

## **Director of Immersive Experience at Outdoor Adventure and Mythology Summer Day Camp**

**Title:** Quest Guide

**Employment Status:** Exempt/Seasonal

### **Company Summary:**

Plato Learning operates outdoor mythology-based day camps for kids ages 6-15. We create a world where monsters, myth, and magic transport kids out of the mortal realm into one where they are empowered to develop new skills, take risks, solve problems, and ultimately become Heroes. With seventeen camp programs spanning from NYC to California, Plato Learning uses actors, live-action role-play, and physically and mentally engaging activities to bring myths to life.

Are you ready to join the team and accept our call to adventure?

### **Zeus's View (Role Summary):**

We are hiring energetic leaders and story-makers to serve as Quest Guides at several camp locations this summer. This role is responsible for bringing myths to life as immersive, live-action experiences that center our campers as the heroes of the story. Our style of immersive storytelling weaves a new original mythology-inspired story into every camp session, culminating each week in an action-packed "Quest" adventure. Demigod campers use critical thinking and problem-solving skills, while interacting with actors playing gods and monsters outside in the park.

Like the iconic trickster god Loki, the Quest Guide is a shapeshifter, wearing three "hats" interchangeably every day at camp:

1. **The Director:** as a leader, you've got your eye on the big picture; you make decisions and delegate as needed, coordinating between camp staff and managing performer contractors; you're accountable for ensuring the success of the Quest experience and immersive worldbuilding every day and week at camp, always striving for improvement throughout the camp season
2. **The Stage Manager:** as a boots-on-the-ground camp employee, you've got a make-it-happen attitude: you set scenes and props, get everyone in costume and makeup, and keep the story moving; you're the runner (often literally) between performers stationed out in the forest, staff back at camp, and campers themselves as they move through the experience; like any great stage manager, you know that the show must go on, and nothing is "not your job"
3. **The Teaching Artist:** as an engaging storyteller, you are the frontlines of keeping the immersive world of camp alive day-to-day through activity-leading and constant conversation directly with campers, as well as guiding counselors and camp staff on how to support immersion in their roles; you've got your finger on the pulse of everyone's experience in real time, and you adjust accordingly to meet kids and staff where they're at while elevating the experience at every turn

## **Under the Hood with Hephaestus (Responsibilities):**

**Production Planning (Pre-Season).** *Want to make Zeus laugh? Make a production plan.*

- Writing: Compile written Quest production plans using pre-written modular “building blocks” for each weekly story being produced at your program
- Design: Prepare all props, costumes and other designs for each weekly Quest – some props and costumes will be provided from HQ, anything additional will be your responsibility to procure/create using a provided budget
- Casting: Assist HQ with casting your program’s ensemble of performers (right now all casting is conducted virtually)

**Managing Production & Performers (In-Season).** *All the park’s a stage, and all the demigods and monsters merely adventurers.*

- Plan, schedule and run pre-season training sessions and weekly rehearsals.
- Stage immersive, interactive, site-specific scenes and environments throughout the park with props and performers.
- Foster positive relationships within the ensemble and between performers and camp staff.

**Working with Campers.** *All work and no play makes Hermes a dull god.*

- Teach & Facilitate Activities: Plan and execute on engaging camper programming including things like mythological storytelling games, clue decoding activities, and immersive scavenger hunts and scouting missions throughout the park
- Listen & Respond: Create opportunities for active listening, collaborating and connecting with campers as they explore their identity and imagination on their journey to becoming a hero
- Chronicle the campers’ adventures and achievements, and act as a mythological resource and guide for both staff and campers.

**Embrace the Chaos.** *In the beginning, there was Chaos; in the end, there was also some more chaos.*

- Think on your toes and embrace the importance of adapting to the unexpected.
- Have your finger on the day-to-day pulse of camp and respond with magic moments of immersion created on the fly with counselors and camp staff.
- Prepare for chaos by developing and communicating contingency plans for Quest action in advance.

**Steel your Resolve.** *The cave you fear to enter holds the treasure you seek.*

- Our camp is an energetic **outdoor-all-day** environment.
- A Quest Guide will spend most of their day on their feet and walk anywhere from 15,000-18,000 steps/day on the job, across changes in elevation and varying terrain.
- Camp Leaders are the first people our Demigods look to in times of challenge and uncertainty, we are looking for courageous individuals who do not shy away from responsibility, in the heat of summer or the pouring rain.

**Rise to the Challenge.** *Heroes are not born, they’re made.*

- Resolve conflict and manage camper behavior in a constructive, uplifting, and non-punitive manner that redirects to engagement.
- Prove your efficacy through action: be prepared to handle challenging situations with kindness and readiness to help.
- Whether it is helping support a counselor whose group needs extra help, or helping staff do a final clean sweep of the grounds, you care for the campers and their counselors through service-leadership.
- All camp leadership team members are ready and willing to cover a camper group when necessary

### ***The Hours.***

- **45-50 hours/week in-person** at your camp location for in-season program weeks
  - **Remote** training and prep-work pre-season.
  - Facilitate In-Person Training days prior to program start
  - Camp Schedule: 8:00am-4:30pm; Monday-Friday (Campers present 8:45-4:10)
  - Post-camp day rehearsal 1 day/week until 6:00pm the latest, determined by location.

### **Athena's Applicable Abilities (What are we looking for?)**

- Experience working with children kids ages 7-15 in schools, at camps, after school programs, or other structured capacities
- Previous experience managing artists, teachers or other adult staff is a plus
- Leaders with a unique vision, creative perspective and an excitement to bring themselves to our immersive world
- Skilled and comfortable being creative on tight timelines and small budgets
- Organized, creative problem-solvers accustomed to meticulous planning followed by adapting those plans on the fly
- Strong initiative, conflict resolution, and communication skills with a team-player attitude
- Engaging storytellers who can physically and vocally command attention in an outdoor space
- Ability to maintain stamina, excitement, and endurance while working in an outdoor environment over the course of the Season
- Full time availability in summer

*The Hiring Manager would like to put forth this statistic. While men apply to jobs when they meet an average of 60% of the requirements, women and other underrepresented people often only apply when they match all criteria. Even if you don't meet every checkbox in the job description, but you think you have what it takes, we encourage you to apply.*