

Director of Gaming and Developer Experiences

(Reports to Show Runner or Executive Director)

Operational Parameters & Management Scope – Volunteer Position –

1. Core Departments Managed

This director oversees all interactive, competitive, and developer-driven experiences that occur on the gaming floor or in designated panel spaces — including tournaments, workshops, and demos focused on gaming and technology.

Department	Description	Sub-Leads / Key Roles
Board Games	Manage tabletop gaming library, tournaments, and open play supervision.	Tabletop Lead
Trading Card Games (TCG)	Oversee organized play, judging coordination, and prize logistics.	TCG Coordinator
Video Game Tournaments	Supervise console and PC tournaments, finals, and livestream integration.	Esports Manager
LAN / BYOPC Zone	Manage participant check-ins, networking setup, and system performance.	LAN Coordinator
Indie Developers	Oversee demo scheduling, booth layouts, and developer communications.	Indie Dev Liaison
Panels & Workshops (Gaming/Development)	Curate educational and technical sessions with industry experts and creators.	Workshop & Panel Lead

2. Decision Authority Parameters

This person has creative and operational control within the following boundaries:

Area	Authority Level	Notes
Tournament Rules & Formats	Full authority to define and approve rulesets for all tournaments.	Must meet publisher or league standards.
Panel & Workshop Selection	Full authority to curate, approve, and schedule within gaming/development themes.	Coordinate with Programming Director to avoid overlap.

Indie Developer Scheduling	Authority to assign booth times, demo slots, and layouts.	Vendor Relations approves final passes.
Prize Recommendations	Can recommend winners and prize distributions.	Finance processes awards.
Technical Requirements	May define AV, power, and network needs.	Operations executes implementation.
Volunteer Assignments	Can request and direct volunteers within assigned areas.	Works through Volunteer Coordinator.

3. Performance & Success Metrics

Each festival year, this role is evaluated on measurable outcomes related to gaming quality, participant satisfaction, and logistical execution:

Metric	Target Example	Source
Total Tournaments / Workshops / Panels	40–60 combined	Event Scheduler / Zoho Backstage
Average Player / Attendee Satisfaction	90% positive rating	Post-event survey
LAN and Network Uptime	99% during event hours	Operations / IT reports
Indie Developer Retention / Rebooking	75% positive feedback or return rate	Developer surveys
Zero “Late Cancel” Rate for Gaming Events	100% adherence to final schedule	Ops & Stage reports

4. Pre-Event Planning Milestones

Timeline	Milestone	Deliverable
January 2026	Open gaming, tournament, and developer panel submissions.	Launch forms & outreach templates.
Feb 21st 2026	Draft event grid and preliminary tournament / workshop lineup.	Version 1 of schedule.
March 1st 2026	Finalize all gaming, workshop, and Indie Developer bookings.	Locked grid sent to Marketing.
June 15th 2026	Publish public schedule and finalize signage.	Content approved by Marketing.
Event Week	On-site coordination, issue resolution, and post-event wrap.	Daily ops reports.

5. Interdepartmental Interfaces

This director collaborates across departments to ensure cohesive festival execution:

- With **Operations Director**: Space layouts, power access, AV, and network setup.
 - With **Marketing Director**: Publicity materials, livestream schedules, and sponsor promotion.
 - With **Vendor Relations**: Indie Developer booth coordination and floor planning.
 - With **Programming Director**: Cross-department alignment on overlapping content.
 - With **Volunteer Coordinator**: Staffing for gaming areas, judges, and check-in teams.
 - With **Finance Director**: Budgeting for prizes, reimbursements, and developer support.
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6. Out-of-Scope Boundaries

To avoid overlap or confusion:

- No direct control over vendor booth placement or sales agreements.
 - No involvement in security, ticketing, or financial processing.
 - Cannot approve new sponsorships or advertising deals.
 - Cannot alter published marketing materials without coordination.
 - Not responsible for venue contracts or insurance compliance.
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7. Documentation & Reporting

- Must maintain a **Gaming & Developer Master Sheet** (Zoho / Excel) tracking all tournaments, workshops, and developer sessions.
- Submit **quarterly updates** to the Executive Director.
- Complete a **Post-Event Review Packet** including attendance data, tech metrics, and future recommendations.