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| Last updated: | <15th August 2023> |

**JOB DESCRIPTION**

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| Post title: | **Research Fellow - Interaction Designer for Virtual production (KTP Associate)** |
| Standard Occupation Code: (UKVI SOC CODE) | 2119 - Natural and social science professionals |
| School/Department: | WSA / Arts Media & Technology and Design |
| Faculty: | FAH |
| Career Pathway: | Education, Research and Enterprise (ERE) | Level: | 4 |
| \*ERE category: | Research pathway |
| Posts responsible to: | Business partner supervisor and academic supervisors |
| Posts responsible for: | No line management responsibilities |
| Post base: | Office-based |

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| Job purpose |
| To explore new ways of working, utilising 3D Scanning and Virtual/Augmented Reality to create designs for interior/exterior spaces and vehicles that improve customer experience and optimise the company’s profitability. To work closely with the business partner supervisor to make a significant contribution to the development and design of strategies into the business and communicate the results with stakeholders.To undertake research in accordance with the specified research project under the supervision of the business partner supervisor and academic supervisors. To undertake leadership, management and engagement activities as indicated in the workplan. |

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| Key accountabilities/primary responsibilities | % Time |
|  | Take the lead in identifying and implementing strategies into the business, aligning with research activities. Develop these activities, under the mentorship of Faculty members to improve research knowledge and skills in the applied areas.  | 25% |
|  | Investigate models and approaches to test and develop them.  | 25% |
|  | Identify new business opportunities and explore innovative ways to use existing processes, ultimately contributing to the company’s growth and market competitiveness. | 15% |
|  | Carry out training to improve specific skills. | 10% |
|  | Collaborate with internal teams, clients and stakeholders to understand their needs, gather feedback and ensure effective communication throughout the project. | 7.5% |
|  | Regularly communicate results with stakeholders by leading project presentations and attending meetings to gather feedback. | 5% |
|  | Ensure that project milestones are achieved, deliverables are met on time and within budget. | 5% |
|  | Carry out administrative tasks associated with specified research funding, for example risk assessment of research activities, organisation of project meetings and documentation.  | 5% |
|  | Any other duties as allocated by the line manager following consultation with the post holder. | 2.5% |

| Internal and external relationships |
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| The post-holder will work under the day-to-day direction of the business partner supervisor as well as the academic supervisors. May have additional reporting and liaison responsibilities to external funding bodies or sponsors. The post-holder might engage with other collaborators/colleagues in other work areas and institutions, including customers |

| Special Requirements |
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| To attend national and international conferences for the purpose of disseminating research results, as well as contributing to commercial opportunities as required |

**PERSON SPECIFICATION**

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| Criteria | Essential | Desirable | How to be assessed |
| Qualifications, knowledge and experience | MA or MSc in HCI, computer science, interaction design, digital design, virtual production, UI & UX Design or related areas.  Detailed understanding and knowledge of quantitative data analysis and methods, basic 3D modelling skills, UX design, User research, communication skills. **Basic experience** in 3D modelling, virtual production, VR development and quantitative data analysis. | **Equivalent professional qualifications and experience** in HCI, computer science, interaction design, digital design, virtual production, UI & UX design or PhD in HCI, Computer Sciences or Design.Knowledge of advanced 3D modelling (including 3D modelling optimisation techniques such as retopology), photogrammetry, virtual production, VR, design research, quantitative data analysis, statistics, interior/space design, graphic design & printing, interested in AR, MR, AI, ML. Project management skills.Experience of graphic, interior, space design, AR, MR, AI, project management, leadership, 3D scanning. | CV and interview |
| Planning and organising | Able to organise own activities to deadline and quality standards | Experience of managing own tasks and activities via agile methodologies (SCRUM, Sprints, etc.) | Interview |
| Problem solving and initiative | Able to develop understanding of complex problems and apply in-depth knowledge to address themAble to develop original techniques/methods |  | CV & Interview |
| Management and teamwork | Able to collaborate with internal teams, clients and stakeholders to understand their needs and gather feedbackAble to contribute to School/Department management and administrative processesWork effectively in a team, understanding the strengths and weaknesses of others to help teamwork developmentDelivering results and meeting customer expectations |  |  Interview |
| Communicating and influencing | Communicate new and complex information effectively, both verbally and in writing, engaging the interest and enthusiasm of the target audienceWork proactively with colleagues in other work areas/institutions, contributing specialist knowledge to achieve outcomes | Able to present research results at group meetings and conferencesAble to write up research results for publication in leading peer-viewed journals | CV & Interview |
| Other skills and behaviours | Understanding of relevant Health & Safety issuesPositive attitude to colleaguesResilience coping with pressure and setbacksEntrepreneurial and commercial thinking |  | Interview |
| Special requirements | Able to attend national and international conferences to present research resultsHave not previously held a KTP post and have not previously worked for Stewart Signs |  | Interview |

**JOB HAZARD ANALYSIS**

**Is this an office-based post?**

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| [ ]  Yes | If this post is an office-based job with routine office hazards (eg: use of VDU), no further information needs to be supplied. Do not complete the section below. |
| [ ]  No | If this post is not office-based or has some hazards other than routine office (eg: more than use of VDU) please complete the analysis below.Hiring managers are asked to complete this section as accurately as possible to ensure the safety of the post-holder. |

## - HR will send a full PEHQ to all applicants for this position. Please note, if full health clearance is required for a role, this will apply to all individuals, including existing members of staff.

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| **ENVIRONMENTAL EXPOSURES** | **Occasionally** (<30% of time) | **Frequently**(30-60% of time) | **Constantly**(> 60% of time) |
| Outside work  |  |  |  |
| Extremes of temperature (eg: fridge/ furnace) |  |  |  |
| ## Potential for exposure to body fluids |  |  |  |
| ## Noise (greater than 80 dba - 8 hrs twa) |  |  |  |
| ## Exposure to hazardous substances (eg: solvents, liquids, dust, fumes, biohazards). Specify below: |  |  |  |
| Frequent hand washing |  |  |  |
| Ionising radiation  |  |  |  |
| **EQUIPMENT/TOOLS/MACHINES USED** |
| ## Food handling  |  |  |  |
| ## Driving university vehicles(eg: car/van/LGV/PCV)  |  |  |  |
| ## Use of latex gloves (prohibited unless specific clinical necessity) |  |  |  |
| ## Vibrating tools (eg: strimmers, hammer drill, lawnmowers)  |  |  |  |
| **PHYSICAL ABILITIES** |
| Load manual handling |  |  |  |
| Repetitive crouching/kneeling/stooping |  |  |  |
| Repetitive pulling/pushing |  |  |  |
| Repetitive lifting |  |  |  |
| Standing for prolonged periods |  |  |  |
| Repetitive climbing (ie: steps, stools, ladders, stairs) |  |  |  |
| Fine motor grips (eg: pipetting) |  |  |  |
| Gross motor grips |  |  |  |
| Repetitive reaching below shoulder height |  |  |  |
| Repetitive reaching at shoulder height |  |  |  |
| Repetitive reaching above shoulder height |  |  |  |
| **PSYCHOSOCIAL ISSUES** |
| Face to face contact with public |  |  |  |
| Lone working |  |  |  |
| ## Shift work/night work/on call duties  |  |  |  |