

PLEASE NOTE : FIRST IMPRESSIONS ARE USUALLY FORMED IN THE FIRST 2 MINUTES OF MEETING SOMEONE!

Tips for dressing for an interview:

- Clean clothes (no holes)
- Polished shoes
- Iron your clothes
- Ensure clothing is suited to type of job you are

interviewing for.



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Key Questions asked at an interview:

- "Tell us a bit about yourself" (icebreaker but often hard to answer)
- "Why have you applied for the position and what skills do you bring?"
- "What do you know about our organisation/business?"
- An OHS&W scenario "what would you do?" (safety in the work place)
- "Have you got any questions for us?"

POSITIVES

- Arrive at least 5 minutes early.
- Good handshake
- Good eye contact
- Be honest
- Appropriate humour
- Minimal makeup
- Clean hair, nails, hands.
- Research the company you'll be working for
- Prepare an intelligent question.

NEGATIVES

- Lateness
- Chewing gum
- Sniffing
- Mobile phone on (worse still, answering it)

RESENTATION and the image you present cre lour c the first impression - often the lasting impression on the people you meet. idies about people meeting rev SHARE HANDS WITH take decisions about a new acquaintance w THE INTERVIEWER the first thirty seconds to two minutes of interaction DUR HANDSHARE SHOULD This does not give you much time to make a good mpression. Dress for the job you want not the job you hav TO AVOID SWEATT PALATS. VISIT THE REST ROOM, WASH YOUR HANDS AND RUN THEAT UNDER COOL WATER USE ACTIVE LISTENING Pay attention: OR TO THE INTERVIEW EP YOUR PALAS OPEN RATHER MAN CLENCHED IN A AST AND EP A TISSIE IN YOUR POCAET TO IMMENTITIOUSLY WINE THEMS Put aside distract at you are lis dy lai at I'm hearing is." and "S great ways to reflect back. to clarify certain ON-VERBAL COMMUNICATION I WHILE YOU WAIT FOR AN INTERVIEW The way you sit in the lobby, the way you greet th NON-VERBAL COMMUNICATION DURING AN INTERVIEW

 Not sure what to do with your hands? Hold a pen and you notepad or rest an arm on the chair or on your lap, so you look comfortable. Don't let your arms ity around the room when you're making a point.