WATERSHED

Job Description

8 May 2018

Job title: Creative Technologist, South West Creative Technology Network

Dear Applicant

Thank you for your interest in working at Watershed.

Based in Bristol's harbourside, we are recognised for our internationally distinctive programme of invention and talent development; as a leading centre for film culture and as Bristol's city centre venue of choice. Our people are the driving force of what we do – there are 130 of us at present.

Below you will find a job description and person specification for this role. Please read it carefully and do let us know if you have questions.

Watershed's first value is Inclusive - We are people led. We listen to and engage with the broadest range of people. To achieve this in everything we do, we are striving to understand more about who applies to work with us. So we invite you to complete our anonymous form, which will not be shared with the short listing panel.

Watershed will work with shortlisted candidates to ensure their access needs are met during the interview process and will ensure access requirements do not factor in decision making.

We encourage applications from people of all backgrounds but particularly welcome applications from candidates from BAME backgrounds as they are under-represented within our staff team.

Please DO NOT include or send us your CV, as it will not be considered by the short-listing panel.

The closing date for all applicants is: **Fri 1 June**

Interviews will take place on: **Fri 15 and Mon 18 June**

We will contact short-listed candidates before: **Wed 6 June**

Please note that if you have not heard from us by the agreed date, you have been unsuccessful and we are unable to offer you an interview.

Thank you for your interest in Watershed.

Yours faithfully

Jo Lansdowne

Creative Programme Manager

WATERSHED

Job Description

"Watershed is a place like no other - I feel free to be my whole self at work. Every day I feel professionally supported, challenged and free to contribute to the culture of the organisation"
Zahra Ash-Harper, Pervasive Media Studio Producer.

Position: Creative Technologist, 3 days per week

Grade: Grade 2, £29,577 pro rata (fixed term contract until end of March 2021)

Responsible to: Pervasive Media Studio Managing Producer

Responsible for: N/A

Purpose of Job

This project, and contract, runs until March 2021 and is made up of three distinct thematic programmes. We would like to consider applications from candidates who are interested in either working with us for the whole project or who have a particular interest on working on one or more theme and are open to conversations about how the contract can be delivered.

We are looking for an experienced and highly collaborative Creative Technologist Associate to work across collaborative R&D programmes around the themes of Immersion, Automation and Data (with a focus on Immersion and Data) strands of the South West Creative Technology Network project.

South West Creative Technology Network (SWCTN)
The Creative Technology Network is a three year project led by UWE Bristol in partnership with Watershed, Kaleider, Bath Spa University, the University of Plymouth and Falmouth University. It will develop a new model of sharing knowledge between universities and industry by developing and delivering a series of twelve-month R&D programmes across three challenge areas; Immersion (e.g. VR, AR and MR), Automation (the application of autonomous systems and Robotics) and Data (e.g. Smart City applications, open data, big data).

The Network will achieve impact through funding fellowships for both industry and academia to spend time thinking deeply about the theme area and sharing their learning. This will be complemented by prototype production with the aim of producing positive commercial and social impact across a range of sectors including Creative Industries, Health and Manufacturing. The Creative Technologist will offer expert insight into existing creative works and technologies, and will practically support the fellows during the prototyping process.

Immersion June 2018 – December 2019
The application and design of new types of immersive experience offer key challenges across multiple sectors. If the medium's potential is to be fully realised, with new markets and forms of cultural experience opened up, bridges between the arts and digital technology, commerce and academy need to be built. The SWCTN is seeking to collaboratively address questions such as: what blueprints do we need to ensure that immersive applications create convincing and accessible experiences? What modes of storytelling map across from other forms and where do we need new methods? How can information be realised in new and powerful ways in immersive contexts? How can collective or social immersive, located experiences be created? How do we ensure that design and implementation of immersive experiences across multiple industrial sectors retains a core focus on human experience?

