

Job Description and Person Specification

Job Title: VR Development Specialist Technician (T+L) **Salary:** £34,326 – £42,155

Contract Length: Permanent

Hours/FTE: 35

Grade: 4

Location: Elephant and Castle

Accountable to: Technical Coordinator

College/Service:
London College of Communication

Purpose of Role

To provide professional technical expertise, guidance and advice in the area of Virtual Reality for the delivery of technical activities within the Creative Technology & Motion Graphics team at the London College of Communication.

To provide support for student learning, informal and formal training and instruction, and the development of proficiency of VR, AR and MR application development in Unity and other relevant platforms.

Duties and Responsibilities

- To provide support and guidance in the use of Virtual Reality, Augmented Reality, Mixed/Merged Reality, development tools, and related technologies.
- To support students in understanding the use of computational thinking, technological scoping, logic and best practices, to realise Art and Design projects, and solve complex problems using digital tools.
- To support students in producing screen-based and physical prototypes for interactive environments and experiences.
- To support students in the use of tools and techniques related to or supportive of the practices of virtual reality including but not limited to:
 - o the use of head-mounted displays and associated software and hardware;
 - o the use of modern game engines and development practices;
 - o the use of mobile devices;
 - o scripting and programming for interactive projects;
 - o managing and versioning code;
 - o accessing and utilising open source code and libraries;
 - o the use and integration of advanced A/V equipment.
- To take responsibility for the day-to-day operation of the technical area, which may involve the following:
 - o being available in the technical area to assist with student queries;
 - o directing students to appropriate resources or other staff members;
 - o overseeing timetabling for bookable areas and loans of specialist equipment that fall under purview of the role;
 - o working with academic staff and students in classrooms where appropriate.
- To deliver and supervise Virtual Reality activities across a range of courses, providing expert guidance and advice to students.

These may take the form of:

- o one-to-one student support on individual projects;
- o formal one-off workshops;
- o formal, course-aligned ongoing workshops and tutorials;

- o informal tutorial sessions with students;
 - o inductions into software, equipment and processes for students using the technical area.
- To provide feedback to Course Leaders, Technical Coordinators and Technical Managers regarding service levels and student requirements and actively contribute to improving student experiences in the technical area.
 - To contribute, as a member of the technical team, to the development of technical resources and knowledge in the technical area, including assisting curriculum planning, research and commercial activities.
 - To contribute and collaborate with technical team members, as required, to ensure the key priorities and levels of service are met successfully.
 - To ensure compliance with health and safety requirements through risk and COSHH assessments of equipment and materials used in the technical area.
 - To contribute to planning, development and delivery of learning activities supporting student learning and research, liaising with Course Leaders and academic staff informally and formally in course meetings.
 - To provide formal or informal sessions to students that may include demonstration, instruction with a process/technique, coaching with the development and proficiency of a particular skill, technique or process.
 - To contribute to the project planning and delivery of exhibitions and events within the college, including:
 - o assisting with setup and testing of supported projects for exhibitions;
 - o liaising with academics, students and events teams regarding technical requirements, availability of equipment and health & safety considerations for shows and other events;
 - o providing technical support and assistance with equipment for other events (e.g. open days, hosted meet-ups) where needed.
 - To work at an agreed level within the terms of the glossary of key terms (describing teaching & learning relationships between technicians and students). This may include workshops, directed learning and collaborations with other technical areas. This will include inductions into software, equipment and processes for students using the technical area.
 - To continuously develop skills and knowledge in relevant areas through research, experimentation and professional practice projects in order to maintain an understanding of the changing and developing nature of the area of virtual reality design and development.
 - To diagnose and resolve problems of a highly technical, complicated nature that involve research, testing and documentation of problematic scenarios.
 - To identify and procure equipment and materials for the Creative Technology Lab, as agreed with the Technical Coordinator and Technical Manager, and the maintenance, repair and renewal of existing equipment where necessary.
 - To liaise internally and externally with professionals and recognised practitioners and artists, attend conferences and exhibitions to share and develop ideas, knowledge and expertise that can be translated to support for learning and research activities.
 - To be involved with the design, production and development of appropriate teaching and learning materials to suit stakeholder courses by identifying developing areas of interest or need in specific relevant technologies amongst staff and students and working to revise existing workshops or write new ones as

needed.

General

- 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, and to support it for any staff you manage 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

- Head of Technical Resources
- Technical Resources Manager
- Technical Coordinator
- Team members
- Technical staff
- Course staff
- University and College staff
- Suppliers and industry partners

Specific Management Responsibilities

Budgets: Access to technical budget.

Staff: None

Other:

Shared responsibility for safety of users and security of equipment in the immediate working environment.

HERA Ref:
SICOM Tech 3

Signed: (Recruiting Manager)
Christopher Purday, HoTR

Date of last review:
12th February 2019

Person Specification	
<p>Specialist Knowledge / Qualifications</p>	<p>Postgraduate or undergraduate degree in relevant field, such as:</p> <ul style="list-style-type: none"> • Interaction Design • Games Design • 3D Computer Animation • Creative Computing • Software Engineering • Computer Science • Electronics Engineering <p>Skills essential to the role include:</p> <ul style="list-style-type: none"> • Knowledge of AV hardware, interconnects, technologies and standards, such as digital projection, HDMI, DisplayPort, Thunderbolt, video over IP. • Understanding of VR-related concepts such as positional tracking, locomotion, spatial audio, motion sickness, and mixed or merged reality. • Knowledge of VR and AR deployment environments, such as Unity, Google Daydream, Android Studio or Xcode. • Understanding of digital arts software, such as After Effects, Premiere Pro and Final Cut Pro. • Understanding of specialist software, such as 3ds Max, Maya, or Cinema 4D. • Comfortable working in Windows and macOS.
<p>Relevant Experience</p>	<p>Experience of teaching and/or demonstrating techniques related to VR, games development, A/V hardware or programming.</p> <p>Experience in Unity development for VR, AR or games, as well as at least two of the following areas:</p> <ul style="list-style-type: none"> • VR, AR or games development with a tool/engine other than Unity (e.g. Unreal) • Mobile app development (e.g. Xcode, Android Studio). • Physical computing (e.g. Arduino, Particle, Raspberry Pi, DMX). • Commercial A/V hardware installation. • Projection mapping (e.g. MadMapper). • 360° video post-production. • Sound design for games or entertainment.
<p>Communication Skills</p>	<p>Communicates effectively orally, in writing and/or using visual media. Able to explain complex technical concepts to a mixed-ability and/or non-native English speaking audience in an inclusive and accessible way.</p>
<p>Research, Teaching and Learning</p>	<p>Uses effective teaching, learning or professional practice to support excellent teaching, pedagogy and inclusivity.</p>

Professional Practice	Contributes to advancing professional practice/research or scholarly activity in own area of specialism.
Planning and Managing Resources	Effectively plans, prioritises and organises work to achieve objectives or projects on time.
Teamwork	Works collaboratively in a team and where appropriate across or with different professional groups.
Student Experience or Customer Service	Makes a significant contribution to improving the student or customer experience to promote an inclusive environment for students or colleagues.
Creativity, Innovation and Problem Solving	Uses initiative or creativity to resolve 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

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