****RawMinds Game Design project

Wellcome Collection’s Youth Programme has 15 places available for young people aged 14-19 on our RawMinds spring 2019 project. We’re looking for people who are interested in game design or generally being creative.

All RawMinds projects are free to join. We cover your travel expenses (within Zones 1-6), provide drinks and lunch.   
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About the project

This project will be designed to provide you with the experience and skills to create your own short digital games. Working in teams you will follow the game design process, from initial brief and idea generation, through to creating the final playable games using open source tools. You will be set the brief of creating games that look at the culture of gaming among young people. The game or games created by the project team will go on public display in our exhibition about play, which will open in Wellcome Collection in October 2019.

The project will be led by Adam Dixon, an independent game designer with experience of working with young people and creating games for events and festivals. Across the project he will bring in a range of expert speakers and workshop leaders with different game design experience.

## How to get involved

If you would like to be involved in the project, please apply using this form. Details of how and when to send it to us can be found at the end of the form. We will email you after the deadline to let you know if you’ve got a place on the project.

# Application

Your details

Name:

Date of Birth:

Gender:

Email address:

School/college/other:

Access requirements\*:

\*We ask this information so we can plan sessions that work best for you, if you’re selected

## Your availability

Please click on the box for each date below to show when you can come.   
Priority will go to people who can attend all the sessions.

1. Saturday 26 January 10.30-16.00
2. Saturday 9 February 10.30-16.00
3. Tuesday 19 February 10.30-16.00
4. Wednesday 20 February 10.30-16.00
5. Thursday 21 February 10.30-16.00
6. Friday 22 February 10.30-16.00
7. Saturday 9 March 10.30-16.00
8. Saturday 16 March 10.30-16.00
9. Thursday 28 March (tbc) 18.00-19.30 (Celebration event)
10. Wednesday 24 October 19.00-21.00 (Exhibition Private view)

## Your previous contact with Wellcome Collection

Please tell us if you’ve attended any previous events or projects with us before. We’ll try to make sure there’s a mix of people who have been involved in previous projects, and those who haven’t worked with us before.

### **RawMinds project / Ambassadors**

Which ones did you come to?

### **Saturday Studio**

Which ones did you come to?

### **Study days/school events/partner school events**

Which ones did you come to?

## Application task

To help us allocate places please complete the following short application task. You can write your responses under the question or send us short video clips if you’d prefer.

1a. Tell us why this project interests you and what skills you would bring to it (250 words max.)

1b. Let us know if there are any game design skills you are interested in learning more about (for example: game art, sound design, storytelling) (150 words max)

## How did you hear about this opportunity?

Wellcome Collection website  Youth Programme E-newsletter  
 Teacher  Poster at school  
 Postcard - please tell us where you found it:   
 Social media:  
☐ Other:  
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Please email this completed application form and application activities to us by:

**Sunday 16th December at 8pm** (Early-bird deadline)

Or   
**Wednesday 16th January at 8pm**  (Final deadline)

E-mail us your completed form, application tasks and any photos or video clips to: [rawminds@wellcome.ac.uk](mailto:rawminds@wellcome.ac.uk)

You can also use this email address to contact us with any questions you might have about the project or the application process.