



Position Description: Design Intern

Position summary: The Institute of Play, a design-led non-profit focused on games and the future of learning is looking for a few great interns! We are looking for game and visual design production interns to help develop and build game-like curricular materials for Quest to Learn, a NYC public school with a focus on systems-thinking and game-based learning. Your action-packed Institute of Play (IoP) experience would include the construction of digital and non-digital game materials and assets and the collaborative design of games and learning activities to be used in the school. The Institute of Play is located in New York City, near Chelsea. www.instituteofplay.org.

We're looking for imaginative, independent, budding designers who are eager to work, learn and play, and want to be part of a creative community dedicated to design-led work with young people.

Ideal intern candidates should be:

- Able to design, ideate, and produce materials quickly
- Committed to designing for young people and for learning environments
- Graphic design and print skills required
- FAST and versatile with Illustrator / Photoshop / inDesign / Flash
- Sound, video editing and compositing experience, is a plus
- Able to construct digital and non-digital game materials and art assets
- Tech-savvy
- Kid-friendly
- Responsible, detail-oriented and able to meet deadlines
- Willing to learn IoP's game-based learning model
- Able to research and synthesize information quickly
- Team Player: flexible, independent and willing to pitch-in where needed

Start date: September 2010

This is a paid position with a rate of \$20/hr and a 20-hour a week commitment.

Interested applicants should submit materials via email to: resumes@instituteofplay.org

- Resume and letter of application outlining your interest in the position and qualifications you would bring to the job
- Link to your online portfolio or PDF file with relevant work samples
- Names and contact information for 3 references