






# Thom Barrett

Games Design Teacher

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## Education

### MA Indie Game Development

Due to complete August 2024

Falmouth University / Online

### PGCE Further Education & Skills

2019

South Essex University Centre

### BA(Hons) Digital Film

First Class Honours / 2010

South Essex University Centre

## Key Skills

### Teaching

- Active learning
- Socratic questioning
- Curriculum design
- Developing teaching materials
- Producing video resources
- Industry collaborations

### Game Design

- Gameplay design
- Level design
- Narrative

## Hobbies

- Model making
- Photography
- 3D Printing
- Comic books

## About Me

*Games Design lecturer with experience of running level 2 and 3 programmes.*

I am a games designer and teacher and have run games design courses in FE since 2018. I began an MA in games design in 2022 and am particularly interested in difficulty and designing for time-poor gamers.

## Employment (10-year history)

### Lecturer in Media

*Chelmsford College / 2016 – Present*

Currently responsible for the design and delivery of level three games design.

Key duties:

- Curriculum design
- Developing teaching materials
- Teaching sessions
- Assessment and tracking
- Pastoral care
- Stakeholder engagement

Additional Roles

- Mental health first aider
- Teaching and learning innovator.

### Retail Supervisor

*John Smith's Bookshop / ARU Chelmsford / 2013 - 2016*

Assistant manager position at campus bookshop.

Key duties:

- Management of staff
- Training
- Stock management
- Attending ARU student events

\*Full employment history is available on request.

## Work Experience (upcoming)

### Dlala Studios

*Studio Visit / May 2024*

### Splash Damage

*Work Experience Programme / July 2024*