



ScienceAtHome

Freelance video content manager (part-time)

Would you like to become part of an international team of programmers, academics and games industry professionals collaborating to build a universe of citizen science games? Would you like to help create games and educational entertainment that aims to bring science into the living room and citizens to the science lab? Are you passionate about games, science, and technology? Then maybe you are the right person to join our team at Aarhus University.

In 2016, ScienceAtHome emerged as a major contributor to the global Citizen science community. We launched our website scienceathome.org, published an article in the prestigious science journal Nature and launched new apps for iOS and Android. Over 270,000 players have now played our games. In 2018, we collaborated with DR2, the national broadcaster in Denmark to launch Skill Lab: Science Detective, a game that tests players cognitive skills whilst gathering data to help us better understand how the human mind works.

The opportunity

We are looking for a video content manager with creativity and initiative to encourage our online community to volunteer time and effort to make important contributions to scientific research.

We need your help to make our digital presence stronger, tell stories from behind the scenes and give a voice and face to the project.

The ScienceAtHome team punches well above its size; we do all our digital development and social media outreach in-house and are extremely ambitious in what we deliver. We do well because we care about our work and the projects we are involved in.

Who you are:

Our video content manager will be the main driver of video content on our website and social media channels.

- You have a passion for creating quality video content, including filming, editing, and post-production
- You are up-to-date and willing to try cutting-edge video trends on social media channels
- Ideally, you have your own equipment and editing software (bonus, not required)

- You are committed and prepared to stretch yourself and your capabilities to help us create the most creative and influential digital content in the area of citizen science
- You are proactive, independent and able to work at a fast pace if needed.
- You must be able to work in English

What you will be doing:

- Filming interviews with scientists, doing game-play footage and occasional event filming.
- Editing the footage and ensuring the high quality of the final product
- Help the Digital team improve content on our website and social media channels.
- Working in the Outreach team to plan and execute video interviews and other filming sessions.
- Effectively communicate and share your passion, knowledge, and experience in your team and with the rest of the organization.

What we offer:

- Flexible working hours
- Be part of an ambitious team with a successful track record
- A creative and influential position in a super exciting research group
- You will work with a healthy mix of student assistants, professional web and game developers, designers, and researchers.
- Salary and working hours are discussed in person

Deadline and further info:

Apply as soon as possible. We are evaluating applications on an ongoing basis. Please supply a CV, a cover letter in English and links to an online portfolio showcasing your work. Further information can be obtained from Jonathan Satchell satchell@phys.au.dk

Send your application as soon as possible to satchell@phys.au.dk!