# Introduction to the project

Our job was to research jobs in the video game industry, specifically the adverts that are displayed on websites, magazines, etc. We created a mock, fictional indie company, a Southampton based studio with a small team that works with Unity 2D looking for three new employees: a programmer, an artist and a level designer.

Since the assignment brief does not explicitly state if we are limited to the experience levels we should be looking for in our candidates, we decided to settle for graduate recruits, because this way we will be researching more into graduate job adverts, which are the adverts that we ourselves will be looking at when we leave university. Of course, we didn’t *exclusively* research graduate adverts.

In this report, there are the three job adverts we made as a team, the rationales for each as written by the team member that made the respective advert, a reflection on the project and the appendix containing the adverts we found.

# Reflection on the project

From researching existing job adverts, I’ve learnt a couple of interesting things with regard to recruitment in the gaming industry.

First of all, amiqus is a respected recruitment agency for the industry. Their website is easy to navigate, is aesthetically pleasing and has some of the most adverts of all the websites I’ve visited.

Something else I’ve noticed is that job adverts do not tend to disclose much information about clients and ongoing projects. My assumption as to why is because they’re legally contracted via an NDA to not.

A programmer’s average starting salary is also quite respectable at around twenty-four and a half thousand a year, I was quite surprised to discover this.

Job adverts aimed specifically to graduates aren’t common. I managed to find a couple of examples, but that’s from combing four different websites. Employers seem to tend to go for those of an intermediate level, rather than juniors.