

FACTORY 42

A woman in a light-colored dress is captured in a dynamic, mid-air pose, appearing to dance or move gracefully in the center of a vast, dark, industrial interior. The space is characterized by a high, vaulted ceiling with exposed structural elements and brick walls. Large, arched windows are visible in the background, and several thick, cylindrical concrete pillars support the structure. The overall atmosphere is dramatic and artistic, with strong contrasts between light and shadow.

Candidate brief for the position of
XR PRODUCER

Somerset House, Strand, London WC24 1LA



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1. Our Mission

Factory 42's mission is to change the way people experience entertainment.

Using our creative expertise, relationships and technology we will push the boundaries of storytelling and take consumers to new worlds of enhanced reality.

We know that world class story telling – our core strength – is the single biggest thing that defines our success – no matter what technology is involved. We are building a team of the best technical and creative minds to take advantage of the coming disruption in the TV, film and games sectors to create a new genre.

Using interactive technologies we are developing a multi-sensory approach to narrative and will build unique experiences that engage people's emotions and create presence and empathy.

We are platform agnostic and for broadcasters, brands, destinations and individuals we deliver premium experiences worth paying for.

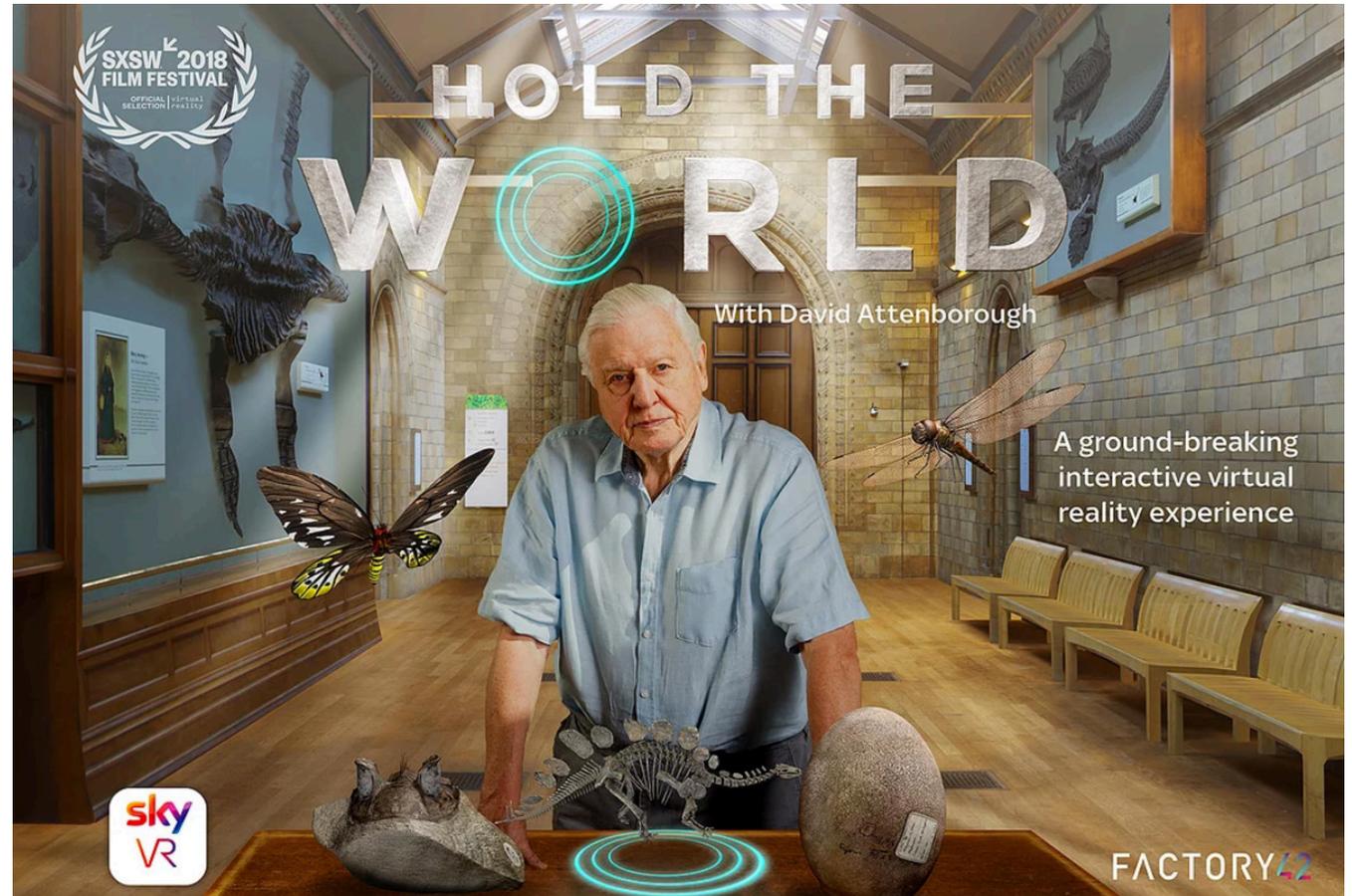
2. About Factory 42

Factory 42 is a fast growing next generation production studio creating world class content and experiences at the intersection of film and games.

