

**FREELANCER CATEGORIES**  
**OCTOBER 2020**

**FREELANCER CATEGORIES – GENERAL**

No	Category	CMA Definition
1.	<b>Acting coachNEW!</b>	An individual who is a qualified teacher specializing in training performers (film, television and/or theatre) to improve their performances/skills and prepare for auditions (including a voice/speech/dialect specialist coach).
2.	<b>Actor</b>	An individual that acts by portraying a character in a performance (e.g. film, TV, theatre, commercial or event) as a profession.
3.	<b>Animator</b>	An individual skilled in creating images and/or animation for television, motion pictures, video games and/or other animation design.
4.	<b>Archive producerNEW!</b>	An individual who works with producers and editors on segments of programmes to determine archival needs and help shape story narrative from development onwards. Experienced in negotiating deals with archive suppliers and organizing and managing large archive projects.
5.	<b>Artist NEW!</b>	An individual specialized in one of the visual or fine arts such as painting, sculpting and/or singing and/or dancing as a profession.
6.	<b>Art Director</b>	An individual that works with studios and executive producers to create the overall visual appearance and "look" of a production.
7.	<b>Assistant / Associate Producer</b>	An individual that reports to the producer and assists with script development, artist relations, finding participants, and general production logistics.
8.	<b>Assistant Director</b>	An individual responsible for tracking daily progress against the production schedule; arranging logistics; preparing daily call sheets; checking cast and crew; and maintaining order on the set.
9.	<b>Brand ConsultantNEW!</b>	An individual that creates and designs brand strategies, brands and identities for companies and products.

No	Category	CMA Definition
10.	<b>Broadcast Engineer</b>	An individual that works with hardware and broadcast systems that are used across television, radio and new media.
11.	<b>Broadcast Graphics Designer</b>	An individual skilled and experienced in designing 2D and 3D broadcast graphics.
12.	<b>Boom operator NEW!</b>	An individual responsible for capturing sound during each take by ensuring accurate microphone placement and suspending a boom mic above the shot with a boom pole.
13.	<b>Casting Director NEW!</b>	An individual that supervises the casting of dramatic productions including, but not limited to: locating talent; coordinating casting calls/auditions; selecting actors for roles; and liaising with directors/producers in respect of all casting decisions.
14.	<b>Camera Assistant</b>	An individual who is skilled and experienced in assisting the camera operator in productions, either studio based or location based.
15.	<b>Camera Operator</b>	An individual skilled and experienced in operating video cameras for productions, either studio based or location based. Specialisms can include Crane Operator and Steadicam Operator.
16.	<b>Choreographer NEW!</b>	An individual who composes the sequence of steps and moves for a performance of dance as a profession.
17.	<b>Colorist NEW!</b>	An individual who contributes to the mood, look and feel of a film/program by defining its colours. The individual creates looks in collaboration with the director, DOP and production operatives and applies them by using the appropriate tools in color grading. The individual must be a specialist in colour design and manipulation of motion pictures in post-production.
18.	<b>Composer</b>	An individual that composes original music.

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19.	<b>Concept Designer</b>	An individual that assists the designers in conceptualizing ideas for the construction of props, scenery, costumes, and visual effects elements.
20.	<b>Copywriter</b>	An individual responsible for preparing the words, slogans and/or script to promote products, companies and individuals and/or to be used in advertising and other promotional materials.
21.	<b>Costume Designer</b>	An individual responsible for researching and designing the costumes and accessories for the actors and actresses and overseeing the making, fitting, acquisition and rental of all wardrobe items.
22.	<b>Creative Director</b>	An individual skilled in multiple creative disciplines that is responsible for bringing together all of the creative ideas and concepts for the production and managing the creative team.
23.	<b>Digital imaging technicianNEW!</b>	An individual in the camera department that is skilled in digital camera settings, systemization, signal integrity and image manipulation to ensure the highest digital quality of images in a production.
24.	<b>Director</b>	An individual responsible for the creative decisions of a production. All technical heads of department report to the director.
25.	<b>Director of Photography</b>	An individual that works closely with the director in translating the screenplay into moving images. Orchestrates the lighting, framing and shooting of the production and is ultimately responsible for all production photography.
26.	<b>Editor: Audio/Video</b>	An individual skilled and experienced in audio/video editing.
27.	<b>Editor: PublishingNEW!</b>	An individual experienced in providing, developing and amending the content of professional writing (such as newspapers, magazines, novels) from all genres prior to their final publication.
28.	<b>Event Manager</b>	An individual experienced in planning and executing events, taking responsibility for the creative, technical and logistical elements. This includes, but is not limited to overall event design, brand building, marketing and communication strategy, audio-visual production, scriptwriting, logistics, budgeting, negotiation and client service.

