

JOB DESCRIPTION

Job title:	Game Designer
Grade:	This post has been evaluated at Grade 5
Responsible to:	Professor Simon Colton
Date:	05 February 2018

Job purpose

Falmouth University is changing the way Higher Education is delivered. Our “doing-it-for-real” ethos means that we are planning for the needs of the future economy, ensuring our students and staff have the skills they need to stay relevant in a changing world. For more than 100 years, Falmouth has been at the forefront of using creative thinking as a force for positive economic impact in Cornwall and beyond. Today, our courses represent the entirety of the creative industries, from art and design to gaming and film, while our post-graduate programmes and research and innovation are aligned to defined market needs in high-growth sectors.

Games are transforming the way that we experience stories and are driving the development of new technologies that make those experiences more responsive, immersive and engaging. The Games Academy at Falmouth University was founded in 2014 to take part in this exciting journey into the future of digital games.

Thanks to European Commission funding via the European Research Area (ERA) programme, the MetaMakers Institute has been set up as a research programme, where Artificial Intelligence, Procedural Content Generation and Computational Creativity are applied to automate the design of video games. The research programme aims to (i) empower more people to create games (ii) explore new directions for games as a medium (iii) advance computational creativity (iv) embed automated designers in gaming cultures, and (v) explore the role of automation in creative design.

The Game Designer role will support and enhance the design focused research undertaken in the The MetaMakers Institute, and help in translating research ideas and prototypes into commercial facing products and services. This will be achieved via (i) designing games using the tools developed in the research group (ii) undertaking design exercises from specifications related to research projects, including testing and balancing, and (iii) advising on game designer needs that may guide future research.

This role will be part funded by the European Union’s Seventh Framework Programme for research and innovation under grant agreement no 621403.

Health and safety at Falmouth University

The University takes health and safety matters very seriously. All staff have a responsibility to take reasonable care for the health and safety of themselves and others who may be affected by their actions and omissions. They also have a duty to comply with the University's arrangements for health and safety. Staff with responsibility for others must ensure the proper enactment of University policy within their areas in line with levels of responsibility set out in the University's Health and Safety Policy.

Main duties and responsibilities

1. To plan and manage design projects which support research activities in the MetaMakers Institute. Work with colleagues to ensure appropriate use of resources to deliver project outcomes within the required timeframe.
2. To maintain a set of game designs related to research in the group, consulting with group members and enabling them to enhance their designs.
3. To help researchers improve their projects by advising on aspects of design and gameplay.
4. To aid in translation activities which bring research software closer to commercial realisation, through improved design.
5. To guide and/or assist in the design of user interfaces and visual artwork.
6. To assist in the testing of game design tools developed as part of the research.
7. Contributing to documentation of design as part of the research project.
8. To provide explanations where required in relation to design methods and how they can be used to translate concepts into products and services, designing and delivering briefing sessions as required.
9. To undertake minor teaching duties by delivering workshops on aspects of design and providing feedback on further learning where required.

General duties and responsibilities

9. To work within and actively support the equality and diversity policies and practices of Falmouth University.
10. To notify a more senior member of staff of any errors or concerns at the earliest opportunity.
11. To participate in the annual Performance Development Review process.

12. To ensure that the university's cross-cutting themes of partnership, equality and diversity and sustainability inform all activity related to the role.
13. To ensure communications systems and practices support effective management arrangements and promote good relations with staff and students.
14. To work within a framework of effective governance, ensuring compliance with relevant regulations, legislation/policies and procedures.
15. To be responsible for your own continuing self-development.
16. To undertake other duties not specifically stated above, which from time to time are necessary for the effective performance of the University's business without altering the nature or level of responsibility involved.

Health & safety requirements

In relation to health and safety, you are responsible for ensuring that:

- You comply with safe systems of work in operation within your work area.
- You work co-operatively with other staff who have responsibility for health and safety requirements.
- You report any health and safety concerns to your manager or other responsible member of staff as soon as these are identified.
- You attend training as appropriate to your role (see the relevant health and safety training grid for requirements).
- You may be required to undertake duties as a first aider (for which a separate allowance is paid).

PERSON SPECIFICATION

Job title: Game Designer

Attributes	Essential requirements	Desirable requirements
Education and qualifications	Degree or equivalent level qualification/experience in games design, games development or a closely related subject, e.g., animation, visual arts, interaction design.	Masters level education. Specialist art qualifications.
Experience and knowledge	Evidence of design, developing and testing games or similar interactive digital experiences. Experience of releasing games, especially for mobile platforms. Experience of play testing. Experience of working in a team.	Experience of designing casual games. Knowledge of procedural content generation. Some knowledge of artificial intelligence.
Skills and personal requirements	An ability to work from design specifications. An ability to learn new design tools quickly. A team player. An ability to work independently to meet deadlines. Good inter---personal skills.	Interest in computational creativity and digital games. Experience of working in the games industry. Experience of training others in games design.