Game Designer

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Company: Tipping Point Media (www.tipmedia.com)

Location: Malvern

Category: other-general

Educational Game Designer

Tipping Point Media (TPM), headquartered in Malvern, PA, is seeking an Educational Game Designer to join our team. In this role, you will play a pivotal part in transforming instructional content into dynamic game-based learning, employing robust game mechanics and engaging narratives to educate people of all ages – from "Pre-K to grey".

To succeed in this role, you should:

- Possess a strong background in educational game design, with a proven track record of creating successful and engaging serious games (be prepared to show samples of your work).

- Demonstrate proficiency in creating game design documentation and be familiar with game development platforms like Unity, Unreal Engine, and Roblox.

- Exhibit excellent collaboration and communication skills to work effectively with cross-functional teams, including educators and other subject matter experts.

- Have a passion for user-centric design, utilizing player feedback and educational insights to drive iterative improvements and optimize learning outcomes.

- Showcase exceptional project management abilities, ensuring the timely delivery of high-quality deliverables while adhering to project timelines and milestones.

Be able to visualize, articulate, and solve instructional challenges through game design, leveraging both creativity and analytical thinking.

Possess a foundational understanding of instructional design principles to effectively translate educational goals into game mechanics.

Key Responsibilities

Lead the conception and design of impactful educational games.

Collaborate with an interdisciplinary team (instructional designers, artists, educators, developers, and fellow game designers) to bring game concepts to life while maintaining fidelity to the educational vision.

Write detailed game design documents covering gameplay mechanics, narrative elements, level design, and progression systems, ensuring alignment with educational goals.

Clearly communicate complex game concepts to team members and clients, using early prototyping to refine and balance gameplay elements.

Lead QA testing, utilizing insights to perfect the educational game experience.

Facilitate playtesting sessions, gather feedback, and use findings to iteratively improve both game design and educational efficacy.

Qualifications

Minimum 3 years of game design experience with at least one full production cycle in the role and "Designer" credit on a shipped title.

Excellent written and verbal communication skills.

Strong technological aptitude and a genuine passion for the field.

Preferred background in instructional design or education.

Join Us

At Tipping Point Media, you'll contribute to a culture that values innovation, education, and the transformative power of gaming. If you're ready to shape the future of educational gaming and create experiences that educate, engage, and inspire, we would love to hear from you. More information at www.tipmedia.com.

Thank you!!!

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