



Verse Magazine: Graphic Designer

About Verse:

Verse Magazine provides the UniSA student community with the opportunity to connect, engage with one another, showcase their work and assist in skill development.

The magazine editorial team consists of a Head Editor, Comms & Digital Editor and Graphic Designer. The magazine consists solely of UniSA student work and sees a wide range of contributions in the form of poems, art, travel stories, reviews, opinion pieces and more. This is on top of regular segments including vox pops, feature artists and graduate interviews.

Six editions of Verse are printed throughout the academic year. Content from the magazine, as well as additional unique content, is shared weekly through the numerous online Verse platforms.

Graphic Designer Role:

The Graphic Designer is responsible for curating, constructing and creating the visuals for all six editions of Verse Magazine for 2019. This role requires a willingness to take on the large amount of responsibility, and ability to work quickly and efficiently under pressure. The Graphic Designer must work closely with the Head Editor to create consistency between the written and visual aspects of the magazine. This role requires strong creative problem solving and forward planning, in particular in regards to sourcing student artwork. The Graphic Designer must strive to actively listen and connect with the broad student body of UniSA.

Desirable Role Qualities and Skills:

- Forward planning and organisational skills
- Innovation and drive
- Strong communication skills
- Creative problem solving skills
- Great attention to detail
- Extensive experience with Adobe suite software
- Ability to create unique visual content from scratch
- Ability to work under pressure and meet short deadlines

Graphic Designer Core Responsibilities:

- Working collaboratively with the editorial team:
 - Liaising with Head Editor regarding consistency of aesthetics and written content
 - Liaising with the editorial team regarding magazine aesthetics including cover art
 - Liaising with communications editor regarding artwork submission call-outs

- Using the style guide and magazine template to create the layout of each edition of the magazine in InDesign
- Constructing the magazine with the articles as supplied by the editorial team.
- Selecting imagery for the magazine from student submissions, other sources or creating artwork.
- Working closely with the Head Editor and Comms & Digital Editor to ensure all deadlines are met as per the 2019 production schedule.
- Liaising with art students and the Design and Art schools to gain student artwork submissions.
- Working with editorial team to select topics for submissions call-out.
- Interacting with and building relationships with contributors and readers of Verse Magazine both in person and online.
- Assisting the Comms & Digital Editor to produce visual content for communications.
- Working with the USASA production consultants to ensure artwork is to the printer on time.
- Working with the Head Editor to determine students for 'Imag[in]e' and conducting interview. Alternatively, delegating interview responsibility.