

GAMES@WORK

About Games@Work

Games@Work is the Victorian Government's strategy to make the most of employment, training and volunteer opportunities generated by the 2006 Commonwealth Games.

Through a series of initiatives, *Games@Work* aims to connect Victoria's workforce with opportunities that will cultivate new skills and capabilities. The strategy also builds on enthusiasm for volunteering, channelling it into community groups beyond the Games.

Some of the initiatives include:

- creating up to 400 entry-level traineeships for young people through *ReadyEventGo!*
- promoting apprenticeships across Games-related infrastructure projects
- encouraging local Councils to create opportunities for disadvantaged jobseekers through Victorian Government-funded civic infrastructure projects
- supporting a major volunteering conference in Melbourne in March 2006
- delivering a free state-wide, accredited volunteer training program to over 1,500 people from disadvantaged or underrepresented groups.

Additional information

- Around 15,000 volunteer positions will be generated by the 2006 Games, providing many with a springboard to new careers.
- Industries expected to benefit most from the Games include construction, hospitality and tourism, transport, sport and recreation, and the arts and culture sectors.

Lasting benefits

From the volunteer who shows you to your seat at the Opening Ceremony to the architect who helped design the venue, the Games is opening doors for thousands of Victorians.

Opportunities generated by the Games will create a legacy of new skills and new experiences that will build a stronger workforce, and stronger volunteer sector.

For more information visit www.dvc.vic.gov.au/commonwealth_games