No	Category	CMA Definition
29.	<b>Executive Producer</b>	An individual hired by a broadcaster, studio or production company to help manage every aspect of production. The executive producer is the highest level of producer on a show. In television, this individual can be the series creator.
30.	<b>Floor Manager</b>	An individual skilled and experienced in managing studio shooting floors, maintaining the smooth operation of production and being the link between the director in the gallery and talent on set.
31.	<b>Focus puller NEW!</b>	An individual responsible for maintaining the camera lens' focus and ensuring a sharp image.
32.	<b>Foley Artist NEW!</b>	An individual who re-creates sounds for film, video, and other media in post-production to enhance audio quality.
33.	<b>Gaffer</b>	An individual skilled and experienced as chief electrician on a shoot, responsible for all lighting equipment.
34.	<b>Gallery Operator</b>	An individual skilled and experienced in the operation of CG equipment, VT machines, and/or autocue and video prompting from the production control room.
35.	<b>Graphic Designer</b>	An individual experienced with particular design programs such as Quark Xpress, FreeHand, Illustrator, Photoshop, 3D Studio, Acrobat, Director, Dreamweaver, HTML/FLASH, and has a solid understanding of digital advertising.
36.	<b>Grip</b>	An individual skilled and experienced in setting up a camera dolly, laying dolly tracks and moving the camera along the track.
37.	<b>Hairdresser</b>	An individual skilled and experienced in hairdressing for productions.
38.	<b>Journalist</b>	An individual skilled in collecting and publishing information on various subjects including, but not limited to current affairs, events, people, industry ongoings and trends.

No	Category	CMA Definition
39.	<b>Lighting Assistant</b>	An individual skilled and experienced in assisting the lighting operator with studio and/or location lighting setup and operation for productions.
40.	<b>Lighting Operator</b>	An individual skilled and experienced in studio and/or location lighting setup and operation for productions.
41.	<b>Line Producer</b>	An individual responsible for managing the budget of a film production. They may manage the day to day physical aspects of the film production.
42.	<b>Location Assistant</b>	An individual responsible for assisting the location manager and is on-set before, during, and after the filming process. General responsibilities include, but are not limited to arriving first at the location to allow the set dressers onto the set; maintaining the cleanliness of the location areas during filming and fielding complaints from neighbors.
43.	<b>Location Manager</b>	An individual responsible for finding and securing locations to be used for the production and coordinating the logistics, permits and costs involved.
44.	<b>Make-up Artist</b>	An individual skilled and experienced in make-up for productions and events. Specialisms include special effects make-up/prosthetics and HD make-up.
45.	<b>Media Consultant</b>	An individual skilled in advising clients on developing their media business and delivers media training.
46.	<b>Media Management Operator</b>	An individual responsible for technical issues relating to delivery systems as well as editorial requirements on a production.
47.	<b>Music DirectorNEW!</b>	An individual responsible for the musical aspects of a performance or production including, but not limited to supervising and directing the music selected for a film, television series or other production.

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48.	<b>MusicianNEW!</b>	An individual who plays a musical instrument as a profession.
49.	<b>Photographer</b>	An individual who combines artistic talent and technical skill to produce professional photographs.
50.	<b>Post Production SoundEditor</b>	An individual skilled and experienced in production sound mixing (using systems such as ProTools) and voiceover recording.
51.	<b>Post Production Supervisor</b>	An individual responsible for the post-production process, during which they maintain clarity of information and good channels of communication between the Producer, Editor, Supervising Sound Editor, the Facilities' Companies and the Production Accountant.
52.	<b>PR &amp; Communication /Marketing Consultant</b>	An individual who is a communications specialist who works as an intermediary between the public and an organization or business. The organization is dependent on the public relations consultant to effectively disseminate and communicate its mission, policies and goals to the public. Additionally, publicrelations consultants inform a business of the public's worries and expectations to help the business maintain a positive relationship with the public.
53.	<b>Presenter/ Commentator</b>	An individual responsible for introducing, hosting and providing commentary for programs and interviewing guests via all forms of media.
54.	<b>Producer</b>	An individual responsible for all aspects of the production, ranging from its creative development (including the appointment of the director) through to managing its budget. He/she is ultimately responsible for the management of all staff. Also includes games producers.
55.	<b>Production Accountant</b>	An individual responsible for keeping track of all financial costs and transactions incurred in a production. Works closely with the project manager in preparing preliminary budgets and monitors the budgetary status of the production. Generates a "hot cost" report that outlines where an episode is financially on a daily basis.

