SKILLS
TRANSFERABLE
SKILLS IN MEDIA
The Film & TV
Educators Network

TRANSFERABLE SKILLS

Students currently studying media subjects will be finishing their qualification and entering into an industry with opportunities across multiple sectors.

Understanding that skills developed for a specific discipline can apply across many different avenues and industries means there are more potential entry ways and opportunities for young people.

THE MOST CROSS-INDUSTRY SKILLS IN 2026

UNREAL ENGINE
ADOBE PHOTOSHOP
ADOBE AFTER EFFECTS
BLENDER OR AUTODESK MAYA
PYTHON AND JAVASCRIPT
VIDEO EDITING AND MOTION GRAPHICS
UI/UX DESIGN
PROJECT MANAGEMENT AND WORKFLOWS
INTERACTIVE EXPERIENCE DESIGN
STORYTELLING AND CONTENT STRATEGY

10 TRANSFERABLE AREAS

UNIVERSAL PROFESSIONAL SKILLS
STORYTELLING & CONTENT DEVELOPMENT
DIGITAL CONTENT CREATION
3D MODELING, ANIMATION & VISUALIZATION
REAL-TIME & INTERACTIVE DEVELOPMENT
AUDIO PRODUCTION
VIDEO PRODUCTION & POST-PRODUCTION
SOFTWARE DEVELOPMENT & TECHNICAL PRODUCTION
THEMED ENTERTAINMENT & ATTRACTIONS
ENTERTAINMENT COMMUNICATIONS & MARKETING

UNIVERSAL PROFESSIONAL SKILLS

These are arguably the most transferable across every sector.

These include skills such as budget management, project management, team leadership.

STORYTELLING & CONTENT DEVELOPMENT

These skills transfer almost everywhere in media/entertainment.

These include skills such as scriptwriting, storyboarding, character development.

DIGITAL CONTENT CREATION

Used heavily in film VFX, television graphics, games, apps, attractions, and marketing.

These include skills such as graphic design, concept art, motion graphics.

3D MODELING, ANIMATION & VISUALISATION

One of the most transferable disciplines across industries.

These include skills such as virtual production, rendering, character creation.

REAL-TIME & INTERACTIVE DEVELOPMENT

Increasingly shared by games, apps, attractions, and virtual production.

These include skills such as user experience design, technical art, prototyping.

AUDIO PRODUCTION

Shared across nearly every media/entertainment medium.

These include skills such as sound design, dialogue editing, voice-over production.

VIDEO PRODUCTION & POST-PRODUCTION

Video Production & Post-Production Film, TV, streaming, marketing, attractions, and apps all use these workflows.

These include skills such as cinematography, editing, colour grading.

SOFTWARE DEVELOPMENT & TECHNICAL PRODUCTION

Games, apps, attractions, streaming platforms, and virtual production all rely on software engineering.

These include skills such as programming, API development, database management.

THEMED ENTERTAINMENT & ATTRACTIONS

Particularly relevant for theme parks, museums, immersive experiences, and location-based entertainment.

These include skills such as projection mapping, worldbuilding, guest experience management.

ENTERTAINMENT COMMUNICATIONS & MARKETING

Often overlooked, but highly transferable between all sectors.

These include skills such as public relations, content marketing, audience analytics.

EXAMPLE: CASTING

VIDEO GAME CHARACTERS

Established actors are often cast to bring video game characters to life through physical performance captured using Motion Capture technology.

VOICE OVER ARTISTS

Voice over artists are cast for numerous roles in everything from video games and advertising, to audio books, audio dramas and narration for digital apps.

ACTORS FOR EVENTS

Many high-profile IPs use in-person tie-in events to promote new seasons of a show or a film release. Actors are cast to bring the story and characters of the IP to life for attendees.

EXAMPLE: THEME PARK ROLES

NARRATIVE STORYTELLING

Rides in major theme parks are often based on a specific narrative. The ride queue tellls guests a story and they are imerged in the world of the ride which heightens their overall experience.

CHARACTER & WORLDBUILDING

Major theme parks often take existing IP and use these to build extensive physical worlds for guests to visit, as well as rides which expand character narratives.

GUEST EXPERIENCE

How guests interact with the world around them in a theme park can include everything from the design of the ticket, to merchandise design, and even the refreshments they buy.

EXAMPLE: AUDIO PRODUCTION

INTERACTIVE MEDIA

Interactive media relies on sound to engage audiences. Video games have extensive sound design and musical scores, but don't forget everyday engagement with digital apps audio.

LIVE EVENTS

Audio and sound are integral to live events. Whether it's managing and recording live sound, or designing specific audioscapes to immerse audience in their surroundings.

TRADITIONAL MEDIA

Before studying traditional media and understand its importance, sound is often overlooked, but it can be the difference between an average film and an outstanding film.

