

## **Accentuate History of Place**

### **Brief for Freelance Creative Workshop Facilitator – Games Development**

#### **Overview**

Screen South is looking for one or more freelance professionals to undertake the role of Creative Workshop Facilitator to support the creation of four games and or trails for our project. These might take the format of ‘real world games’ exploring heritage sites. The games may have a common structure, but will have content unique to the individual sites.

Our aim is to create a game genuinely inspired and informed by participation by young people, or a community group, but aimed at general audience. A key challenge will be balancing the creative freedom afforded to the participating group while achieving production values high enough to have appeal to all potential players of the game.

We propose that the Creative Workshop Facilitator will plan and facilitate participative workshops with an appropriate group in four different areas, with outputs including film clips (and /or briefs for subsequent filming to be coordinated with the film maker), ideas and archive material, from which clear briefs including the structure of game play can be developed. The Creative Workshop Facilitator will work closely with the Games Designer to ensure all content created is in appropriate formats for final games production and will lead the testing of the actual games and trails.

The intention is to develop games involving real participation with real spaces. This approach seems more appropriate for this project which focuses on sense of place, and also because a real-world experience is likely to be less ‘contrived’ than an on-screen interaction, and may offer a more long term impact. Due to the nature of our project, and our audience, it will be necessary to have a form of each game or trail available to play remotely, on the website, which also reflects the actual real live event activity in an engaging way. We need to ensure the widest access possible, particularly for deaf and disabled people.

For more information on the games and the related digital projects, please see the [Accentuate History of Place Digital Media Plan](#). Please note that the media plan was written during the development stage of the project, so the timeline for production is no longer relevant. Therefore, please use it as just a guide.

#### **Background to the Project**

Screen South is a not-for-profit Creative Development company operating in the wider creative and cultural community. Screen South delivers and leads innovative projects across screen-based media and the wider heritage, cultural and creative industries.

The Accentuate Programme is part of Screen South's portfolio of work. Accentuate is a specialist programme which challenges perceptions of disability by providing life changing opportunities for deaf and disabled people to participate and lead within the cultural sector. The History of Place project is part of a series of projects delivered through the Accentuate Programme.

We have been awarded £878,500 from Heritage Lottery Fund, for a three-year, ground-breaking national disability heritage programme called **History of Place**.

History of Place is a nationally significant social history programme charting deaf and disabled peoples' lives from the middle ages until the present day in relation to built heritage. History of Place is highlighting eight sites of historic importance, across England, chosen to reflect early provision for disabled people through to the first purpose-built architecture.

The richly diverse, experiential stories generated by those who inhabited or designed these buildings is providing new insights into their own lives and the prevailing social attitudes and institutional processes which controlled them. We are delivering a range of local hands-on participatory activities, a national touring exhibition which will have a different iteration at each venue, specifically tailored to the location and a strand engaging young deaf and disabled people using digital game-making workshops and filmmaking. The project will link to the English Heritage disability online resource, Disability In Time and Place. <http://www.english-heritage.org.uk/discover/people-and-places/disability-history/>

This is the first project of its kind, and is designed to bring this relatively hidden heritage to national notice. We are working with some key national museums including, The Museum of Liverpool, Bristol Culture and the V&A.

## Role Description

The **Creative Workshop Facilitator** will work with the Games Designer, Accentuate History of Place Team and the Delivery Partners to identify appropriate locations for the workshops, young people and other groups to work with.

This person will need to:

- have good understanding and experience of creating 'real world games';
- have experience of running workshops and working with young people and adults in creating games;
- have excellent communications skills and be able to explain and inspire people with the process of creating a game;
- be flexible and imaginative in their approach;
- have previous experience of working with deaf and disabled people;

- have experience of working within a community setting, with schools and voluntary organisations;
- be able to liaise effectively with the Games Designer to ensure that the final product reflects input from the young people involved in the workshops.

## **Fee and Timescale**

We are aiming to deliver a minimum of 6 workshops at 4 locations (24 workshops maximum).

The total payable fee is £8,000 for this role + VAT. . This is to cover all costs, including any necessary preparation, gaming/testing events and all travel and accommodation costs It should be assumed that the workshops will take place in Liverpool, Bristol, London and Kent and that the Creative Practitioner is likely to visit each of these at least five times.

There is a further budget of up to £4800+VAT available to cover the costs of workshops with young people, to include venue hire, materials, refreshments etc. Screen South will hold this budget.

There is a further budget available to cover any access costs.

The games are to be launched as part of Disability History Month in November/December 2017. It is envisaged that the workshops will take place early in 2017.

A full timetable of work will be developed with the successful applicant and final agreement of a payment schedule will be based upon this.

## **Application Process**

Applicants are required to send a CV with proposal in which you outline, in no more than one page, how you would plan to address the brief.

- Please ensure that you have read and understood the Digital Media Plan (provided) fully, as this forms the core document for the development of all digital elements.
- We will be looking for best value for money as well as exciting and creative approaches.

Applications should be made both as a hard copy and electronically, and sent to:

Accentuate  
Screen South



The Wedge  
75 - 81 Tontine Street  
Folkestone CT20 1JR

Email: [info@accentuateuk.org](mailto:info@accentuateuk.org)

Tel: 01303 259777

Alternatively you can telephone or email to request application materials in other formats.

**Deadline for applications: Monday 9<sup>th</sup> January 2017**

**Interviews will be held on a date to be confirmed, week starting Monday 16<sup>th</sup> January 2017 in our Folkestone offices**