



Position Description: Game Designer

Position summary: The Institute of Play, a design-led non-profit focused on games and the future of learning seeks a creative, energetic game design ninja to join our design studio at Quest to Learn (Q2L), a NYC public school that leverages systems-thinking, games, and design to teach both traditional and 21st-century literacies. The Institute of Play is located in New York City, near Chelsea.
www.instituteofplay.org

Responsibilities

- Co-design game-based curriculum in collaboration with teachers, Co-Directors of Curriculum and Instruction, students, and content experts
- Brainstorm ideas, design interactive systems, build games, and game-like activities
- Research and implement new media tools and platforms for use at Quest to Learn
- Observe and facilitate games and learning activities in classrooms
- Participate in weekly professional development meetings and workshops
- Mentoring: working with middle school age kids around design topics
- Community membership: participate as a core member of the Q2L learning community

Specific skills required

- Game design/interactive design expertise and experience designing digital and/or non-digital games;
- Experience working in a design team that values innovation; two or more years experience desired
- Fluent in digital design tools and platforms (Adobe Creative Suite, social media tools, etc.)
- Passionate about young people and the transformative power of games, play, and learning
- Excellent creativity and problem-solving skills
- Positive attitude with strong collaboration skills
- Ability to manage multiple projects at once
- Strengths in communicating and working with a diverse team of stakeholders
- Team player: flexible, independent and willing to pitch-in where needed
- Detail-oriented with a demonstrated ability to produce digital and non-digital materials quickly
- Ability to synthesize information and design materials relevant to 21st century kids and culture

Our core values

Commitment and Care: Members of the IOP team have a strong commitment to the work they do and a deep sense of care about why their work matters and whom it impacts.

Social Life: Teamwork, collaboration, and the communities that we have helped to build and of which we are part, energize us.

Diversity: We value a team made up of people with different backgrounds, skill-sets, experiences, and points of view.

Positive feedback loops: We embrace an additive creative process, where no ideas are rejected outright and we build constantly on an inventory of ideas generated by the group.

Passions: We believe in the idea of having passionate interests and want to cultivate and support a sense of passion in others, particularly kids.

Start date: August 2010

Salary: \$54K-58K depending on level of experience

Full-time position, with benefits

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