

## Student game developers (Part time – 4 positions available)

Rate: National Living Wage (£8.20 / £8.72 hr)

Funding is available for max 70 hours per role

Start date: Mid October 2020

End date: Mid December 2020

### Role description

You will work as part of a team of four students to develop a game that addresses the role of algorithms in education (e.g. A Level grade allocation, plagiarism detection, online exam surveillance). The game should be a “critical game”, meaning that it should be more than a form of entertainment, but should critically and playfully address and convey issues and challenges in contemporary student life associated with algorithms, learning analytics and the Covid-19 pandemic. The specific topic, genre, and the design of the game will be decided as part of the project. The outcome should be a playable demo, ideally playable via a web browser.

You will be expected to participate in regular meetings with Dr John Rooksby and Dr Christina Vasiliou, and to work in close collaboration with your team. You will be expected to participate in initial brainstorming and final debriefing sessions that may be audio recorded and transcribed. Otherwise you can choose working hours that suit you and your team. You will spend up to 70 hours on this project, and the work must be completed during semester one.

### Profile

#### Essential

- You are a student at Northumbria University (any subject / level / UK location)
- You are able to work as part of a team, including being able to collaborate in-person and/or remotely
- You have ability, experience, and appropriate software skills in one or more areas of games development, e.g.:
  - Games programming
  - Art/Visual design
  - 3D Modelling
  - Sound design
  - Game narrative

#### Desirable

- You will have previously developed and released a game prototype (e.g. as part of [Northumbria Global Game Jam](#) and/or the [Game Dev Society](#)) or can demonstrate relevant experience

### How to apply

To apply for this role, please submit your CV together with a cover letter explaining how you meet the profile. The letter and CV should be in PDF format.

Submit your application to: [john.rooksby@northumbria.ac.uk](mailto:john.rooksby@northumbria.ac.uk) with the subject “Game Developer role”.  
(Please also cc [rooksby@gmail.com](mailto:rooksby@gmail.com))

**Closing date (extended):** 7<sup>th</sup> October 2020