UNIVERSAL PROFESSIONAL SKILLS

Core Skills

- Project management
- Budgeting
- Vendor management
- Stakeholder communication
- Creative problem-solving
- Team leadership
- Presentation skills
- Client management
- Production planning

Common Software

- Microsoft Excel
- Microsoft Project
- Notion
- Asana
- Slack
- Canva
- Zoom/Teams

STORYTELLING & CONTENT DEVELOPMENT

Core Skills

- Narrative design
- Story structure
- Character development
- Worldbuilding
- Scriptwriting
- Storyboarding
- Visual storytelling
- Audience engagement
- Interactive storytelling
- Transmedia storytelling

Common Software

- Final Draft
- Celtx
- WriterDuet
- Storyboard Pro
- Miro

DIGITAL CONTENT CREATION

Core Skills

- Digital illustration
- Graphic design
- Motion graphics
- Asset creation
- Concept art
- UI/UX design
- Branding
- Typography
- Visual communication

Common Software

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Figma
- Sketch

Common Hardware

- Drawing tablets
- Colour-calibrated monitors
- Digital cameras
- Scanners

3D MODELING, ANIMATION & VISUALISATION

Core Skills

- 3D modeling
- Rigging
- Animation
- Texturing
- Lighting
- Rendering
- Virtual production
- Environment design
- Character creation

Common Software

- Autodesk Maya
- Blender
- Cinema 4D
- Houdini

Common Hardware

- High-performance workstations
- GPU rendering systems
- Motion capture systems

REAL-TIME & INTERACTIVE DEVELOPMENT

Core Skills

- Real-time rendering
- Interactive design
- Gameplay systems
- Experience design
- XR development
- Technical art
- Prototyping
- User interaction design

Common Software

- Unreal Engine
- Unity
- Godot

Common Hardware

- VR headsets
- AR devices
- Motion tracking systems
- Touchscreen kiosks
- Projection systems

AUDIO PRODUCTION

Core Skills

- Sound design
- Audio editing
- Dialogue editing
- Mixing
- Mastering
- Music production
- Spatial audio
- Voice-over production

Common Software

- Pro Tools
- Logic Pro
- Ableton Live
- Reaper

Common Hardware

- Audio interfaces
- Studio microphones
- Mixing consoles
- Field recorders

VIDEO PRODUCTION & POST-PRODUCTION

Core Skills

- Videography
- Cinematography
- Editing
- Colour grading
- Visual effects
- Media management
- Compression and delivery

Common Software

- Adobe Premiere Pro
- DaVinci Resolve
- Avid Media Composer
- Nuke

Common Hardware

- Cinema cameras
- DSLR/mirrorless cameras
- Lighting kits
- Gimbals
- Video switchers

SOFTWARE DEVELOPMENT & TECHNICAL PRODUCTION

Core Skills

- Programming
- Systems integration
- API development
- Technical troubleshooting
- Database management
- Automation
- Cloud deployment

Common Languages

- Python
- C#
- C++
- JavaScript
- TypeScript
- SQL

Common Software

- Visual Studio
- Git
- Jira

THEMED ENTERTAINMENT & ATTRACTIONS

Core Skills

- Show control
- Interactive installations
- Projection mapping
- Ride systems integration
- Control systems
- Guest experience design
- Worldbuilding

Common Software

- Disguise
- TouchDesigner
- Watchout
- QLab

Common Hardware

- Projection systems
- Manual crafting
- Media servers

ENTERTAINMENT COMMUNICATIONS & MARKETING

Core Skills

- Public relations
- Social media management
- Community management
- Content marketing
- Brand management
- Audience analytics
- Event communications
- Campaign management

Common Software

- Hootsuite
- Sprout Social
- Google Analytics
- Salesforce
- Mailchimp/Email Octopus

DOWNLOAD OUR SKILLS & CONFIDENCE RATING RESOURCE

This resource is designed for students to rate their skills, confidence, and interest in specific transferable skills or disciplines.

- Students who are already learning specific disciplines can complete the entire resource, or a specific area, to evaluate their level of skill.

OR

- Students who are yet to begin learning can complete the resource to evaluate their level of interest in specific skills and disciplines.

DOWNLOAD OUR SKILLS & CONFIDENCE RATING RESOURCE

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The Film & TV Educators Network

Universal Professional Skills

SKILL	1	2	3	4	5
Project management					
Workflows					
Budgeting					
Vendor management					
Stakeholder communication					
Creative problem-solving					
Team leadership					
Presentation skills					
Client management					
Production planning					
SOFTWARE	**1**	**2**	**3**	**4**	**5**
Microsoft Excel					
Microsoft Project					
Notion					
Asana					
Slack					

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The Film & TV Educators Network

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