

Residency Policy

Purpose

Full Sail University offers a residency program as an opportunity for an industry expert to sabbatical at the university as a mentor in the Final Project courses. Full Sail strongly believes this residency program is an important tool in the educational experience of our students. This program is open to a wide variety of industry disciplines that provide students with the opportunity to come in contact with people working in fields that directly relate to their career interests.

Responsibilities

We have embarked on a very unique program of study for our students in Game Development, Game Art and Game Production. In an effort to provide the students with an environment that enables them to apply their education in a realistic atmosphere, we have combined the final project courses in these three programs, allowing them to take on the roles of Producer, Artist and Programmer in the development of a computer video game. Final Project is a five month game cycle that provides each student with the experience of working in a team-centered studio. At any given month we have five different studios working on games at different stages in the development process. Some are in preproduction while others are putting on the finishing touches. The culminating event of this process is the presentation of their game to university faculty, staff, and their colleagues.

Your primary role, while here at Full Sail, will be to assist the final project faculty with the teams/students progression through this experience. After an orientation, and based on your expertise, the faculty will determine the best way to use your talents and what teams you will be associated with.

Criteria

In order to qualify for the Full Sail University Residency program each applicant must have been recommended by a Full Sail Faculty member or applied in writing and approved by the Residency committee. Each applicant would also have to meet the following criteria:

1. Must be able to make a minimum one month or maximum six month commitment.
2. Must have at least four years experience in the Video Game Industry.
3. Unless recommended by a Full Sail Faculty, must provide two letters of recommendation.
4. Demonstrate strong verbal and written communication skills.

While at Full Sail

1. Must work in tandem with Full Sail faculty to present cohesive professional interactions with the students.
2. Expected to work with student teams on a daily basis approximately 5 days per week.
3. Present one student oriented seminar/lecture per month of residency.
4. Consult with Final Project faculty in regularly scheduled meetings.

Application

Prior to beginning a residency all applicants will be required to complete a Full Sail University application, provide a current resume, and complete Personnel Report documentation. To complete this process please follow the following URL and fill out the form. <https://sj.tbe.taleo.net/SJ1/ats/careers/requisition.jsp?org=FULLSAIL&cws=1&rid=725>

Compensation

More information regarding compensation will be provided during the application process.

Orientation

Each resident will be toured through the Institution and provided an in-depth explanation of the Game Studies space and how it is utilized. In addition, residents will be required to spend one to two days with the Final Project staff to become acquainted with the procedures used in the game project cycle.

Time Period of Residency Appointment

The length of the game development residency will vary based on the availability of the applicant. However, applicants are required to be able to commit to a period of at least one month. Any less and the benefit for the student decreases. Candidates will not be allowed to remain in the residency program for a period of longer than six-months. The optimal time would be for a period of five months, as this time-frame corresponds with a complete development cycle of the studio project and would provide students with the best possible experience.

Accountabilities

Each resident will be responsible for their own lodging, meals and any other costs they may incur during the residency. In addition, each resident will be responsible for their own Medical Insurance and for the safety of your personal property. In case of illness, residents should contact the Program Director.

Safety

All residents must adhere to Full Sail University policies.

Exit Interview

Each resident will participate in an exit interview one week prior to the end of their residency. The interview will be used to help Full Sail University improve the experience of future residents. It will remain confidential.