

Development Editor: Journal of Sound and Music in Games
Society for the Study of Sound and Music in Games

The *Journal of Sound and Music in Games* (JSMG) was successfully launched in 2020 and has published three rich and varied volumes. It has been approved for indexing by SCOPUS, an endorsement of its quality and vitality. Now, the journal is recruiting an additional editor to increase JSMG's capacity to further make good on its aim to encompass all aspects of, and approaches to, sound and music in games. Games are understood here in the widest sense, including non-digital games, childhood games and ludic approaches to music and sound.

Job Description

The main purpose of this role is to increase the journal's engagement with new topics, disciplines and audiences, while sustaining and cultivating the audience the journal has already established. The holder of this senior post will be able to significantly shape the direction of the journal and inform the work of the charitable Society on a wide-ranging and strategic level. This is an executive role and does not involve manuscript editing or processing duties.

Working closely with the Editors in Chief, the post-holder will:

- > Network with academic communities to solicit manuscripts, support the development of special issues, improve the journal's visibility in allied subjects, and learn how the journal can best serve the needs of academic communities.
- > Network with professional practitioners to solicit contributions, improve the journal's visibility, and understand how the journal can serve the needs of professional communities.
- > Support members of the journal's editorial board. This will include encouraging board members to liaise with new audiences/communities, and to pursue new avenues and formats of research communication. The editor will also help to identify new members of the board to reflect the developing research landscape.
- > Identify themes and personnel to deliver special issues, features, roundtables and other contributions, especially for the purposes of
 - Developing new disciplinary and professional dialogue,
 - Engaging with new topics not yet covered by the journal,
 - Supporting and developing emerging research,
 - Reaching new geographic audiences, and
 - Advancing the Society's aims and objectives, particularly with an attention to questions of equity, diversity and inclusion.
- > Continue to enhance the journal's visibility and engagement with the audience it has already established.

> Inform the strategic decisions of the journal and Society, including, where appropriate, devising new initiatives connected to the journal for the charitable aims and purposes of the Society.

> We expect this post to take approximately 5 hours per month on average, with periods of more and less activity across the year.

Person Specification:

> There is **no expectation** that the post-holder would be a specialist in video games, nor that they would be from a musicological or sound studies background. We encourage applications from any disciplinary background, any subject area, and from an industry and/or academic background to apply.

> A good, general understanding of the current research landscape of game sound and music is essential, or the post-holder should demonstrate the ability to quickly acquire this understanding.

> Candidates do not need to have engaged with the journal before, nor is an extensive list of publications or professional credits required, but candidates do need to demonstrate an enthusiasm and commitment to the subject of sound and music in games.

> No experience of editing is required, but a good understanding of journal processes is beneficial.

> “Alt-ac” applicants, who lead active research lives in parallel with separate professional lives, are encouraged to apply.

> We encourage applications from groups underrepresented in academic contexts to apply, including those with underrepresented racial identities, those living with disabilities, and those with trans (binary and non-binary) gender identities.

> There is no expectation that the post-holder would be a native English-speaker, but they should be comfortable collaborating with an Executive Committee whose primary shared language is English.

> Good networking skills and personal communication skills are vital, and form the backbone of this post. A proactive attitude and good teamworking skills are also essential.

> Candidates with experience of working and networking in a multidisciplinary context, and/or across commercial and academic spheres are particularly well-suited to this post.

> Travel is not essential to this post, but the post-holder will be expected to engage in conferences and symposia (etc.) for the purposes of representing and enhancing the journal. They will join quarterly virtual meetings of the Executive Committee of the Society for the Study of Sound and Music in Games, as well as the annual Editorial Board meetings.

> While there is no specific remuneration for the post, expenses associated with the work of the role will be reimbursed.

Application Process

To apply for this post, please send an email to jsmg@sssmg.org with:

> A covering letter (either in the body of the email or as an attachment) outlining your motivation for applying for the position and responding to the above Job Description and Person Specification.

> A CV/resume (as an attachment).

Please submit your expressions of interest by 30th September 2022.

The Editors will be delighted to respond to informal enquiries and answer any questions. They can be contacted via jsmg@sssmg.org.