Automation January 2019 – June 2020
The Automation theme builds on the region's strengths in the application of autonomous systems to a broad range of areas, from fabrication, health, transportation, marine, robotics, and creative and cultural activities. Existing research strengths in this consortium include Bristol Robotics Laboratory at UWE, particularly the Assisted Living Demonstrator and business incubator, and the Centre for Robotics and

Job Description

Neural Systems at Plymouth University, particularly the creation of Ambient intelligence, social and soft robotics. This initiative aims to unlock the power of these emerging technologies by transferring skills, practices and technologies across sectors, industries, and disciplines to generate new insights, products and services.

Data September 2019 – December 2020

Since the early 1990s the term Smart City has been used to define a union between how urban developments and computing technology can combine to meet our contemporary demands and challenges. Most often portrayed as a seamless, networked layer, to date much of its development has been led by multinational companies such as IBM, Cisco, Schneider Electrics, and Siemens. In the last ten years much has been achieved in relation to critically understanding what we now mean by a 'Smart City' and its associated approaches, rules and regulations. However, there are many technical, social and content issues that require addressing. This theme broadly explores how we can develop a deeper and richer sense of data literacy and citizen engagement, asking what role can creative technology play in navigating the commercial, social and cultural opportunities of smart, open data and big data?

Principal Responsibilities

- Identify, explore and share new and existing creative technologies that may have potential for the Immersion and Data R&D cohorts
- Research and highlight emerging technologies which may have potential in the South West Creative Technology Network
- Share practical advice around emerging technologies, this will require on-going, self directed learning
- Work with the delivery team and partners to develop appropriate technology solutions for participants of the Immersion and Data R&D cohorts
- Support Immersion and Data R&D participants' projects; including informing creative direction, facilitating ideas generation and rapid prototyping, planning for further development and making introductions across the region
- Document and share code, technical knowledge and process learning through demonstrations, events and online, with particular emphasis on online case studies of Immersion and Data R&D projects
- Work the Creative Technologist at Kaleider to support activity around the SWCTN Automation theme
- Representation of Watershed at events/receptions/conferences
- Be an active member of Watershed's Creative team and the Pervasive Media Studio community
- The position will involve travel to visit partners

Key Performance Indicators

- New technologies are effectively identified and communicated with the R&D cohorts
- R&D Participants feel supported in their development with regard to creative technology
- Good working relationship with participants and partners
- Good communication with delivery team and partners around schedules and deliverables
- Technical solutions are developed on time, in budget and meet expectations of project collaborators
- Learning from the delivery of the programme is captured and shared across the partnership
- External communications are accurate, timely and engaging
- A generous and effective member of the Watershed creative team

Job Description

Person Specification

Experience

- Work with technologies in the creative sector; you may have a particular specialism in Immersion or Data
- Experience of (and the ability to teach) Unity, including creation of assets and environments in VR/AR/MR
- Proven experience of combining software and hardware to create innovative solutions to odd problems
- Highly adept at learning and adapting new technology
- Excellent communication and listening skills, with the ability to represent ideas and thinking effectively and clearly to a wide range of partners
- Good common sense and ability to take initiative
- Thorough understanding of programming both back and front end applications

Capabilities

- Empathy - understanding when to act
- Collaborative - able to work as part of a team
- Highly organised and self-motivated
- Resilient – able to be flexible in response to change and challenge
- Good communication skills

Watershed Values

The Watershed brand is unique, trusted and respected and is driven by the following shared values which are clearly articulated. Ability to master and represent Watershed's Vision and Values is therefore important.

Watershed is:

Inclusive	We are people led. We listen to and engage with the broadest range of people.
Open and Honest	We provide a culture and environment that is trusting, trusted and trustworthy.
Make Things Happen	We approach opportunity and challenge creatively, collaboratively and with a can do attitude.
Entrepreneurial	We are inventive, try new ideas, experiment, learn and share.
Celebratory	We celebrate culture, creativity and wonder.

Additional information:

- The post-holder is expected to wear clothing appropriate to their post.

- The post-holder will be required to undertake such other comparable duties as may be required by the Head of Department'.

- Watershed is open seven days a week, including Bank Holidays (Christmas Day and Boxing Day are the only exceptions). Watershed is a public building, which operates a diverse range of cultural and commercial activities. The post holder will need to be comfortable working in this environment.