LIFF FREELANCE PROGRAMMER ROLE DESCRIPTIONS

Role 6: Programmer, World Animation Competition

Links for reference
[LIFF SHORTS 2023 programme guide](#)
[LIFF 2024 submissions page on Filmfreeway](#)

Summary The Academy Award-qualifying World Animation Competition was launched at LIFF in 2000. Two or three programmes are selected from around 500 animated short film submissions. The competition is judged by a jury and has a cash prize of £1000 for the winning filmmaker. The main purpose of the role is to view, consider and shortlist assigned animation submissions and make the final selection with the World Animation team. The work of the role also involves helping to select other animation programming for LIFF.
Number of role openings available 2.
Level of experience required 1 role opening for those with intermediate experience, 1 role openings for those with limited or no experience.
Role location Remote working.
Applicant location We will consider international as well as UK-based applicants.
Days and period Total of 10 days, May to August, each year in 2024 and 2025.
Working pattern Work for this role can be carried out at variable times of day or days of the week if preferred. Each paid working day is 8 hours, but it can be split up – for example, 8 hours over two days. Some daytime weekday availability is required.
Fee £115 per day intermediate experience, £100 per day limited or no experience.
Contract A freelance programmer contract for 2024 and 2025 - terms and conditions apply.
Role supervisor LIFF Director.

Responsibilities
These are the main responsibilities and there may be additional minor ones:

- View and consider assigned animation submissions on Filmfreeway; add flags, ratings and any comments; contact filmmakers if any issues with film screeners.
- Liaise with other programme teams if a submission is more suitable for their consideration. Recommend submissions that may be suitable for other programming – for example, before a feature or as part of a non-competitive selection.

- Make a shortlist from the assigned animations. View and consider the shortlisted animations of other World Animation team members.
- Make the final selection of animations with other team members, including finalising the inclusion and order of animations within each programme. Jointly maintain a shared spreadsheet for shortlisting and final selection.
- Help to research and programme animated feature films and other animation at LIFF, for example archive features or a non-competitive shorts programme.
- Write the promotional summary for one of the programmes and a short synopsis of each animation in that programme for the LIFF SHORTS guide and the website.
- Support the development of animation at LIFF with audiences and within the film industry – for example, help promote the competition among animation networks.
- Attend online meetings with the team. For those with limited or no experience, also attend online mentoring meetings with the role supervisor.

For guidance, the 10 days will include about 7 days of viewing and considering animated films, and about 3 days for other responsibilities. Some of the initial viewing will be of LIFF 2023 short film selections for reference.

In addition, freelance programmers will be expected to:
- Be aware of and support difference and equality for all, working in an anti-discriminatory manner, upholding our equality and diversity policies.
- Recognise and appropriately challenge any incidents of racism, bullying, harassment, victimisation, and any form of abuse, reporting any concerns.

Requirements
These are the essential requirements for applying for the role – where a requirement is desirable rather than essential, this will be indicated:
- You are passionate about film culture and you are interested in working in film.
- You are especially interested in programming animation and supporting the work of filmmakers who are underrepresented.
- For the role opening for those with intermediate experience
- If you are applying for the role opening for those with intermediate experience:
  o You have at least one year of experience regularly programming new films in official roles for festivals and/or cinemas. You have programmed short films for at least one competition or non-competitive selection and you have considered many film submissions – pre-selection experience only is not eligible.
- You have good organisational and time-management skills.
- You can work independently and as part of a team.
- You can work to tight deadlines.
- You can use digital tools and platforms for viewing films and for working with databases and spreadsheets.

- You have good awareness and knowledge of contemporary film culture, and you regularly seek out and watch new independent films, including animated features and shorts.