**Future Artists Programme:**  
***Building Worlds for Play* with Nick Murray**

Thank you for your interest in the Future Artists Programme: Building Worlds for Play with Nick Murray workshop series. The answers that you give in this application form will help us to select the participants for the programme.   
  
We are happy to accept applications in a format that suits you. If you would prefer to submit your application as a video (max. 5 minutes) or voice note (max. 5 minutes), please submit your recording to engagement@somersethouse.org.uk or via WhatsApp to Sophie @ +44 (0) 7774 048 882.  
  
**About the programme:**

Building Worlds for Play with Nick Murray is a collaborative artist development programme for underrepresented young creatives ages 16-25 who are eager to collaborate with like minded individuals and explore their artistic potential in game making. This programme is divided into two chapters of four workshops (one for ages 16-18 and one for ages 19-25) followed by a 2-day Game Development Weekend where all participants will come together to collaborate and create games that will be given a public platform at Somerset House’s 25th Birthday weekend on Saturday 13 and Sunday 14 September 2025  
  
Led by award-winning producer, game-maker, and artist Nick Murray, along with guest facilitators, Building Worlds for Play with Nick Murray is an introduction to the world of innovative game-design, interactive media, and storytelling. Participants will play, engage in multidisciplinary creative practices (learning the basics of digital game-making, narrative design and tabletop game design), build confidence and develop their creative skills. Throughout the programme, participants will explore the world of interactive media and storytelling and will develop their own ideas in response to the insights, practices and approaches explored through the programme.  
  
**Dates:**  
**Chapter 1 (Ages 19-25):**

* Wednesday 28 May; 6.30pm-9pm
* Wednesday 11 June; 6.30pm-9pm
* Wednesday 25 June; 6.30pm-9pm
* Wednesday 9 July; 6.30pm-9pm

**Chapter 2 (Ages 16-18):**

* Wednesday 23 July; 3pm-5.30pm
* Wednesday 6 August; 3pm-5.30pm
* Wednesday 20 August; 3pm-5.30pm
* Wednesday 3 September; 3pm-5.30pm

**Chapter 3: Game Development Weekend (Ages 16-25):**   
This weekend is only open to participants who have taken part in the 4-session programme

* Saturday 6 and Sunday 7 September; 10am-5pm

**Somerset House Birthday Weekend (Public sharing of work):**

* Saturday 13 and Sunday 14 September; 10am-5pm

**Location:** Somerset House, Strand, London, WC2R 1LA   
  
**Cost:** FREE  
  
**Application Deadline:** Tuesday 29 April, 9am

**Section 1**

**Personal Details**

1.Full name

2.What are your pronouns?

Her/She/Hers

Him/He/His

They/Them/Their

Prefer not to say

3.Your email address:

4.Phone number

5.Which city or town in the UK do you live in?

6.Which Chapter are you applying for?

Chapter 1 (Ages 19-25, May-July)

OR

Chapter 2 (Ages 16-18, July-September)

7.Are you available to attend the Games Development weekend on Saturday 6 and Sunday 7 September?   
  
*This weekend will be an opportunity to further your learning and develop a game which will be shown at the Birthday weekend on Saturday 13 and Sunday 14 September 2025. We hope that you can attend this unique opportunity but if you are not able to attend, this will not affect your eligibility for the programme.*

Yes, I am able to attend the Games Development Weekend

OR

No, I am no available to attend Games Development Weekend

8.What is your date of birth?

Please input date (dd/MM/yyyy)

9.If you are invited to Somerset House, do you have any access requirements that we should be aware of?

Yes

No

10. If yes, please let us know how we can best support you during your time on the programme

For full details on accessibility at Somerset House, please visit our website: www.somersethouse.org.uk/accessibility

11.How did you hear about this opportunity?