# هيئة الإعلام الإبداعي

CREATIVE MEDIA AUTHORITY

No	Category	CMA Definition
56.	<b>Production Assistant</b>	An individual who acts as an assistant to the director including but not limited to marking up camera scripts; controlling timings of the production; logging good and bad takes, calling shots (in drama and music production). Also acts as the point of contact with channel presenters in live shows.
57.	<b>Production chaperoneNEW!</b>	An individual qualified to work with children and is responsible for the care of children during production including on set and during travel between shooting locations.
58.	<b>Production Coordinator</b>	An individual who EITHER reports to the project manager, and is responsible for supervising administration and the finances OR acts as a liaison between the production office and the set/production crew – they are responsible for setting up the production and writer offices and the technical details relating to a production and making all first contacts for dates, locations, and fees.
59.	<b>Production Designer</b>	An individual who works closely with producers and the director to determine how they see the production, and by choice of colours, textures, and materials determines the overall "look" and contributes to the emotional tone of the production. Supervises the search of locations, designs sets, and oversees the drawing up of blue prints and the building and dressing of all sets.
60.	<b>Production Engineer</b>	An individual skilled and experienced in the operation and maintenance of studios and gallery technical equipment.
61.	<b>Production Interpreter/Translator</b>	An Individual who is skilled and experienced in language interpretation, especially one who translates speech orally or into sign language.
62.	<b>Production Manager</b>	An individual who coordinates and supervises all administrative, financial, and technical details of a production, assists the producer in hiring the technical crew and making all first contacts for dates, locations, and fees. During production, the production manager approves changes in scheduling and the budget and acts as an intermediary between the producer/management and the crew.

No	Category	CMA Definition
63.	<b>Production safety managerNEW!</b>	An individual responsible for ensuring that the production meets the relevant health and safety standards, which may be updated from time to time.
64.	<b>Production SoundAssistant</b>	An individual skilled and experienced in assisting the sound engineer with studio and/or location sound recording setup and operation for productions.
65.	<b>Production SoundEngineer</b>	An individual skilled and experienced in studio and/or location sound recording setup and operation for productions.
66.	<b>Production TransportAssistant</b>	An individual who assists the transport captain with any requirements.
67.	<b>Production TransportManager</b>	An individual who manages the use of the support vehicles, as well as the trucks and vans used to transport equipment.
68.	<b>Re-recording Mixer /Dubbing Mixer</b>	An individual who balances the sounds prepared by the dialogue, music and effects editors.
69.	<b>Researcher</b>	An individual who provides support to the producer and production team by suggesting ideas for programs; sources contacts and contributors; and collects, verifies and prepares information for film and television productions. Also assists with organizing, planning and researching the program. Also includes games researcher.
70.	<b>Screenwriter / Scriptwriter</b>	An individual responsible for researching the story, developing the narrative, writing the screenplay, and delivering it, in the required format, to the Producers.
71.	<b>Set Designer</b>	An individual responsible for the designing of sets for studio productions.
72.	<b>Set Rigger</b>	An individual responsible for the construction / rigging of production studio sets.



