StoryFutures /ACADEMY/
National Centre for Immersive Storytelling

FAQs

Q: What is this a call for?

The programme will provide you with training and a production credit that can propel careers to the next level. 30 successful applicants will receive £15,00 reimbursement to join this project, and collect and curate stories and hidden histories in one of fifteen locations. Your responsibilities will include securing and editing interviews, 3D scanning people and places, and using film and TV archives from the BFI and the BBC. Working alongside our partners ISO Design and Nexus Studios, we will create a series of interactive emotional maps and historical mobile AR trails to showcase next summer. You will work in a partnership including the BFI, the BBC, Nexus Studios, ISO Design, Uplands Television, The Reading Agency and ProduceUK.

Q: What are the key dates for the programme?

The programme will run in two cohorts, defined by locations. Dates are listed below via cohort and successful candidates will need to be available for the training and delivery.

Cohort 1

Locations: Omagh, Dundee, Dumfries, Blackpool, Bradford, Sheffield, Lincoln
Interview dates: 02 to 08 Dec 2021 (via video)
Core training dates: early Jan (in person)
Full time production phase: 17-Jan-2022 to 18-Mar-2022 (10 weeks on location)
Part time post production period: 21-Mar-2022 to 27-May-2022 (remote work possible, alongside other obligations)

Cohort 2

Locations: Wolverhampton, Swansea, Newport, Bristol, Swindon, Slough, Lambeth, Lewisham
Interview dates: December 2021 or January 2022 TBC (via video)
Core training dates: 22-Feb-2022 to 25-Feb-2022 and 1-Mar-2022 to 4-Mar-2022 (in person)
Full time production phase: 21-Mar-2022 to 27-May-2022 (10 weeks on location)
Part time post production period: 30-May-2022 to 5-Aug-2022 (remote work possible, alongside other obligations)

Q: How will the core training be delivered?

This will be delivered in person at Royal Holloway University, Egham Hill, Egham TW20 0EX. All accommodation and meals costs will all be covered. Over the course of the programme remote training will be provided on a weekly or fortnightly basis via online video platforms.

Q: Where will I be based for the project?

You will need to be located in the town or city you have selected for at least the core production period. The part time post production work can be done remotely.

Q: What will I receive?

- A £ £15,000 reimbursement (inclusive of all personal expenses) - some travel and flexible working will be required.
- Access to all relevant immersive technologies.
- Hands-on training to use state of the art immersive technology, and editorial and archive training.
- Mentoring and career development opportunities.
- The benefits of participating in an inclusive, interactive cohort sharing learning, knowledge and networks.

Q: What does the £15,000 reimbursement cover

The £15,000 is the total reimbursement for each participant taking part on this scheme. The sum includes living, travel and personal expenses incurred during the period of engagement, combined with a project fee. The time commitment for this scheme is 8 days training, 10 weeks full time location production work, and a further 10 weeks part time work of approx. 2.5 days a week, the last of which can be managed flexibly with other commitments. So approx. 83 days of engagement. Production costs will be covered separately, as will any costs related to adjustments due to personal circumstances or disability, that are necessary to take part in the scheme and production.

Q: What types of skills and levels of experiences do I need to have to apply?

This is **not a new or early career programme.** This is a programme aimed at creative practitioners with at least 3 years of professional experience, or people with

more established professional experience looking to take an established career from the creative industries into immersive storytelling.

You must have professional experience in a relevant area of creative industries, such as radio, theatre, film, TV, podcasts, games, documentaries, audio, community engagement projects or other practices that demonstrate your ability to tell compelling factual based stories.

We are looking for at least two transferable skills from this list
1. factual storytelling
2. narrative development
3. working with audio equipment
4. working in local communities
5. working with archive video.

Q: What is the programme's commitment to diversity, and what do you mean by diversity?

This programme is committed to supporting talented creatives from a wide range of diverse backgrounds to work with immersive technology, who are representative of the diversity we aspire to see within the creative industries in the UK.

We are especially focused on encouraging applications from groups that are underrepresented in the wider creative industries. This includes black and minority ethnic groups, LGBTQ+, deaf and disabled people, those from working-class backgrounds, living outside London and women.

Q: What is Immersive media, and do I need to have experience of working with it to apply?

Immersive media includes Virtual Reality (VR), Augmented Reality (AR), Mixed Reality (MR) and Immersive Installations. In the context of this project, immersive will involve making mostly augmented reality pieces for mobile trails and installations. It will involve working with scanning and game engine technologies, which you can read about here.

You **do not need** to have worked with immersive media before, full training will be part of the programme. What you do need is a real interest in the future of storytelling and be open to new ways of telling stories that invite audiences to be part of the experience. You should be open to learning about new technologies, production methods and workflows, be interested in digital and a good collaborator and communicator.

Q: How many people will be appointed?

We will be appointing 30 people, with 2 successful candidates being appointed to each of the 15 locations listed.

Q: Do I have to register as self-employed?

You do need to already be registered as self-employed with HMRC and be able to provide a unique tax reference number (UTR) before you start. This is in order to be contracted and paid. Timelines mean you will need to have a UTR before the training programme start. It does not take long and you can read about the process of registering here: https://www.gov.uk/working-for-yourself

Q: Do I already have to have a story in mind to apply?

You do not need to have ideas for stories at the point of applying, but if you are selected for an interview, we would like to come with 2 or 3 ideas for stories you'd like to tell about the place(s) you have chosen from the 15 locations. We will provide you with an information pack ahead of the interview to help you prepare these story ideas.

Q: Do I need to have any equipment to take part?

All immersive equipment and software licenses will be supplied. You will, however, need to have a laptop capable of running professional editing software packages such as Adobe Creative Suite, Logic Pro Tools, Final Cut Pro or Avid.