

PLACEMENT ROLE DESCRIPTION

A placement role description shows the student what their job role is while they are working with you.

It outlines what they will do and what their responsibilities are. It tells supervisors and other people in the business what the student's job involves. It also helps the provider choose the right student for the placement.

It's advisable to write a placement role description for each student, which links to the development objectives and learning goals agreed with the student and their college or school. A few tips are given below followed by guidance on what the role description should cover.

TIPS

- Use straightforward language and avoid jargon
- Tell the student clearly what they will be doing
- Include the organisation's name, address, website and contact details



WHAT SHOULD IT COVER?

THE ORGANISATION

Short description of the organisation and what it does (core activities). Brief statement of your values and mission – could come from your website or recruitment materials. Anything else about the working environment which might help bring it to life for the student.

ROLE AND KEY RESPONSIBILITIES

- Title of the role
- Short description of what it involves
- List of key responsibilities
- Job title of their supervisor – the person they will be working with most closely during the placement
- Extra information for the student, e.g. what a typical working day is like

STUDENT SPECIFICATION

Prepare a short description of the key things you're looking for in the student. This could include technical skills, personal attributes and desirable behaviours suiting the role and organisational culture.

DIGITAL / IT

T LEVEL: DIGITAL PRODUCTION, DESIGN AND DEVELOPMENT **ROLE: SOFTWARE DEVELOPER - VR**

ROLE AND KEY RESPONSIBILITIES

The role would be primarily focused on augmented and/or virtual reality.

This will include design and storyboards, 3D modelling, prototyping and implementation in Unity/ C#. This will also cover user interface, testing strategies with the ultimate target of releasing completed experience. at the end of the placement.

The student will have to represent the company and its values, integrate with our team, and help with the maintenance and the running of the organisation. The student will hopefully have ownership over the design of the product they have created, to help them progress in their future careers.

ABOUT THE ORGANISATION

Company XX provide custom digital services to businesses including CRM, automated marketing, custom web, and mobile solutions. We have just launched attract AR and VR to provide augmented and virtual reality services and software. The organisation has been going in its present form for five years with seven employees.

STUDENT SPECIFICATION:

- the student should have a creative side and be able to be innovative within their ideas and passionate about their technology.
- it would be desirable for the student to have experience and knowledge about 3D modelling.
- passion for learning new skills is vital as the student will be exposed to new areas of technology.
- the student must be willing to get fully involved and behind their project.
- experience with Unity, C# (coding and, Unity), PHP (web scripting) is desirable, but not essential. However, a willingness to learn is vital.
- strong written and verbal communication skills (being able to articulate your ideas and document progress) is crucial.

