

Internship/PT Job Opportunity at the VSGI
June 28th, 2015

Game Writer to develop a Game Design Document for a VSGI partner company.

Goal: To create a game (2D mobile) that will attract students (middle school to high school) to engage and share with their peers and capture lead information for their participation that can be used to contact them about the company's programs.

Overview: The company has several career-based programs (Medicine, Law, and Engineering) that could provide interesting tie-ins for game creation. In particular, Law & CSI program would make for an interesting tie-in with a "murder mystery" style game where users are attempting to solve a case. This game *could* take the form of a more traditional web/app game or that of an Alternate Reality Game. In either case, the game should be fun and engaging but include learning elements about the career field being promoted. The game should create an environment where users want to share the game with others (social gaming). At the game's conclusion, there should be a tie into the career field(s) and the ability to go from experiencing the career via game, to real life at one of the partners programs.

Pay:
\$15 per hour, 20-25 hrs. per week.

Start Date:
Immediately

Contact:
Send resume highlighting your GDD expertise, and one letter of recommendation to:
smartin4@gmu.edu