

Vacancy number:

23071

Organisation name:

iMayflower

Vacancy title:

Dartmoor National Park Authority: Exploring Higher Uppacott - MA Game Design Studentship

Vacancy summary:

Are you considering applying for the [MA Game Design](#) with the University of Plymouth Faculty of Arts, Humanities and Business in 2021?

Do you have an interest in exploring how digital technologies can help organisations to innovate, grow or increase productivity?

Are you keen to work collaboratively with a local business to apply your knowledge in a work context, through a research project that contributes to the development of a new product, service or experiential offering?

As part of the University of Plymouth's commitment supporting businesses through the economic recovery period and our ongoing drive to connect our students with industry, we are piloting a new initiative to pair highly skilled Masters level students from across our [Faculty of Arts, Humanities and Business](#) with local businesses in order to undertake a defined R&D challenge.

Each project will typically last for 9 months, starting in October 2021, and will be a collaboration between a business, a student and the University. The successful student will receive a scholarship of £3000 towards their course fees and the business will also receive a stipend of up to £2000 towards agreed costs for materials, travel and accommodation directly associated with the project.

Dartmoor National Park Authority: Exploring Higher Uppacott - MA Game Design Studentship*About Dartmoor National Park Authority:*

Our purpose is defined by parliament in two statutory purposes;

1. Conserve and enhance the natural beauty, wildlife and cultural heritage of the National Park
2. Promote opportunities for the understanding and enjoyment of the special qualities of the National Park by the public

We are also required to meet a socio-economic duty: Seek to foster the economic and social wellbeing of local communities with the National Park.

Our activities include; operating information centres; supporting and working with communities including as Local Planning Authority; operating a Ranger service; managing a network of footpaths and bridleways; and employing specialists to help care for Dartmoor.

Exploring Higher Uppacott

Dartmoor National Park Authority owns a Grade 1 Listed medieval longhouse called [Higher Uppacott](#). The building, located close to Widecombe-in-the-moor, is of great historic value, not least because it has a fully intact shippon, where cattle and other animals were housed during the medieval period.

We are passionate about sharing aspects of Dartmoor's past with a wider audience. However, Higher Uppacott presents several visitor-management challenges. There is limited parking and internal capacity and we rely on a small group of highly skilled volunteer guides to lead visits meaning that numbers are often restricted.

We'd like the building to be made more accessible, enabling a wider range of people to increase their understanding and appreciation of Dartmoor's vernacular architecture and the medieval period. We would like to do this virtually, exploring new and innovative ways of presenting the past.

Our vision is to recreate Higher Uppacott as part of a computer game, enabling players to learn more about the building, its phases of occupation and meet the people who lived there. This represents a new approach to heritage engagement for us and one that has the potential to be applied to other historic settings across the UK's National Parks and protected landscapes.

Starting in September 2021, this studentship will build on the preparatory heritage/historical research that will be undertaken as part of a separate studentship over the coming months.

We are looking for a postgraduate student on the MA Game Design to:

- Gain an understanding of Higher Uppacott and its different phases of development, based in part on research undertaken by our MA Heritage Studentship candidate
- Develop Higher Uppacott as an interactive environment or gamified digital space
- Highlight key 'stories' in the game design (informed by the MA Heritage studentship's work)
- Incorporate potential characters from the building's past, appropriate dress, occupations and daily activities into the game design

We're proud of our work and have a large online following. There will be opportunities to document and share project success via film, photography or blogging.

Applicant profile:

Skills:

- Confident communicator
- Good organisational skills
- Good ICT skills including use of Microsoft 365 and Teams
- Game Design knowledge and expertise

Personal Qualities:

- Ability to work independently using own initiative, and productively as part of a wider team
- Flexible and adaptable

Experience:

- Experience working in areas of heritage value (desirable)
- Knowledge of Dartmoor; history, geography and its local communities (desirable)
- Interest in heritage engagement (desirable)

Other:

- Willingness to work evenings and weekends
- Willingness and ability to travel within Dartmoor National Park and surrounding areas to undertake essential elements of the studentship
- Willingness to follow all safety procedures and other controls identified by risk assessment and report incidents promptly

Salary details:

Covered by course stipend / bursary

Successful applicants will receive a scholarship of £3000 towards their course fees. The business (Sponsor) will also receive a stipend of up to £2000 towards agreed costs of materials, travel and accommodation directly associated with the project. Students will receive joint supervision from the business and University staff throughout the duration of the project, impacting positively on your creative practice and future prospects.

Closing date:

04-Jun-2021

How to apply:

To be considered for this Masters R&D Studentship, please contact us with a covering letter, detailing the skills you would bring to this role and areas you would like to develop through the experience. Please also include a completed Expression of Interest form (see attached documentation, if you haven't already returned one), your CV and links to your portfolio, if you have one.

Email

plymcreative@plymouth.ac.uk