

JOB DESCRIPTION AND PERSON SPECIFICATION

Job Title: Fash-tech Research & Development Project Lead (BFTT Partnership) – Digital Anthropology Lab (UAL) – AWAYTOMARS Ltd

Accountable to: Academic Mentor & BFTT Creative R&D SME Programme Manager

Contract Length: 18 months

Job Type: Part-time (0.5 FTE)

Salary: £38,694- £46,423.00 pa (pro-rata)

Grade: 5

College/Service: RMA

Location London College of Fashion (UAL), John Princes Street, London W1G 0BJ & AWAYTOMARS, London EC3R 6DN.

Background:

The Business of Fashion, Textiles & Technology (BFTT) Partnership is a multi-million pounds initiative aimed at accelerating the growth of fashion, textile and technology sector through collaborative R&D partnerships and projects. The five-year industry-led project focuses on delivering innovation within the entire fashion and textile supply chain, with special attention given to positioning industry as agents of new technology and materials development.

This post is an exciting opportunity for a Post Graduate, or Post-Doctoral Researcher (or equivalent demonstrable industry / research experience) to work as the Research & Development (R&D) Project Lead, leading on the delivery of a novel collaborative project, between the Digital Anthropology Lab at London College of Fashion (UAL) and AWAYTOMARS.

The successful candidate will work with the management, commercial and technical teams at AWAYTOMARS, an innovative company looking to disrupt and enrich the creative and design process through their co-creation platform and research experts in digital design and technology at the Digital Anthropology Lab at the London College of Fashion, University of the Arts London.

You will be employed by the University of the Arts London but will be predominately based at AWAYTOMARS with premises in London. You will spend some time at the University on research related to this project as well as receiving academic, technical and mentoring support throughout the project.

The AWAYTOMARS cocreation platform project has been awarded funding within the BFTT R&D SME Support Programme. The principal aim of the AWAYTOMARS project is to deliver a better user experience and functionality through the AWAYTOMARS co-creation platform. This will include front and back end development work, including UX across areas of co-creation, visual search, and AI.

Purpose of the Role:

The main purpose of this role is to work collaboratively with the Academic Mentor for the AWAYTOMARS co-creation platform project and the Company Lead to lead on the delivery of the R&D project's key objective to explore new technologies and approaches that will enhance and improve the ATM co-creation tool. The role requires an experienced computer scientist/developer with appropriate research and/or industry experience. The role will suit a well-qualified candidate with relevant industry experience, seeking a move into academia, or a Postgraduate level researcher, seeking to get hands on experience with a very exciting start-up project.

Part of the role may involve supporting the Director/Principal Investigator (PI), Co-Investigators (CI) and Creative R&D Programme Manager of the Business of Fashion Textiles & Technology Partnership (BFTT) in the delivery of Challenge 2.

Duties and Responsibilities

- To lead on the delivery of the R&D collaboration between the university and the company for the duration of the R&D project, creating a unique online platform for co-creation in the fashion space.

- To undertake the overall management of the R&D for the AWAYTOMARS co-creation platform project and co-ordination of the project team's activities so that the project aims and outcomes can be effectively planned, executed, documented and communicated.
- To undertake the research and development of the core project aims, under supervision from the project's Academic Mentor and the Company Lead for the duration of the project.
- To develop, facilitate and document the process of key project objectives.
- To successfully execute the project's implementation plan, refining and making adjustments where needed in consultation with the Academic Mentor, the Company Lead and the BFTT Creative R&D Programme Manager.
- To organise and lead quarterly evaluation meetings with AWAYTOMARS key personnel, the academic mentor (and BFTT management team when relevant) to discuss and review the project implementation plan, key activities, milestones and resources. To act on decisions made within these meetings, and lead on the quarterly reporting of the project to the BFTT R&D SME Programme Management team.
- Travel to attend meetings and make presentations both within the project partners working group and to external stakeholders.
- Be responsible for conducting the day to day running of the project as part of the Project Management Team.
- When relevant, work with the Principal Investigator and Co-Investigators to produce papers for publication within International and National Journals and presentation and relevant conferences.
- Maintain confidentiality at all times and ensure that intellectual property (IPR) agreements are not violated.
- Engage in training programmes in the University (or elsewhere) that are consistent with the needs and aspirations of the project and those of the Department.
- To perform such duties consistent with your role as may from time to time be assigned to you anywhere within the University.
- To undertake health and safety duties and responsibilities appropriate to the role
- To work in accordance with the University's Equal Opportunities Policy and the Staff Charter, promoting equality and diversity in your work
- To undertake continuous personal and professional development, through effective use of the University's Planning, Review and Appraisal scheme and staff development opportunities
- To make full use of all information and communication technologies in adherence to data protection policies to meet the requirements of the role and to promote organisational effectiveness
- To conduct all financial matters associated with the role in accordance with the University's policies and procedures, as laid down in the Financial Regulations

Key Working Relationships:

- Director/Principal Investigator, BFTT
- Creative R&D Programme Manager, BFTT
- Academic Mentor (WP2 – Project: AWAYTOMARS), BFTT
- Company Lead and relevant company personnel.
- Project Manager, BFTT
- Research project team and industry partners across the UK

Specific Management Responsibilities

Budgets: None

Staff: None

Other (e.g. accommodation; equipment): None

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Person Specification	
Specialist Knowledge/Qualifications	<p>PG or Doctoral qualification in the area of computer science or equivalent and relevant research and/or industry experience - ideally in areas such as co-creation, AI, UX. (essential)</p> <p>Comprehensive knowledge of crowd-participation and AI for image search with graphic skills gained through research and/or relevant R&D industry work. (desirable)</p> <p>Comprehensive knowledge of UX design, back and/or front end development. (desirable)</p>
Relevant Experience	<p>Relevant experience of product development within the technology sector. (essential)</p> <p>Experience of working with co-creation and crowd-participation tools/methods. (desirable)</p> <p>Relevant experience related to UX, back and/or front end development work. (desirable)</p> <p>Relevant experience in the fash-tech sector. (desirable)</p> <p>Experience of undertaking research and/or R&D with external collaborators. (desirable)</p>
Communication Skills	<p>Communicates effectively orally and in writing adapting the message for a diverse audience in an inclusive and accessible way. (essential)</p> <p>Good presentation skills. (desirable)</p>
Research, Teaching and Learning	<p>Relevant quantitative and qualitative research skills suited to the analysis of data.</p>
Professional Practice	<p>Contributes to advancing professional practice/research or scholarly activity in own area of specialism.</p>
Leadership and Management	<p>Excellent organisational and project management skills. (essential)</p> <p>Plans, prioritises and manages resources effectively to achieve long term objectives.</p>

Teamwork	Works collaboratively in a team and where appropriate across or with different professional groups and industries. Is able to take appropriate level of responsibility and act with initiative.
Student experience or stakeholder service	Builds and maintains positive relationships with key stakeholders related to project activities.
Creativity, Innovation and Problem Solving	Suggests practical solutions to new or unique problems.

The application form sets out a number of competence questions related to some of the following selection criteria. Shortlisting will be based on your responses to these questions. Please make sure you provide evidence to demonstrate clearly how you meet these criteria