



JOB PROFILE

Position Title:	Head of Games
Engagement type:	Contract, 2 years
Salary:	Competitive + 15.4% super
Department/Unit:	Content & Operations/Games
Location:	Melbourne/Sydney
Immediate Manager:	Chief Operating Officer

Position Summary: The Head of Games will collaborate closely with the broader Content & Operations teams to manage Screen Australia's core Games funds and associated programs and initiatives. This pivotal role involves assessing funding applications, overseeing a slate of funded projects, and engaging with gamemakers, interactive content creators and industry professionals to ensure the successful completion and delivery of projects. This includes developing and refining the Screen Australia strategy for Games, and representing the Games Unit at various industry events and forums, both domestically and internationally.

Some domestic and international travel will be required as part of this role.

Core Accountabilities

The key responsibilities of the position will include:

- Leading and overseeing Screen Australia's core Games funds and related initiatives, aligning with organisational objectives to support the development of distinctive Australian projects with strong creative voices to maximise audience engagement.
- Managing and building an effective, high-performing team within the Games Unit, providing leadership and support to team members.
- Assessing funding applications for core Games funds and other relevant programs, guiding projects through the funding assessment processes.
- Providing information and advice to Australian gamemakers and practitioners regarding financing opportunities and application procedures.
- Participating in investment meetings, preparing funding recommendation papers, and collaborating with internal teams on project recommendations and funding reports.

- Working with Contracts Management and Legal teams on contracting for funded projects, ensuring compliance with legal requirements.
 - Monitoring the production progress of funded projects, providing guidance and feedback to successful applicants as needed to maximize project success.
 - Collaborating with the wider Content & Operations team on games funding initiatives and funding assessments.
 - Contributing ideas and insights to enhance the department's strategies, programs, policies, and processes, working closely with the COO/ Director of Narrative Content and the broader team.
 - Establishing and maintaining effective relationships with industry stakeholders, agencies, and organisations, fostering collaboration and partnerships.
 - Staying informed about sector developments, trends, and technologies, both domestically and internationally, to inform decision-making and strategy.
 - Seeking and cultivating professional relationships with new commercial partners under the guidance of the COO.
 - Managing administrative tasks, record-keeping, and financial reporting related to assessment and funding processes and operational procedures.
 - Contributing to the maintenance of Screen Australia records, including databases and paper files.
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Selection Criteria

Qualifications and Experience

- Extensive experience and a proven track record in interactive and games development, demonstrating creative and commercial skills in roles such as gamemaking, production, senior leadership roles in games and/or curation.
- Comprehensive understanding of both Australian and international games and interactive entertainment sectors, including key players, emerging talent, and industry trends.
- Strong ability to assess concepts, prototypes, and proposals, while considering production and budget implications.
- Capacity to make impactful decisions based on sound judgment and facts, taking into account diverse perspectives to drive project success.
- Proven ability to manage multiple projects simultaneously, meeting deadlines with excellent time management and organisational abilities.
- Exceptional written and oral communication skills, coupled with strong interpersonal abilities to represent Screen Australia effectively and tactfully.
- Expertise in public speaking, including representation of organisations on panels at events or similar positions.

- Demonstrated ability to positively contribute to a collaborative team environment and foster a positive workplace culture.
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Behaviours

- Open communicator, shares thoughts and opinions with others
 - Driven to achieve results
 - Focused on the achievement of team goals
 - Establishes and maintains effective relationships with internal and external customers, and gains their trust and respect
 - Creative approach to problems and can 'think outside the square'
 - Seeks feedback, takes it on board and modifies approach
 - Continually seeks to improve self and Screen Australia
 - Works collaboratively across the agency to achieve common goals
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