

Vacancy number:

23817

Organisation name:

iMayflower

Vacancy title:

The Royal Albert Memorial Museum & Art Gallery (RAMM): "The Riddle of RAMM" Masters R&D Studentship

Vacancy summary:

Are you considering applying for the [MA Game Design](#) or [MRes Digital Art & Technology](#) with the University of Plymouth 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 an established industry partner to apply your knowledge and further your own research, in a work context, contributing to the development of a new product, service or experiential offering, and enhancing your future career prospects?

[The Royal Albert Memorial Museum & Art Gallery \(RAMM\): "The Riddle of RAMM" Masters R&D Studentship](#)

About RAMM:

The Royal Albert Memorial Museum & Art Gallery (RAMM) is one of Britain's finest regional museums and a flagship service of Exeter City Council. Its displays showcase world-class collections and collectors that tell the story of Exeter and Devon from the prehistoric to the present. But RAMM is more than a local museum, its internationally-important world cultures and natural sciences collections also tells a story of global exploration and collecting in the 18th and 19th centuries.

Exotic animals, birds and insects delight children and a changing programme of exhibitions means there is likely to be something different to see on every visit. Free entry gives everyone the freedom to visit many times. As well as its diverse and significant collections, RAMM's lively programme of activities and events ensures that it is the most visited attraction in Exeter and one of the most visited museums in the South West of England.

About the project: The Riddle of RAMM

RAMM is seeking to work with an MA Game or MRes Digital Art and Technology student in the development of a prototype of an 'escape room' style game inspired by the Museum and its wonderful collections. The game will add an interactive new resource to RAMM's existing digital programme offering an exciting way for families and young audiences to engage with the museum on-site and online from their homes. The development of this game is, in part, in response to the current difficulties of integrating traditional family-friendly craft activities in the Museum due to the on-going social-distancing measures. It also addresses the need to reconnect with audiences and encourage

people back to the Museum, which has only been open for 31 days in the last year.

The basic premise of this game would be that participants would follow a 'map' through the museum unravelling clues and solving puzzles as they go. The narrative will propel a physical player out to wander through the museum and similarly the remote player can explore a virtual version of the Museum from home.

We hope that players who find this game online will be encouraged to visit the Museum in person. But equally many of our existing audiences will also benefit from having a new way to explore the museum either onsite or from home. The challenge in the development of this game would be to make sure that it was in a format that was accessible to as many different age groups and abilities as possible. The challenge would suit an individual that was interested in the ways in which game development can be used to engage different audiences in the cultural / heritage sector, particularly those people who would not normally visit a RAMM, because they think museums are boring and just "full of a load of old plates".

RAMM has been developing this game idea for over 12 months. Much of the game content is already in existence however what is much needed in terms of research and development is specialist knowledge around appropriate platforms and /or technology.

The main activities associated with this studentship will be;

- To carry out some market research on similar game types used by other organisations in the sector.
- To work with RAMM's curators, events and digital teams on researching appropriate content for the game from the museum's vast collections. Much of this preliminary research work has already been done but as part of the game development this will inevitably need adjusting and / or updating.
- To advise on a suitable platform/technology for the game
- To develop a prototype of an escape room style game informed by this research.

This opportunity will be of considerable value to students interested game development in the cultural and heritage sectors. The experience will involve working with staff from across the organisation and should provide the student with a hands on experience of how digital technologies can be used within cultural organisations to provide innovative ways in which to engage wider audiences. This is a particularly exciting and unique project as it aims to use cutting edge game development in a sector that is usually not associated with its use of innovative digital technologies.

Applicant profile:

The Royal Albert Memorial Museum & Art Gallery (RAMM) is looking for a game developer to work on the design and development of an interactive game prototype for the museum aimed at young people.

Purpose of the role

The role will initially involve carrying out some market research on similar game types used by other organisations in the sector. The successful candidate will then work with RAMM's curators and digital team on researching appropriate content for the game from the museum's vast collections. The final part of the studentship will involve developing a prototype of an escape room style game informed by this research.

Essential

This Studentship is open to applicants beginning their MA Game Design or MRes Digital Art & Technology in the autumn of 2021. Applicants will need to demonstrate:

- An active interest in the heritage/cultural sector
- A broad understanding of game design and the related theory
- A critical awareness of the 'escape room' style game industry and knowledge of the associated pros and cons
- The ability to design original content
- Innovative game development and digital skills
- Excellent research skills
- Confident problem solving skills

Desirable

- An interest in how game development can be used to increase the engagement of younger audiences in the heritage sector
- Previous experience of prototype development for an external organisation

Personal Qualities and Attributes

- Able to use initiative.
- Positive attitude.
- Eager to learn.
- Professional communication skills.
- Critical thinking.
- Able to work effectively both alone and as part of a team.
- Good time management.

Salary details:

Competitive

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 practice and future prospects.

Closing date:

04-Jun-2021

How to apply:

This project is expected to be delivered through the [MA Game Design](#) or [MRes Digital Art and Technology](#), applicants should therefore have secured or be in the process of applying for a place on one of these programmes.

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

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