

MAPPING EMPLOYER ENGAGEMENT IN THE CREATIVE ECONOMY

This toolkit is composed of three different resources.

The Mapping Tool uses tick boxes to create a snapshot of employer engagement on degree-level courses, in any discipline.

The Employers and Curriculum Design infographic suggests a procedure for involving employers in all stages of course development. It was designed with the Creative Industries in mind, but may be adapted to suit other specialisms.

The Mix It! card game is for Creative Industries students – it can be used as an icebreaker or to stimulate professional practice project work. It offers an alternative view of the workplace, encouraging innovative ways of engaging with the creative economy. See resource for how to play the game.