



BOOMTOWN

Interactive Narrative Designer & Producer

Role: Interactive Narrative Designer & Producer

Reports to: Head of Narrative

Primary Location: Boomtown Festival HQ, Bristol

Duration: Start of February - end of August 2026, 31 pre-production days | 14 site days

CONTEXT:

Boomtown Fair is an organisation that prides itself on its unrivalled artistic output, cutting-edge style and cultural content.

It endeavours to offer audiences extraordinary experiences through the programming of theatre, visual arts, mind-bending set design, a multitude of music styles and site-specific performances and events.

ROLE SUMMARY:

The role of the Interactive Narrative Designer & Producer is to assist the Head of Narrative in the creative, production and operations aspects of the festival's interactive narrative. This role requires an understanding of gamified immersive experiences and their role within Boomtown. The Interactive Narrative Designer & Producer should have a warm and always helpful attitude.

SKILL REQUIREMENTS

- Creative and experienced with world-building
- Strong spelling and grammar
- Good proofreading skills
- High attention to detail
- Ability to navigate basic spreadsheets

- Photoshop skills for creating simple narrative elements, such as business cards and paper clues
- Basic media skills - the ability to edit, trim and export video and audio files

SOFTWARE PROFICIENCIES

- Google Docs
- Google Sheets - basic skills required
- Photoshop - for simple designs
- Premiere or other video editing software - basic skills required
- Audacity or other audio editing software - basic skills required

ROLE RESPONSIBILITIES

PRE-EVENT PRODUCTION

- Managing the Creative Production Schedule of the Story Department • Narrative design creative development with the Head of Narrative • Puzzle design creative development with the Head of Narrative • Creating and maintaining instructional documents such as flowcharts and mind maps
- Design of digital and paper-based narrative elements
- Poster and billboard design
- Managing in-world social media accounts
- Documenting the creative process and minuting meetings
- Liaising with creative teams and staff management, assisting in empowering crews to deliver their own games and stories
- Event Production administration, such as ordering infrastructure
- Data entry
- Documenting the organic collaborative narrative process
- Maintaining Boomtown internal documentation

On Site

- Head of Narrative Design's second in command on the ground, ensuring the story and game run as planned
- Attend all relevant theatrical briefings
- Manage Boomtown digital story aspects: Tannoys, History Screens, Partyline
- Managing prop and clues orders, delivery and distribution
- Liaising with Directors to monitor the gamified aspects of Boomtown •

Documenting activity on the ground as the game develops for ad-hoc additions

- Document as many on-site theatrical events as possible via phone video and photos
- Recruit and manage the storyline evaluation team

Post event

- Create a report on the Boomtown narrative of 2026 as it unfolded on the ground
- Upload all video and photo evidence to drive
- Attend our debrief day in September