One Minute Mentor.

About.

One Minute Mentor (OMM) is a careers resource which aims to inspire pupils with the breadth of roles available in the creative digital sector through punchy, digestible videos hosted on our YouTube channel.

This resource features a library of one-minute videos made by professionals within the sector to educate aspiring pupils on careers pathways they might not have otherwise considered.

OMM is part of Digital Schoolhouse's immersive careers education which seeks to connect young people with careers opportunities through unique and engaging content such as the annual esports tournament.

Who's it for?

We're looking for content that will inspire and engage young people who want to get involved in the video games industry. If you work in the video games or wider creative industries, we want to hear from you!

See example roles here.

How do I get involved?

You can submit your One Minute Mentor in two simple steps:

1. Record a video of yourself for up to one minute.
2. Send your video and media consent form to sophia@ukie.org.uk

We will share your video on our YouTube channel for young people to access for free!

Rules:

- Up to one minute maximum
- Include the Digital Schoolhouse house - see below
- Film your video in landscape mode

In your video, please include:

- Who you are (first name, job title & organisation)
- Summary of your day-to-day role
- What inspired you to join the video games industry
- Word of advice for future talent

See our bank of One Minute Mentor videos here.

ukie   PlayStation.   SEGA   Warwickshire County Council   UBISOFT

Why One Minute Mentor?

There are a vast range of job opportunities available in industry and it can often be heard said that "whatever your passion, there's a job for you within the video games industry". And it's true; from game designers, to artists, to marketing experts, legal executives, producers and technical production.

Regardless of the range of roles, the video games industry is facing increasing shortages with incoming talent. Students aren't coming through the education pipeline equipped with the skills that are needed. Additionally, there are simply not enough students choosing to purse this sector as a possible career. However, the same is true for most of the creative digital industries and most STEM related sectors suffer from similar issues.

Two contributory factors to this seem to be:

1. Lack of awareness and visibility of the wider roles that exists within these sectors amongst prospective students.
2. Much industry outreach work seems to be done via trade shows, using game design related courses etc. So, we are in fact 'preaching to the converted'. If the aim is to increase the number of students coming through, then we must reach out to those students that would never consider video games an option.

By working together with industry, and giving students easier access to digestible, bitesize careers education, we can start to address the skills shortage and make sure that creative and digital careers are placed in the limelight.

What is Digital Schoolhouse?

Digital Schoolhouse together with Nintendo UK, uses play-based learning to engage the next generation of pupils and teachers with the Computing curriculum. Digital Schoolhouse is delivered by the UK games industry trade body Ukie and is supported by the Department of Digital, Culture, Media and Sport (DCMS).

Our mission is to bridge the gap between education and industry, in order to aptly prepare young people for the digital age. In doing so, we want to draw attention to the rich and diverse range of career opportunities that are available within the creative digital industries.

We see encouraging homegrown talent as incredibly important if we are to sustain the important, diverse and creative talent that makes the video games industry so successful in the UK. I'm sure you can agree that our industry relies on quirky and out-of-the-box thinkers to be able to produce the kind of quality content that makes it to the world stage.

Find out more:
digitalschoolhouse.org.uk/omm
youtube.com/DigitalSchoolhouse

@digschoolhouse

@digischoolhouse

ukie PlayStation. SEGA Warwickshire County Council UBISOFT

What roles are we looking for?

We want to showcase all the possible career avenues you can embark on in video games. That means this list is neither exclusive nor exhaustive. But the below will give you a good starting point! Even if you can't find your role below, we still want to hear from you.

Animation

- Animators
- Technical animators

Art

- Concept artist
- 3D modelling artist
- Technical artist
- VFC artist
- Graphics programmer

Audio

- Music composer
- Audio programmer
- Sound designer
- Voice production

Business Development

- Research analyst

Design

- Lead designer
- Gameplay designer
- Games writer
- Level designer
- UX/UI designers

HR

- Recruiters

Legal

- Legal executives

Production

- Publisher
- Producer
- Esports producer
- Marketing executive
- Assistant producer
- Community manager
- Social media manager
- Brand manager

Programming

- Engine programmer
- Gameplay programmer
- Physics programmer
- Artificial intelligence programmer
- Generalist programmer
- Tools engineer
- Network programmer
- AR/VR programmer

Quality Assurance

- Build engineer
- QA tester

Source: screenskills.com/careers-in-games

Terms & Conditions.

1. By emailing your submission to sophia@ukie.org.uk you give Digital Schoolhouse and Ukie permission to use your video for marketing purposes and for Digital Schoolhouse and Ukie to share your video publicly on their social media channels including YouTube, Twitter and Facebook, for the purpose of the One Minute Mentor campaign and as part of Digital Schoolhouse's immersive careers education offering

2. Digital Schoolhouse withholds the right to reject videos that do not meet the rules as stipulated in the brief

3. The submitter agrees to represent their company/organisation. By emailing us your submission, we will assume that your company has given you permission to share your job role and organisation for the purposes as stipulated in clause 1.

4. The information provided will be used in conjunction with the following Privacy Policy found at https://ukie.org.uk/privacy-policy

5. The submitter agrees to the use of his/her name, job role, organisation and video. Any personal data relating to the individual or any other entrants will be used solely in accordance with current UK data protection legislation and will not be disclosed to a third party without the entrant's prior consent

6. If you wish to withdraw your video at any time, please contact sophia@ukie.org.uk

Media Consent.

By submitting your video you give Digital Schoolhouse and Ukie permission to share your video including your first name, job role and organisation publicly, for the purpose of the One Minute Mentor campaign via social media and digital channels.

Please return this page by email to sophia@ukie.org.uk along with your submission.

Full Name _____

Signature_____

Date _____

Schoolhouse printout.

Before filming your One Minute Mentor, please cut out our house logo, or download here and include in your video.