

Terms and Conditions

Overview

- This is a training and development opportunity, which will be contracted on a freelance basis as a fixed fee of £15,000. The fee covers the equivalent of approx. 15 weeks full time commitment to work on the project.
- Successful candidates will need to already be registered as self-employed with HMRC and be able to provide a unique tax reference number (UTR) before you start.
- Successful candidates must be available to attend all training dates.

T&Cs

- Applicants must be 18+.
- Applicants must be a permanent UK resident, living and working in the UK.
- Applicants must be registered as self-employed or willing to do so before the projects start (it takes a few minutes online to register).
- At least 3 years of experience as a professional creative media practitioner.
- A willingness to work, for an agreed period of production (TBC), on location with the company you are selected for.
- Successful candidates will be contracted directly with the VR Company they are placed with. Further details of the contract will be made available to candidates at the interview stage.
- StoryFutures/StoryFutures Academy and their partners' judging decisions on applications are final and not subject to appeal.

Application Process and Judging Criteria

Applications must be made online, and applicants will be shortlisted for interview by StoryFutures and the named partners in the project. You must apply for a specific role and if you wish to apply for more than one role you will need to complete separate applications for each role. Applications will be reviewed in regards to our commitment to diversity, applicants' transferable skills and experience level and potential for career progression for taking part in the scheme. Please note, external specialists and judges may also be consulted at this stage.

Shortlisted applicants will be invited to an approx. 30min online interview and, in addition, will be asked to showcase their portfolio and talk through some of their previous projects.

Commitment to 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, people living outside London and women.