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73.	<b>Social Media Specialist</b>	An individual who builds and executes social media strategy through competitive research, platform determination, benchmarking, messaging and audience identification. Generates edits, publishes and shares daily content that builds meaningful connections and encourages community members to take action. Sets up and optimizes company pages within each platform to increase the visibility of a company's social content.
74.	<b>Software DeveloperNEW!</b>	An individual skilled and experienced in researching, designing, implementing and managing software programs (i.e. web or mobile platforms); identifying areas for modification in existing programs and subsequently developing these modification; and project managing software development including, but not limited to version control, adherence to timelines and meeting milestones.
75.	<b>Sound designerNEW!</b>	An individual responsible for providing any required sounds to accompany screen action. They work closely with the production mixer, sound supervisor, the editor, and the director to create original sound elements.
76.	<b>Special Effects Technician</b>	An individual that assists with creating special effects for a production.
77.	<b>Stunt Performer NEW!</b>	An individual responsible for performing and/or choreographing the stunt scenes in a production.
78.	<b>Technical Director</b>	An individual responsible for putting into action the commands of the director. Operates a switcher upon which he/she selects which camera or tape source will be seen at any given time. The technical director is also the head of the technical crew. They relay information to the crew such as meal breaks and represent the crew's needs on a variety of matters for the production. Works closely with the crew to ensure a high-quality response to a producer or director's needs.
79.	<b>Transmissions Operator</b>	An individual who develops and ensures a smooth delivery of services/feeds/streams and operates the live occasional broadcast environment including, but not limited to tape/server recordings, switching feeds, satellite/fibre downlinks and satellite and fibre bookings.
80.	<b>Production Stylist</b>	An individual skilled and experienced in contemporary and period styling for productions.

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81.	<b>Vision Mixer</b>	An individual skilled and experienced in mixing cameras in the Gallery for studio or outside broadcast productions.
82.	<b>Videographer</b> <b>NEW!</b>	An individual who combines artistic talent and technical skill to produce professional videos.
83.	<b>Voiceover Artist</b>	An individual whose voice will be used to create a voiceover.
84.	<b>Wardrobe Stylist</b>	An individual who selects the clothing for published editorial features, print or television advertising campaigns, music videos, concert performances, and any public appearances made by celebrities, models or other public figures.
85.	<b>Wardrobe/costume assistant</b> <b>NEW!</b>	An individual responsible for finding, making and looking after clothes and costumes used in theatre, film and television productions working under the direction of a Wardrobe Stylist and/or Costume Designer.
86.	<b>Web and App Designer</b> <b>NEW!</b>	An individual skilled and experienced in designing and creating all features of a website and/or application.
87.	<b>Web and App Developer</b>	An individual skilled as a programmer or software developer who specializes in, or is specifically engaged in, the development of websites and/or applications and/or gaming software
88.	<b>Writer</b> <b>NEW!</b>	An individual who is a professional writer and composes all types of literature and other written works for publication

**FREELANCER CATEGORIES – GAMING – NEW CATEGORIES**

No	Category	CMA Definition
1.	<b>Game Engine Developer</b>	An individual who is an experienced software developer and who specializes in, or is specifically engaged in, the development of gaming software and software development environments for building videogames.
2.	<b>Game Programmer</b>	An individual who is an experienced programmer and who specializes in developing codebases for video games or related software, which may include gameplay, audio, physics, artificial intelligence, graphics, or any other single area required to make a video game function.
3.	<b>Online Programmer</b>	An individual responsible for creating, debugging, maintaining and optimizing a game's online services/ensuring continuous play and the related tools that are used for the game's development.
4.	<b>Gaming Artist</b>	An individual skilled in creating artistic aspects for video games/mobile games including, but not limited to animation and characters in 2D and 3D for video games; visual effects; in-game rendered cinematics; and/or other animation design for the gaming industry.
5.	<b>Game Designer</b>	An individual skilled in creating the system of the game, the vision of the game including producing documents to explain game flow/functionality/design.
6.	<b>Creative Director - Gaming</b>	An individual responsible for the overall vision of the gaming product, which includes gameplay, visual style, story, audio assets, cinematics, and marketing materials. Experienced and knowledgeable regarding the gaming industry market and uses this knowledge to conceptualize games.
7.	<b>Art Director - Gaming</b>	An individual who is an experienced senior artistic director, ultimately responsible for the aesthetics of the finished game. This person supervises teams of artists, animators, and designers.
8.	<b>Event Manager – E-sports</b>	An individual who plans and executes the event, taking responsibility for the creative, technical and logistical elements of E-sports competitions, tournaments and/or gaming industry events. This includes overall event design, brand building, marketing and communication strategy, audio-visual production, scriptwriting, logistics, budgeting, negotiation and client service.

