

Escape Room – Freelance Project Management Opportunity, 2020

Greater Manchester Libraries are working with GMCA to make every library across GM Autism Friendly and to increase the number of autistic children, young people and adults who access libraries as cultural and social spaces.

We have a paid work experience opportunity related to this project.

The project

This project will create an immersive escape-room like experience which groups of autistic young people can engage with at libraries. This will be a tourable experience which can be remounted at libraries across GM. The model will be designed so that library staff can deliver it, without the need to contract professional actors or facilitators.

The escape room has been commissioned for creation by KIT Theatre, in collaboration with a young, autistic theatre maker and groups of autistic young people. This will tour round 10 libraries, in each of the ten GM districts with a target audience of autistic young people and young adults.

The initiative is part of Great Place GM; a programme funded by Arts Council and National Heritage Lottery Fund to put arts, culture and heritage at the heart of successful communities across England.

Creative Team

[KIT Theatre](#) makes immersive theatre by, for and with young people, with a strong track record of working collaboratively with theatres, schools and libraries. KIT is a not for profit organisation, aiming to reach diverse and under-served communities across the UK. The company is based in London and work regularly in Greater Manchester.

KIT will work with a GM based, autistic theatre maker; **Jessica Nolan** as joint lead artist.

The Opportunity

We are looking for someone with an interest in gaining experience in project management. You will work with the creative team, including a freelance project manager on the delivery of this project.

You will be required to work directly with library staff, artists, project partners and participant groups and individuals.

The production is operating under the core principles of:

- young people having as much ownership as possible over content
- story and design elements being developed simultaneously
- the professional creative team constantly being informed by and working in collaboration with young people taking part in the project
- the resulting escape room as a stand alone, sustainable offer which will be owned by GM libraries at the end of the project.

You will have some experience of working with young people and a passion for inclusivity and access. An awareness of autism is preferable – training will be available to develop this essential area of knowledge if necessary.

Roles and responsibilities of the project management trainee:

Assist the project manager with the following:

- Identify groups to participate in the workshop process. Much of the groundwork and initial contact has already been done
- Co-ordinate workshops and workshop processes
- Production management with the creative team in both the devising and delivery phases
- Coordinate the training of library staff in how to run the escape room (training will be devised by the creative team)
- Coordinate communications and marketing for the project (to the public) in collaboration with GM libraries
- Co-ordinate monitoring and evaluation (working to a pre-existing evaluation framework)
- Monitoring and reporting on the project budget to GMCA.

You will also assist libraries with facilitation of the escape room sessions across Greater Manchester.

Schedule and structure

Phase 1 – Jan 2019/Feb 2020

- Identification of young people's groups who wish to take part in the project
- Preparation for sessions with young people
- Identification of tour venues and draft tour schedule
- Creative workshop / devising sessions (Feb-March 2020)

Phase 2: March-April 2020

- Creative Team to finalise the escape room
- Tour dates and venues confirmed
- Touring logistics confirmed

Phase 3: testing and library staff training

- 1 or 2 week process for the creative team to test the escape room and to train library staff who will be operating the escape room at each touring site
- Comms and marketing campaign signed off

Phase 4: Tour April- June 2020

- Tour of 10 venues (1 in each district)

Target audience for the escape room experience of 5 people per session x 4 sessions per day over 3 days.

Selection Process

To be considered for this opportunity, please submit a single PDF containing the following:

- A CV outlining any experience you already have in this area
- A short statement outlining why you wish to be considered for this role including any relevant specialist experience or knowledge.

Please submit your application to: Julie.McCarthy@Greatermanchester-ca.gov.uk

The deadline for applications is Friday 13th December at 5pm.

Shortlisted candidates will be invited to an informal interview either in person or by Skype.

The fee for this role is £1,150 (the equivalent of 20 days based on a minimum wage of £8.21 per hour).

Background Information

Great Place GM

Great Place GM is an action research programme led by Greater Manchester Combined Authority and funded by the Heritage Fund and Arts Council England with the aim of achieving recognition for the essential role of culture in the lives of Greater Manchester residents. New partnerships and innovative ways of working are demonstrating the power of culture to deliver against Greater Manchester priorities including health, ageing well, transport and skills. Great Place is working across the city region to build evidence through resident engagement, build capacity to support the sustainability of the cultural sector, create new links between culture and other sectors and test and evaluate new models of local delivery.

The Greater Manchester Autism Friendly Strategy is available here:

<http://www.gmhsc.org.uk/wp-content/uploads/2019/03/GMHSCP-Autism-Doc-FINAL.pdf>

KIT Theatre

[KIT Theatre](#) makes immersive theatre by, for and with young people, with a strong track record of working collaboratively with theatres, schools and libraries. At the heart of KIT's practice are Adventures in Learning, interactive stories which erupt in classrooms and cultural spaces and use immersive theatre and game mechanics to deliver formal learning, as well as bringing the magic of learning alive.

KIT is a not for profit organisation, aiming to reach diverse and under-served communities across the UK. KIT is committed to increasing the accessibility of the arts and is keen to increase its existing body of work for young people with SEN.

GM Libraries

In March 2014, the ten AGMA (Association of Greater Manchester Authorities) library authorities signed a memorandum of understanding to support and formalise their relationship and to continue to develop a range of new and existing activities.

Each local authority or trust maintains responsibility for the delivery of the library service but, by sharing resources, the partnership has delivered service improvement that would have been difficult and expensive for individual services to achieve alone—collaboration has meant a bigger impact and better outcomes for our residents.