



One Minute Mentor.

Got any Q's? Email sophia@ukie.org.uk

Submit your **One Minute Mentor** career video - inspire the young talent of tomorrow!

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.

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

Submit your volunteer form and video.

[Volunteer here.](#)

In your video, please cover:

- 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

With your permission, we will share your video on our [YouTube channel](#) for young people to access for free!

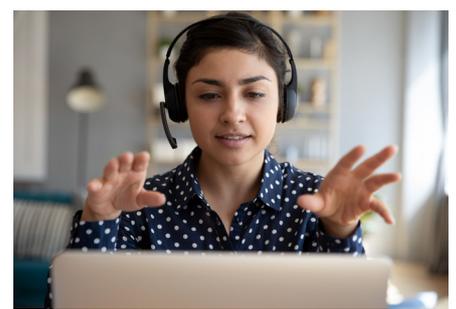
Why One Minute Mentor?

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 pursue this sector as a possible career. The same is also true for most of the creative digital industries and most STEM related sectors suffer from similar issues.

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

