

## PERSON SPECIFICATION

Details on the qualifications, experience, skills, knowledge and abilities that are needed to fulfil this role are set out below.

Job Title: VR Technician Department: Psychology

	Essential	Desirable	<b>Tested by</b> (Application form, Interview, Test)
Knowledge, Education, Qualifications and Training First degree in relevant subject or equivalent experience Relevant post qualification in-service training	×	X	Application form Application form
Skills and/or Abilities  Thorough understanding of the technology and processes necessary for creating immersive psychological experiments, such as virtual/augmented/mixed reality, eye tracking, headworn systems, immersive listening installations, haptic devices, etc.	X		Interview
Ability to write and edit coding for the purposes of designing immersive psychological experiments, including instructing and supporting other code writers	X		Application form/Interview
Effective and efficient resource management of technical facilities and digital assets	Х		Interview
Ability to communicate technical concepts effectively, including giving instructional classes and tutorials, and advising students and staff across a range of levels from basic to highly specialised Ability to problem solve and remedy systems and equipment performance issues	×		Interview Interview
Ability to make effective and efficient use of computer operating systems and specialist creative applications used in designing immersive experiences, to the extent of being able to instruct and support other users  Experience	X		Interview

Proven track record in designing, creating and installing relevant immersive experiences, particularly in VR	Х	Application form/interview
Relevant organisational / timeline management experience	Х	Application form
Other requirements		
This is a 0.57 FTE role equating to 20 hours per week. We would envisage this being delivered through two and a half days attendance per week, although there is potential for flexibility.	X	Application form
Ability to start asap	X	Application form