JOB DESCRIPTION

Job Title:	Creative Technologist
Department / Unit:	Centre for Digital Creativity, Electronic Engineering
Grade:	RHUL 8
Accountable to:	StoryFutures Academy Director / Head of Electronic Engineering
Accountable for:	Software development and computer related training to support creative application and modification of immersive technologies to develop immersive storytelling experiences as part of audience insight testing

Purpose of the Post

The role sits within Royal Holloway's Department of Electronic Engineering as part of the new Centre for Digital Creativity (CDC), which brings together Media, Computer Science, Drama, Geography, Psychology, Management and Electronic Engineering. The role is specifically attached to the StoryFutures Academy project within the CDC. StoryFutures Academy will foster strongly coupled inter-disciplinary approaches to immersive content production in tandem with creative technology, building capacity for immersive excellence in the UK screen industries. This marries next generation storytelling productions with both audience insight and business model innovation to catalyse and support commercial growth.

The post relates to 'Audience Insight', a work stream that runs throughout the StoryFutures Academy plans, specifically focusing on software (and hardware) development to measure responses of audiences to new story experiences created by commercial partners in a novel creative manner.

The post holder will work across Electronic Engineering, Psychology, Media Arts at Royal Holloway and in close partnership with the National Film & Television School as well as our diverse partner organisations across the creative screen and technology industries. Key tasks include:
- providing technical advice, feedback and support for workshops and projects emanating from the StoryFutures Academy programme
- technical development work to create and/or adapt existing immersive (VR/AR) experiences for the purposes of carrying out audience insight research, including software and basic hardware or development
- developing innovative software and/or hardware systems that are designed to enhance the user experience of immersion by bring additional sensory inputs (e.g. enhance surround sound, touch, smell) into play, and to enable their testing

Key Tasks

	• R&D led training support to create/support novel hardware and/or software modifications to existing immersive presentations in support of the development of new immersive storytelling experiences and the evaluation of audience responses, including providing advice, feedback and technical support for workshops and projects emanating from the StoryFutures Academy programme.
	• Contribute to R&D experiments in StoryFutures/Academy projects where appropriate, for example, adding additional sensory stimulation (e.g. enhance surround sound, touch, smell) in an appropriate manner such that it does nothing to detract from the rest of the immersive experience
•	Learn new technologies, research methods, implementation requirements and analysis techniques as the project demands
•	Analyse, write up and present findings for industry facing reports, social/online media, industry events and conferences
•	Analyse and write up research findings for academic publications and reports
•	Develop teaching materials for screen industry professionals, policy makers and funders.
•	Manage relationships with creative industries partners, including continuous exchange of insights to inform the project and their business practice
•	Support Grant application writing to commercial and public sector funding sources
•	Design, plan and deliver of short-term insight reports on audience use-cases for partner-led projects, responding to briefs set by Co-Theme Leaders and StoryFutures Director
•	Develop educational materials
•	Manage commercially and ethically sensitive data and experimental details in line with University protocols and policies
•	Contribute to the overall activities of the research team as appropriate
•	Carry out any other duties as are within the scope, spirit and purpose of the job, as requested by the Co-Theme Leaders or StoryFutures Director

Other Duties

The duties listed are not exhaustive and may be varied from time to time as dictated by the changing needs of the College. The post holder will be expected to undertake other duties as appropriate and as requested by his/her manager.

The post holder may be required to work at any of the locations at which the business of Royal Holloway is conducted.

Internal and external relationships

The following list is not exhaustive but the post holder will be required to liaise with:
- StoryFutures Academy partner organisations
- SMEs that participate in StoryFutures Academy activities
- Policy makers

- Commercial and public funding organisations