

Director of Interactive 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?

Job Summary:

We are hiring energetic directors of immersive experiences and teaching artists to serve as Quest Guides at several Camp Half Blood, Daring Girls, and Camp Jupiter location this Summer. This role is responsible for bringing Mythology based stories to life *with* our campers. While similar to live-action role-playing, we put more emphasis on camper imagination and story interaction than production. The interactive opportunities this role creates gamify the story and support a new week-long adventure arc each camp session. Additionally, Quest Guides assist Camp Leadership with daily operations to keep Camp running smoothly.

Plato's immersive storytelling weaves a mythology-inspired story throughout a camp week, culminating in an action-packed "Quest" adventure. Campers or "Demigods" use critical thinking and problem-solving skills, while interacting with actors playing monsters and heroes in the park.

Job Responsibilities:

Plan Story Adaptations and Bring Them To Life.

- Work with our Story team to adapt our un-scripted, pre-written stories for the summer and adapt them to your camp.
- Build an immersive and active story-engagement experience demigods will remember for years to come.
- Align with our HQ Story Department to navigate story changes while maintaining cohesion and narrative balance.
- Manage the creation and completion of Quest related props, design elements, and costumes with your ensemble.
- Repair (foam) weaponry when necessary.

Facilitate Magic with the Campers.

- While "Quest" is the main adventure, there are many story moments throughout the week: Quest Guide will organize scouting missions, small council discussions, oracle visits and recaps.

- Actively listen, improvise, and use critical thinking to connect with the Demigods and keep an eye out for those magic moments that can be created on the fly to help them find the heroism within.
- Through their positive attitude and personal standards of conduct, Quest Guides set an example of heroic behaviors for young Demigods to model.

Steward of Mythological Lore.

- Chronicle the demigod's adventures and act as a mythological resource to staff and campers alike.
- Help new Demigods to understand their identity and support staff in creating activities that fit the week's story by leading them to the right legends.

Build an Ensemble.

- With the help of the Quest Development Team, review performer submissions and cast your ensemble.
- Understand the importance of telling a culturally responsible story with appropriate casting.
- Schedule training and weekly rehearsals using improv and ensemble building techniques to empower performers to make bold, adaptable character choices that center the camper's experience.
- Manage the ensemble, maintaining healthy work relationships and respecting each individual's time.

Embrace the Chaos.

- Think on your toes and embrace the importance of story and adapting to the unexpected.
- Be flexible: when a camper responds in an unexpected way, or a schedule/staffing change forces a plot adjustment, adapt the living story and guide the team through changes.
- Create camper buy-in through an effective, engaging story with minimal reliance on conventional theater tech.

Steel your Resolve.

- Our Camp is an energetic **all-outdoor** environment that requires staff and campers to embrace exciting challenges.
- 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.
- As Leadership Staff are the first people our Demigods look to in times of challenge and uncertainty, we are looking for courageous individuals excited by the discomfort in adventure, and who do not shy away from responsibility, in the heat of summer, or when it is raining.

Rise to the Challenge.

- 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 CITs do a final clean sweep of the grounds, the Leadership Team cares for the campers and their team through service-leadership.

- All Camp Half Blood Leadership team members are ready and willing to cover a camper group when necessary

The Hours.

- **40-45 hours/week in-person** at your camp location for 4-9 program weeks
 - **5-10** hours of **remote** training and prep-work a week for a total of 70-112 hours from April-May depending on location.
 - Facilitate In-Person Training days prior to program start (size of program informs length of training).
- Camp Schedule: 7:30am-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.

What abilities are we looking for?

- Experience working with groups of children aged 7-15 in schools, at camps, after school programs, or other structured capacities
- Leadership Experience– previous performer, staff or classroom management is a plus
- Organized, versatile leaders with unique vision, capable of telling engaging stories with minimal tech
- Strong initiative, conflict resolution, and communication skills with a team-player attitude
- Ability to physically and vocally command attention in an outdoor space with positive and engaging energy
- Full time availability in summer
- Ability to maintain stamina, excitement, and endurance while working in an outdoor, high-energy environment over the course of the Camp Season

Plato Learning 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.

Benefits and Compensation:

- **Compensation:** Please see Indeed job postings for location-specific rate information.
- This includes:
 - Pre-Season Work/Training (March-May): ~5-10 hours/week
 - During Camp and Staff Training Weeks: 45-50 hours/week for your program's 5-10 weeks
 - Referral Bonus: \$50 bonus for any referred applicants who are hired for a seasonal position that work at least 4 weeks
- **Opportunity for Advancement.** Year over year, we look to our returning staff members to fill leadership positions at camp. As Plato Learning grows, we look within our talented seasonal staff to fill full-time opportunities when they arise within the company.

- **Community.** Containing hundreds of creative-minded heroes, the Plato Learning network carries authors, podcasters, performers, dungeon masters, and many others ready to chat and create.

Session/Location Details

- Training takes place the week before the start of each camp program.
- Our camp programs run anywhere between 4-9 weeks, depending on location
- Please visit <https://www.mythikcamps.com/camplocations/> for session dates at your intended location.

Ready to Send an Application via Iris Message?:

Please visit <https://www.mythikcamps.com/work-with-us/> to fill out an application. Only candidates selected for an interview will be notified of next steps.

Hesitation of Hermes:

Questions before you apply? Email us at hire@plato-learning.com