



UWA STUDENT GUILD
The University of Western Australia
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Pelican Magazine | Technology and Gaming Editor Position Description

Pelican is the second oldest student newspaper in Australia. Everyone downloads apps, everyone is worried their degrees will be replaced by Artificial Intelligence and the world is still waiting for the next *League of Legends*. Advances in technology and gaming in some way impact the lives of students; whether they be made at an International, National, State, Local or Guild level. It is vital *Pelican* covers what is happening in the technology and gaming space globally and locally in a reliable, balanced and consistent way both online and in our print issues.

We are looking for someone who lives and breathes technology and games to be our 2019 Technology Editor. We want someone who is highly organised and able to meet hard deadlines, who can produce written content to an exceptionally high quality and who can dedicate an honest amount of time to *Pelican*. We need you to be a team player and a leader with innovative ideas to creating content across print, online and social platforms. If you have an idea for a podcast or Youtube series, we might melt a little. Ideally, you would have written before and have ideas about how to do technology reporting differently, although this isn't essential. Above all, we need you to be upfront, up to date with the newest technology and latest games, consume a variety of different media and be passionate about the magazine and committed to producing high-quality student journalism. You also need to invite ten of your friends to like the *Pelican* Facebook page.

Purpose of Position

The purpose of a section editor is to manage a particular interest area for the Magazine through creation and facilitation of content. The Technology Editor is in charge of the entirety of the Technology and Gaming section of the magazine – from international innovations, video game and app reviews, to research happening at UWA and the latest Virtual Reality advancements. This role is huge, so we are hoping to have you work with our existing Tech and Gaming editor. We are open to ideas as to how you see the structure and management of the position working best.

Roles and Responsibilities

- Consistently create Technology and Gaming content across a variety of mediums
 - Producing at one article every two weeks for online, whether this be individually or sourcing from the Technology/Gaming Reporting team.
 - Responsible for a spread in the print issue – there will be six print issues in 2019. Again, responsible for writing, sourcing and coordinating content from Technology/Gaming team and wider contributors.
 - Assist Executive Editors in commissioning and sourcing content across new mediums.
- Managing relationships with partners and organizations – this could look like working with Computer Science academics at UWA, the University Computer Club or Robogals Perth to reviewing or covering UWA Programming Society's competitions.
- Managing the Technology and Gaming team (or the portfolio in a way that suits you)
 - Design and implement incentive structures (competitions/rewards) for new and current contributors to be involved with writing content for the Technology section. Ensure there is a diversity of contributors and ideas.
- Co-editing works by content creators in association with the Executive Editors
- Assist Executive editors as requested and required
- Attend editorial meetings, reply to emails in a timely fashion
- Prioritise self-care and downtime, to ensure that work with *Pelican* is of the highest standard possible and something you are proud to put on your resume

Duties to the UWA Guild

- Commitment to Guild regulations
- Commitment to Pelican publication regulations in accordance with our editorial policy.
- Take reasonable care for your own health and safety and for the health and safety of others

Timeline

- Applications due 19 July, 5pm. Interview date TBC.

To Apply

Please fill out this application form: <https://forms.gle/PnHsUZvxJxeAyhbJ8>

It should take you an hour. This is because we have a fetish for online forms. It's also because we want you to take this application seriously and to be honest with yourself about what you have on next year and whether you have the time to consistently contribute to Pelican. It's also a chance to pitch us ideas, show us some of your writing and tell us a bit about yourself. We love oversharing, so the more information you can give us, the better.

Questions

Don't be strangers! Email pelican@guild.uwa.edu.au or message Sophie or Susie on Facebook