



## About Freeplay

Freeplay is one of the world's longest-running independent games festivals, based in Melbourne and working across Australia and the Asia-Pacific region.

Established in 2004, Freeplay explores the vital margins of independent, alternative, and experimental games, platforming and championing emerging local artists.

Freeplay is the first step for many Australian emerging studios into the broader games ecosystem. For twenty years, we have helped platform and shape now world-renowned, award-winning studios like Massive Monster (*Cult of the Lamb*), Witch Beam (*Unpacking*), League of Geeks (*Armello*), House House (*Untitled Goose Game*), 2Pt Interactive (*Heavenly Bodies*) and Worm Club (*Frog Detective*).

Between our annual Festival, our popular Parallels showcase at Melbourne International Games Week, the globally significant and influential Freeplay Awards and the countless small events and development activities we do across Melbourne, Australia and the Asia-Pacific, Freeplay is the bleeding heart and bleeding edge of Australia's booming games industry.

Find out more about us at [freeplay.net.au](http://freeplay.net.au).

OVERVIEW	
<b>Position title:</b>	<b>Creative Director</b>
<b>Reports to:</b>	Freeplay Inc Committee of Management
<b>Direct reports:</b>	None. Collaborative relationship with General Manager. Liaison with seasonal contract staff as needed.
<b>Location:</b>	Candidate must be based in Victoria. Working from home encouraged, with some CBD work, and event work at locations around Melbourne
<b>Purpose of the position:</b>	To guide the artistic direction and curation of Freeplay Independent Games Festival and its annual calendar of events over the next two years.

PAY AND WORK PATTERN	
<b>Contract length:</b>	2 years
<b>Work pattern:</b>	<p>Part time irregular - On average, this role is <b>0.3 FTE</b> but these hours are irregular throughout the year.</p> <p>There will be short periods of work at 0.8 FTE (<b>four days a week</b>) around event delivery (approx 5 weeks per year).</p> <p>There will be short periods of work at 0.4 FTE (<b>two days a week</b>) prior to event delivery (approx 10 weeks per year).</p> <p>At all other times of year, the position will work 0.2 FTE (<b>one day a week</b>).</p>
<b>Hourly rate:</b>	\$40.00 per hour + 10.5% superannuation
<b>Daily pay:</b>	\$304.00 per day + 10.5% superannuation
<b>Actual annual pay:</b>	\$23,712.00 per year + 10.5% superannuation
<b>Full time equivalent salary:</b>	\$79,040.00 per year + 10.5% superannuation
<b>Further pay advice:</b>	You will be required to have a current Australian Business Number.
ROLE RESPONSIBILITIES	
<ul style="list-style-type: none"> <li>Contribute to strategy of Freeplay, including decisions about event scope and timing</li> <li>Lead curation and direction of all Freeplay events and activities</li> <li>Program all Freeplay events, including development of event concepts and sourcing artists and speakers for event involvement</li> <li>Communicate effectively with General Manager and seasonal staff, and collaborate with all team members to successfully deliver all Freeplay events</li> <li>Assist team during event delivery, including but not limited to some stage management and some public speaking responsibility</li> <li>Contribute to continuous strengthening of Freeplay through assistance with grant-writing, advocacy, relationship building, and seeking sponsorship within the games and cultural sectors</li> </ul>	
OTHER INFORMATION	
<p>We strongly encourage applications from marginalised communities. Freeplay is committed to providing a culturally safe, supportive and inclusive environment to our employees and supporters.</p>	