

## **Graphic Design Intern – Special Project**

The Santa Monica Mountains National Recreation Area is looking for an intern to assist with the graphic design for a novel card game which we are currently developing.

This game is based on the plants, animals, and ecology of the Santa Monica Mountains National Recreation Area. Our target audience is middle school and high school students, ages 12-18. This game is aimed at outdoor recreation and education programs, classroom environmental education programs, and also families and individuals interested in social or casual games. The cards will be available at the visitor centers of the southern California National Park Service Units and through local conservation and education groups such as the California Science Center and the Santa Barbara Botanic Garden.

The design intern will mainly work to refine the basic design template for the cards, in order to make them both aesthetically appealing and easy to understand. Depending on needs and time, the intern may also help in designing the packaging for the game (e.g. box art), in taking and editing photographs for game cards, and in developing icons and illustrations for use in the game.

This internship offers a unique opportunity to work with the National Park Service in developing an educational outreach tool that will have high visibility in the southern California environmental education and outdoor recreation communities. The intern will be credited with any original work (art, design, layout, etc.) adopted for the project. The intern will be able to use the project to obtain practical experience to apply design theory and artistic vision to a real project.

Additional projects are also available to produce plant informational flyers for the visitor center.

### **Major Duties:**

- Refine the digital design for the ecological card game.
- Assist in researching and selecting appropriate photographic materials for individual cards.
- Assist with web design for game site.
- Depending on intern interests, complete layouts for plant informational flyers for the park visitor center.
- Depending on needs and interests, may provide some original artwork for use in the game.

### **Requirements:**

- Intern must be a US citizen or permanent resident of the US.
- Knowledge of design principles obtained either as a second-year upper-division student with a Graphic Design or related major or at least two years of equivalent work experience.

- Knowledge of desktop publishing programs on a Mac platform including QuarkXPress/InDesign, Photoshop, and Illustrator. Some knowledge in Flash and Dreamweaver preferred but not required.
- Detail-oriented and excellent organizational skills.
- Familiarity with collectible card games desirable, but not required.
- Ability to work well both independently and as part of a team.
- Valid driver's license is required. Must have own transportation to and from worksite.

**Work Site and Conditions:**

- Intern will work primarily indoors at Park Headquarters in Thousand Oaks. Macintosh and/or PC computer, peripheral devices such as scanners, and associated software programs will be provided by the park.
- Time commitment is at least 8 hours per week, weekdays preferable however, if desired, weekend work can be negotiated. Internships of 3 months are preferred, but can be extended if desired.
- A fingerprint check may be required.
- A small stipend (\$20 per full work day) is usually available.
- No housing is available for this position.

To apply send letter of application, resume, three references and unofficial transcript by email to [sheila\\_braden@nps.gov](mailto:sheila_braden@nps.gov) or regular mail to Sheila Braden, National Park Service, 401 West Hillcrest, Thousand Oaks, CA 91360. For additional information contact: [sheila\\_braden@nps.gov](mailto:sheila_braden@nps.gov)

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