Tik Tok

Instagram

Upgrade Yourself Newsletter

Word of Mouth

Community Group

The Dots

Arts Admin Newsletter

School/college

University

If you answered Community Group/School/College/University/Other, please give us their name

**Section 2**

**Application Questions**

Please answer the questions in a format that suits you. We welcome you to use sentences or bullet points

12.What excites you about the programme?

Please tell us about the areas of the programme that you are most excited about and areas that you’d like to explore.   
  
You are welcome to answer in bullet points or in a format that suits you. Please write no more than 200 words.

13.For this programme, it is important that you are open to working collaboratively with other participants. Please tell us about a time when you worked closely as a creative team to produce a piece of work

This could be a project at school/college/university, a personal project or previous experience on a programme/community group.   
  
You are welcome to answer in bullet points or in a format that suits you. Please write no more than 200 words.

14.  
Please tell us how you like to express yourself creatively   
Required to answer.

We'd like to hear specifically about your interests in any of the following subjects:   
  
· Game-design (physical or digital)  
  
· Storytelling and narrative   
  
· Interactive Media  
  
You are welcome to answer in bullet points or in a format that suits you. Please write no more than 200 words.

15.How will this opportunity support your creative interests and journey?

You are welcome to answer in bullet points or in a format that suits you. Please write no more than 200 words.

16.Please share any links to examples of your work. These can be on social media or links to a website. If you'd like to send us a PDF, portfolio, audio or film clips, please send these to engagement@somersethouse.org.uk and reference your name in the subject line.

**Section 3**

**Applicant's Data**

17.Which stage are you at in your creative career? Required to answer. Multiple choice.

Hobbyist; I’m creative in my spare time

Studying creative subject at school, college, university

Unemployed and looking for a creative career

Working in another sector and trying to break into the creative industry

Freelancer in the creative industries

Employed in the creative industries

Working within the creative industries but looking for progression / career change

None of the above

Prefer not to say

18.This programme will prioritise people from underrepresented backgrounds particularly those from lower socio-economic backgrounds. If you are unsure if this applies to you, please read the guidance below:

- Ethnically diverse and/or Global Majority

- Living with a disability

- Working class and/or from a lower socio-economic background\*\*

- LGBTQIA+ and/or non-binary

*\*\*Fair access to working in the arts remains one of the most urgent issues facing the sector today, with those from lower socio-economic backgrounds still vastly underrepresented amongst the artists and employees of UK theatres, festivals, galleries and arts organisations of all kinds. Our team has drawn from Jerwood Arts’ ‘SOCIO-ECONOMIC DIVERSITY AND INCLUSION IN THE ARTS A TOOLKIT FOR EMPLOYERS’ to define how to determine who falls into this category. We acknowledge this needs work and often, things aren’t always black and white, for now this is the framework we are using to determine this;*   
*Some questions that might help define lower socio-economic background:*   
*1.Type of school attended at age 11-16*   
*2 Were you eligible for Free School Meals (FSM)*   
*3 Did your parents go to university?*   
*4 Parents occupation when you were aged 14*   
*5. Did your parents receive income benefits for a long period?*   
*6. Were your parents unemployed either for long periods of time or intermittently?*

Please tell us if any of the below apply to you: Required to answer. Multiple choice.

* *Working class and or from a lower socio-economic background*
* Ethnically diverse and or Global majority
* Differently abled or Living with a disability
* LGBTQIA+ and or non-binary
* Neuro-divergent
* None of the above

19.We also acknowledge that people face barriers in many ways not mentioned above, including:

- Affected by a long-term health condition or impairment

- Affected by homelessness

- Care-leaver/carer

- Unemployed and/or have received welfare benefits

- Migrant or refugee status

Please tell us if any of the below categories apply to you:

Affected by a long-term health condition or impairment

Affected by homelessness

Care-leaver or carer

Unemployed and or have received welfare benefits

Migrant or refugee status

None of the above

20.We are open to hearing from anyone who considers themselves to be underrepresented in the creative sector. If not listed above, please let us know how you identify as underrepresented (optional):