



# Design Brief: Playable Writing

## Expressions of Interest

£1,200 fixed fee, inclusive of VAT + Materials budget of up to £300  
Closing date: 3rd October 2025



MINISTRY OF STORIES

**Ministry of Stories** champions the writer in every child. Co-founded by author Nick Hornby in 2010, we help young people discover their confidence, imagination and potential through the power of their writing. We develop self-respect and communication skills through innovative writing programmes and small group mentoring for children living in under-resourced communities, working in schools, and at our dedicated writing centre in east London. We empower young people to write brighter futures for themselves through the power of their ideas, creativity and imagination.

## The Playable Writing Commission

Ministry of Stories is looking for a designer to collaborate on a new project that engages local children with creative writing.

Our Autumn term project is all about **playable writing**. Our young writers, aged 6-15 will begin the term with an exploration of the many kinds of playable writing and game devices and formats: from playable card decks, to world-building for board games. In the second half of term they will then develop two games ideas: creating a design brief and all of the content required to then prototype the games.

Game 1 (20%): Our under 12s will devise a card-based game, likely a twist on an existing game format, for example their own version of top trumps, or forfeits for snakes and ladders. The designer will create a design template / typesetting approach for the cards.

Game 2 (80%): Our 11-15s will work on a board game concept, likely to be set in the world of our magical shop, [Hoxton Street Monster Supplies](#). The designer will work up the board design, character/playing pieces, and any associated cards / challenges / forfeits - depending on the game format.

Our facilitators will lead the work with our young writers, generating all of the concepts and content, ready for the designer to take these into physical versions that are ready to be playtested by the children at the end of term.

We are looking for an experienced designer, who is also able to oversee/manage the print or production of the prototype board game.

### You will need:

- Design experience
- To be able to produce two high quality, playable games prototypes
- Willingness to work to the brief set by our young writers, overseen by our Head of Community Programmes
- To be available to finish the project ready for our young people to play their prototyped games by Friday 5th December 2025

**Please send us:**

- Examples from two projects that showcase skills relevant to the above brief, including indication of the total project budget for each
- 1-2 paragraphs (or short video clip) introducing yourself, explaining what attracts you to the project, what you think you would bring, and any initial thoughts about how you would approach it
- Current CV / link to your website, linkedin or portfolio

**Details**

£1,200 fixed fee, inclusive of VAT.

Up to £300 budget for print/materials.

Our programmes and shop proudly serve a wonderfully diverse east London community. We particularly welcome candidates who define themselves as:

- Black, Black British Caribbean and Black British African
- Asian and Asian British
- Turkish
- Mixed Ethnicity
- From our local area (Hackney, Tower Hamlets and Islington)
- Working class
- Disabled

**Timeline**

Deadline for expressions of interest: **3rd October 2025.**

Successful candidate contacted by: 10th October 2025.

Design briefs supplied by Ministry of Stories by: 10th November 2025.

Concept designs supplied by artist for approval by: 17th November 2025

All written / game content supplied by Ministry of Stories by: 24th November 2025

Make completed/delivered by: 5th December 2025.

Please send expressions of interest to [jobs@ministryofstories.org](mailto:jobs@ministryofstories.org), with the subject line 'Playable Writing - Design Brief'.