



Toontown Rewritten Game Design User Experience (UX) Designer Application

Thank you for showing interest in becoming part of the Toontown Team! Before you start filling out this application, there are a few things you should know:

1. **Toontown Rewritten is a volunteer effort.** No income or salary is provided as compensation for anyone's involvement.
 2. **UX Design is more than about how interfaces look; it's about how they work.** This is achieved by creating wireframes, storyboards, and documents that convey the design of logic, layout, and flow for various interfaces in and out of Toontown.
 3. **Toontown is a game for all ages and backgrounds, which can create unique accessibility challenges.** It's important to understand the needs of all potential Toontown players to design interfaces that are simple to understand, easy to navigate, and inherently fun to interact with for all types of people based on best practices in accessibility.
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As a User Experience (UX) Designer for Toontown Rewritten, you will be working to understand accessibility problems and impediments to the player experience, as well as designing user interfaces in collaboration with other team members. This position does not require any artistic or programming knowledge, however these skills are useful and welcomed!

We are searching for designers who have a strong understanding of best practices for user interfaces in games, websites, and software who can work with our art and programming teams to improve our existing interfaces and create brand new ones.

Position Requirements

- Must be at least 13 years of age.
- Have a firm understanding of best practices for interface design.
- Knowledge to create wireframes, storyboards, and/or prototypes for UX design.
- Ability to predict, identify, and resolve UX issues that could result in poor player experiences.
- Must be the primary owner of the computer used for sharing confidential files.
- Have time to dedicate for communication and discussion on top of the time used for UX design.





To submit your application, please copy the questions below into an email (and answer them, of course!) then send your email to support@toontownrewritten.com. After we receive your email, we'll follow up within a few days and will file away your information until the position is open for recruitment.

About You

- What is your first name, and preferred name?
- What is your date of birth?
- Is English your first language?
- Can you tell us a bit about yourself?
- What team values are most important to you based on your past and/or current experience working in a collaborative environment?
- What do you think you can bring to the table as a UX Designer?
- Do you have any multidisciplinary skills (programming, art, creative writing, pie baking, etc.) outside of UX Design?

Toontown

- Please list your Toontown Rewritten account username(s).
- Do you have any previous infractions (warnings, suspensions, terminations, loss of ability to use SpeedChat+ or submit names) on any of your accounts? If so, what are they?
- How often do you play Toontown Rewritten?
- Are you an active member of any Toontown-related websites or communities outside of the game? If so, where can we find you? Direct links to your profiles would be great!
- How did you hear about Toontown Rewritten hiring?

Design Experience

- Do you have any previous experience with UX design?
- What sort of UX design software or resources are you familiar with?
- What do you think is Toontown's biggest UX design flaw (across the game, website, launcher, etc.), and how would you fix it?
- Do you have a portfolio or any other place where we can see your talents? We would be glad to see any of your previous design work!





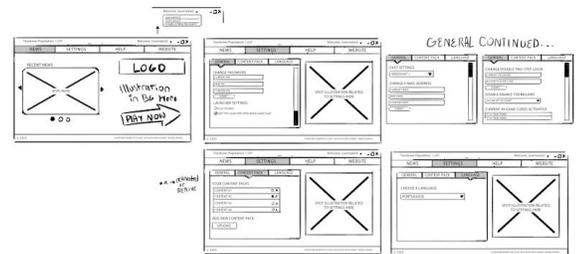
Availability

- What timezone are you in?
 - When are you usually available on your computer?
 - How much time can you commit to your job as a UX Designer per week?
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This application also contains a required challenge to be submitted with it. Please attach your challenge to your email in a PDF, JPG, or PSD format.

Required Challenge

Has applying to this position given you any ideas about an interface for Toontown? This is your chance to show your ideas! We would like to challenge you to design a basic interface for something in or out of Toontown that you would be excited to create. This could be a redesign of an existing interface, or something completely brand new that doesn't exist yet! The interface you design should have an element of user interactivity incorporated (not just conveying information).



Here are a few examples:

- An in-game interface for new or existing content
- Something to add or change for the Toontown Launcher
- Interface for a new page, section, or function of the Toontown website
- A page, section, or function of a theoretical Toontown app
- *Anything else you can think of!*

When submitting your challenge, include the following elements:

1. Wireframe, mockup, or basic prototype to show the layout of your interface.
2. Storyboard or flowchart to demonstrate the functionality of your interface.
3. A brief explanation of your thought process while designing the logic, layout, and flow of this interface.

(Continued on the next page.)





Last thing: Have fun with this challenge, but don't go overboard! We're only looking for a simple demonstration of your talents and thought process, and we don't want you to feel pressured to do something massive. We know that there's always a sense of paranoia with applications to do something big, but trust us, this is just meant to be a small challenge! No artwork or programming is required.

Thank you for taking the time to apply for Toontown Rewritten!

You *ARE* Toon Enough!

