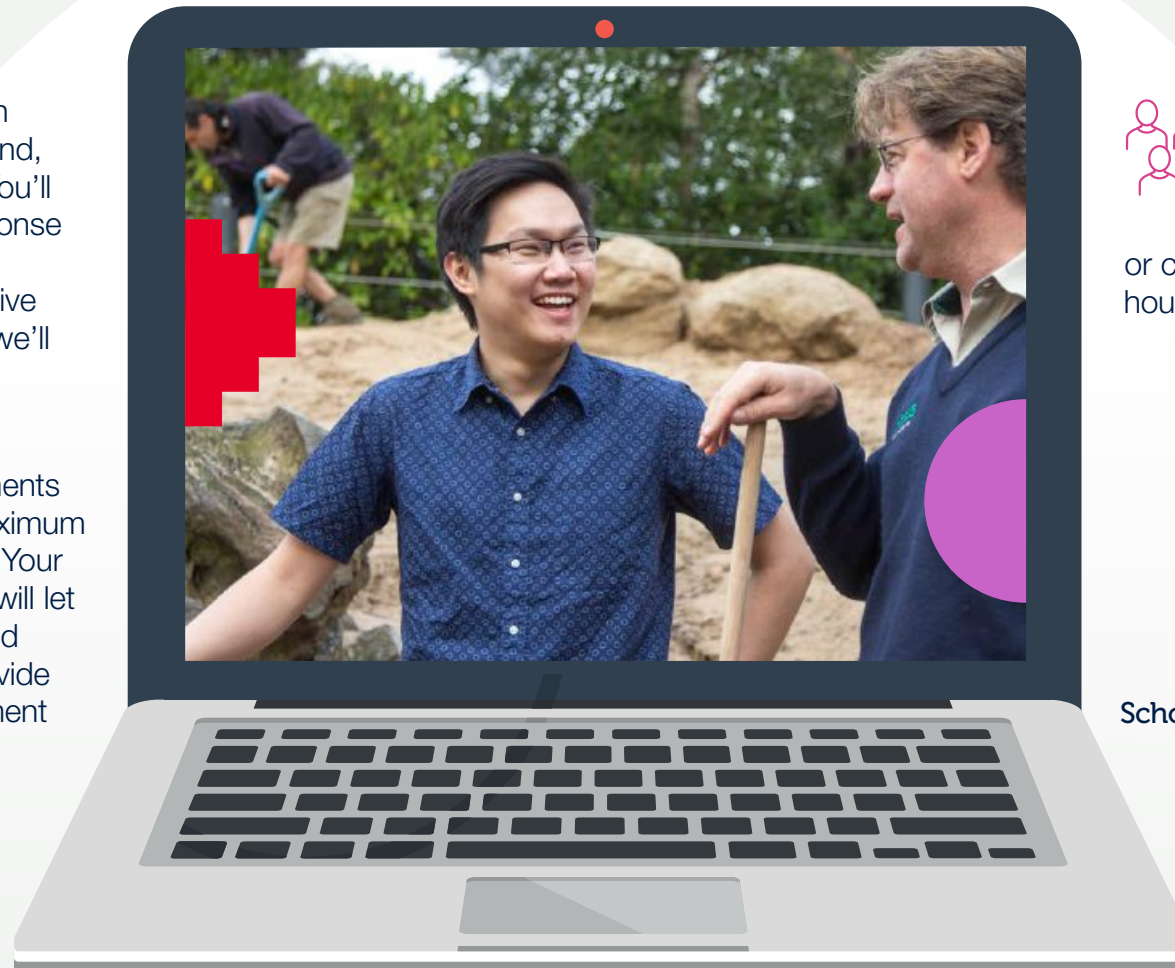
Paid Roles



We circulate your paid roles to relevant students, who will apply directly to you.



You can advertise graduate programs, full time roles, part time roles, contract or casual roles. Part time or flexible hours get the best response.



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Left: **Edwin Ang** Bachelor of Design (Digital Media) working with Melbourne Zoo.

Internship and paid role requests

Please provide the following information to mediacomm.wil@rmit.edu.au
or design.wil@rmit.edu.au or [use our webform](#).

Paid roles

- ☐ Introduction about the company and company weblink
- ☐ Dot points of the tasks / responsibilities of the role
- ☐ Dot points of the type of skills you are looking for
- ☐ Location of work
- ☐ Application details including closing date and who students / graduates should send their CV to

Internships

- ☐ Same as above, plus:
- ☐ Professional supervision / mentorship / your expertise
- ☐ Any preferred timing, dates and days, noting that maximum unpaid hours are usually 120
- ☐ Additional benefits, eg: training or mentorship, travel stipend, or could this lead to paid work?

We circulate your request to students, who apply directly to you.



More information can be found at www.rmit.edu.au/about/our-education/academic-schools/media-and-communication/industry/internships



Having started her career as a radio producer at the ABC, Nichola then moved on to work as an associate producer on Channel Ten's *The Project*. She now works as a project manager at a digital design studio.

Nichola Spain

Bachelor of Communication
(Professional Communication)