No	Category	CMA Definition
9.	<b>Marketing Artist</b>	An individual skilled as a graphic designer who creates and arranges images to communicate a message, including logo design, 3D design, product decoration, packaging, signs, identities etc.
10.	<b>Marketing &amp; Branding Consultant - Gaming</b>	An individual who consults on, creates and designs creative ideas to promote, build and revitalize brands and products for the gaming industry.
11.	<b>Gaming Industry Consultant</b>	An individual consultant who advises clients on developing their media strategies, media plans, marketing objectives with specific expertise in the gaming industry
12.	<b>Gaming Community Manager</b>	An individual responsible for managing and supporting the community of a particular game, E-sport, tournament provider or other area of gaming.
13.	<b>Social Media Influencer -Gaming</b>	An individual user on social media who has established credibility in the gaming industry through sponsorship, partnership, endorsement and/or who receives recurring/regular payment for posts and/or who has a large volume of followers and views of their content.
14.	<b>Video Game Producer</b>	An individual responsible for all aspects of video game production, ranging from assembling and managing a team of designers/artists/programmers to creative development as well as managing budgets. He/she is ultimately responsible for the management of all staff for the project.
15.	<b>Video Game Associate Producer</b>	An individual who reports to the Video Game Producer and assists with all aspects of video game production as required by the Video Game Producer.
16.	<b>Gaming Script Writer</b>	An individual responsible for researching the story, developing the narrative, explaining the environments, characters, details of different scenes, event triggers etc. and delivering it in the required digital format.
17.	<b>Video Game Composer</b>	An individual who composes music and does the sequencing, orchestrating and mixing for video games.
18.	<b>Gaming - Voiceover Artist</b>	An individual whose voice will be used to create a voiceover or sound effects for video-games.

No	Category	CMA Definition
19.	<b>Gaming Localization Specialist</b>	An individual experienced in localizing (including translation, cultural alterations etc.) video games.
20.	<b>VR /AR Specialist</b>	An individual who is experienced in the development and implementation of virtual reality and augmented reality technology.
21.	<b>VR/AR Artist</b>	An individual who is experienced in the production of VR/AR creative design, artwork and content.
22.	<b>VR/AR Programmer</b>	An individual programmer who specializes in developing VR/AR and related software, which may include audio, physics and any other single area required to enable VR or AR functionality.
23.	<b>Data Analyst – Gaming</b>	An individual responsible for providing and developing new insights and analyses that inform decisions and helps ensure that gamers continue to enjoy playing a particular game; coordinating and analyzing the efficiency of particular game events and/or game features; producing financial reports data; creating specific reports about new game content profitability; acting as a hub between the gaming industry's customer support, community management and the production teams etc..
24.	<b>E-Sports Shoutcaster</b>	An individual responsible for introducing, hosting and providing commentary (including play-in-play commentary) for E-Sports competitions.
25.	<b>Professional E-Sports Coach</b>	An individual who is a professional training coach for E-sports gamers and who generates strategies, analyses strengths and weaknesses, and communicate this to the players in order to develop gaming skills.
26.	<b>Professional E-Sports Gamer</b>	An individual who plays competitively against others in a game on a computer, console, or other device either individually or as part of an official E-Sports team and/or who is sponsored or endorsed by a company or recognized Game Studio, Engine Developer (or equivalent) and/or who receives recurring/regular payment from a Game Streaming Social Media Platform.

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27.	<b>Professional E-sports Referee/Admin</b>	An individual who monitors players during official E-sports competitions including, but not limited to recording the outcome of matches; ensuring players adhere to the rules; and distributing penalties if rules are broken.
28.	<b>Professional E-sports Analyst</b>	An individual who is an expert in analyzing game information and statistics for a particular team, tournament provider, broadcaster or game developer.
29.	<b>Professional E-sports Agent</b>	An individual responsible for handling branding, contract negotiations and sponsorship deals for professional E-sports Gamers or E-sports teams.
30.	<b>Professional E-Sports Observer</b>	An individual who controls the in-game camera for E-sports broadcasts, including, but not limited to identifying key plays, highlighting key aspects of the match, and replays for highlight reels
31.	<b>Game Journalist</b>	An individual who is a journalist specializing in reporting, discussing, reviewing of video games, e-sports news, industry news.