We are a group of producers, designers, writers, directors, engineers, artists, software developers, architects, academics and neuro-scientists that creates compelling, immersive stories and experiences.

Recent projects include a ground-breaking Sir David Attenborough interactive VR project Hold The World at the Natural History Museum, and a high profile documentary, multiple VR experiences and a major exhibition at the Royal Academy of Arts.

Upcoming work includes Dinosaurs and Robots, two adventure game based mixed reality experiences at two of London's best known museums.



Recognition for our work



WINNER



Awards 2019

Our Culture

We make content and experiences of the highest possible quality while enjoying what we do because.. well.. life is short.

We are creatively ambitious and brave.

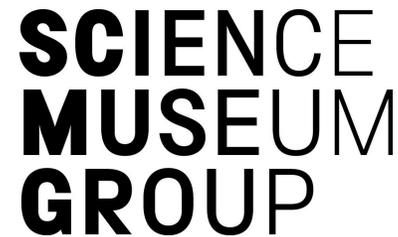
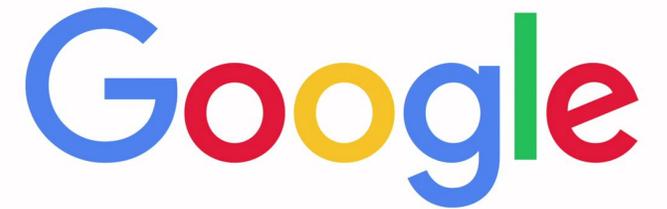
We work hard and deliver to the highest standards. A lot of what we are doing is difficult, but we relish solving complicated problems and breaking new creative ground.

We work with the best possible people in their fields, play to our strengths and learn from each other because we are stronger that way.

We all muck in where required and are flexible.

We all take turns to make the tea and do the washing up.

3. Our Partners



4. Our Location

We are based in Somerset House, a former Royal Palace overlooking the River Thames and on the edge of Covent Garden.

Somerset House is home to the largest and most diverse collection of creative organisations, freelancers, artists, makers and thinkers in London.

Our neighbours include the British Fashion Council, the Courtauld Institute of Art and an eclectic range of producers, developers, musicians, dancers, marketers and artists.

Our first floor high-ceiling and light-filled office overlooks the River Thames, South Bank and Houses of Parliament. Directly below is a river terrace which in summer hosts a tented bar and pizza restaurant.

We have access to bike racks, showers and a snooker room and all staff get a 10-20% discount in the various bars, cafes and restaurants on site.

At Christmas, the main courtyard has an ice rink, while in Summer it hosts gigs and the FilmFour season of outdoor film screenings. See video [here](#).



5. The Role: Key Responsibilities

- Drive the definition, planning and delivery of cutting-edge, Mixed Reality location-based experiences
- Coordinate internal and external stakeholders to define and deliver key project milestones
- Provide guidance and information to department leads so they can make informed decisions
- Facilitate communication, organization and accountability across departments
- Drive visibility of project progress and roadmaps, through a measurable process, across the company
- Identify and facilitate resolution of blockers in a timely manner
- Balance creative desires with production realities to find the best solution possible
- Provide line management support to the development team
- Assist with resource planning and recruitment for the development team
- Ability to manage ambiguity and risk

6. The Role: Knowledge, Skills & Experience

- 4+ years Games or XR production experience
- Shipped at least one XR project in a Producer (or equivalent) role
- Demonstrable experience of project management methodologies, and a solid understanding of how best to tailor methodologies to specific circumstances
- Track record of building and maintaining complex project schedules for mid-to-large teams across all disciplines
- Hands-on experience managing outsourcing engagements across multiple vendors
- Strong negotiation, mediation and conflict resolution skills
- Effective meeting management skills, confidently setting agendas and driving resolution of follow-up action points
- Effective communication skills across all levels of an organization
- Passionate about helping other people overcome challenges and achieve goals
- Confident in working with senior specialists (film, visual effects, science, theatre and live production) and excited by the opportunity to learn from them
- Energy and a sense of humour!