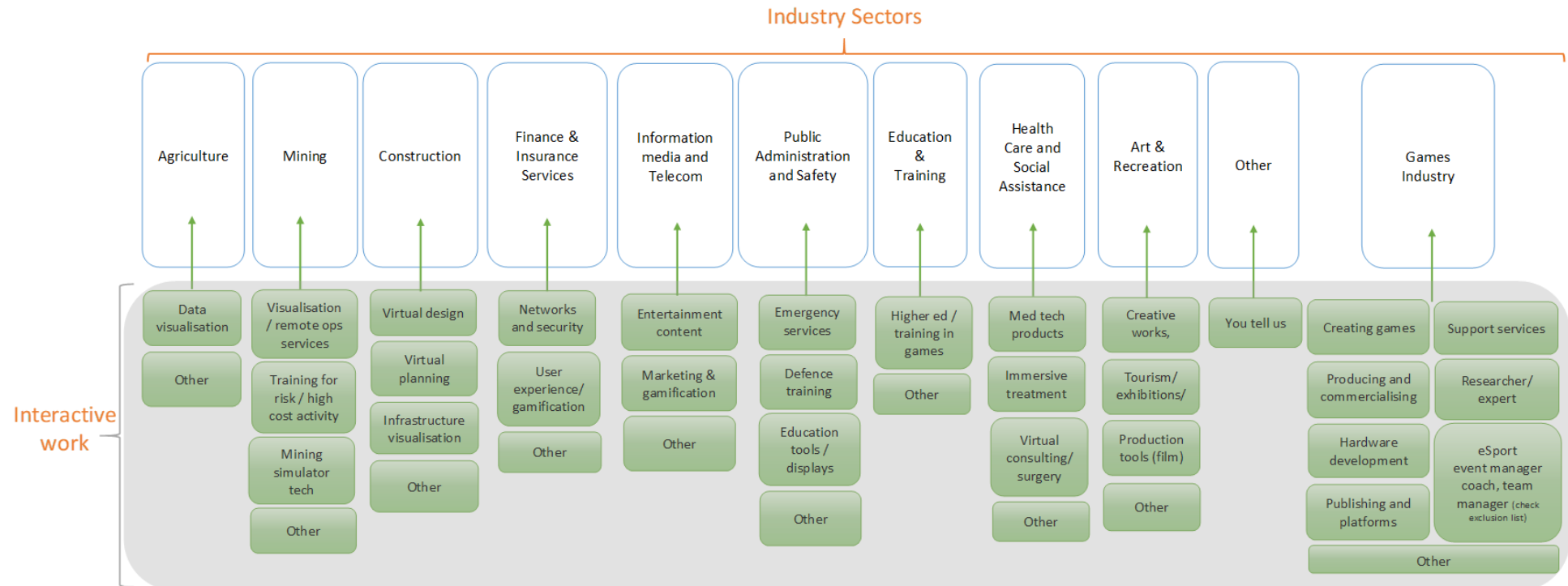# Interactive Work

This Fact Sheet for the International Access Pass program provides a set of work roles that reflect JTSI's understanding of the types of jobs where games and interactive technology are used to solve a problem or create new products and services. It is not an exhaustive list.

Games and interactive technology can be applied solely to the games industry, where you are working towards game creation, or it can applied into other industry sectors.

In your application, consider the industry sector you work mostly in (top bubbles, such as Agriculture, Mining etc) and then the work role within that (the lower bubbles).

Industry Sectors

Agriculture	Mining	Construction	Finance & Insurance Services	Information media and Telecom	Public Administration and Safety	Education & Training	Health Care and Social Assistance	Art & Recreation	Other	Games Industry

Interactive work

Agriculture	Mining	Construction	Finance & Insurance	Information media	Public Admin	Education	Health Care	Art & Rec	Other	Games Industry	
Data visualisation	Visualisation / remote ops services	Virtual design	Networks and security	Entertainment content	Emergency services	Higher ed / training in games	Med tech products	Creative works,	You tell us	Creating games	Support services
Other	Training for risk / high cost activity	Virtual planning	User experience/ gamification	Marketing & gamification	Defence training	Other	Immersive treatment	Tourism/ exhibitions/		Producing and commercialising	Researcher/ expert
	Mining simulator tech	Infrastructure visualisation	Other	Other	Education tools / displays		Virtual consulting/ surgery	Production tools (film)		Hardware development	eSport event manager coach, team manager (check exclusion list)
	Other	Other			Other		Other	Other		Publishing and platforms	
										Other	

Exclusions

work that does not meet the eligibility test for the International Access Pass

- eSport clubs, teams, competitors
- Retailing – bricks & mortar or online
- Gaming/gambling
  Work that involves games, services and platforms facilitating wagering
- Enthusiast /hobby focused

Some examples of Interactive Work

This is not an extensive list.

Industry	Work Role	Description
Games Industry	Creating games	Programming, systems, gameplay, level design, narrative design, modelling, animation, user interface design, user experience design, music, sound effects, QA
	Producing, distributing, commercialisation	Production, marketing and promotion, testing and validation
Education and Training	Training in games	Teaching, lecturing, accreditation and training programs
	Applying games in education	Development and support of learning through games
Agriculture	Data visualisation	Development and support of immersive technology,
Mining	Remote Ops services	Development and support of immersive experience
Finance	User experience, gamification	Development and support of user experience
Health Care and Social Assistance	Virtual consulting/surgery	Development and support of VR, AR experience
Public Administration and Safety	Emergency services	Development and support of training through VR, AR, immersive
Construction	Infrastructure visualisation	Development and support of visualisation through VR, AR and immersive
Art and Recreation	Tourism/Exhibitions	Creative content, production through VR, AR and immersive