



Faculty of Arts, Humanities & Social Sciences

Job Description

Job Title: Narrative Designer (Archive and Immersive XR) – KTP Associate

Salary: Up to £37,000 pa plus £4,600 personal development budget

Job Family: Technical

Work Base: UKAHT, Cambridge

Hours of Work: Full-time (Fixed Term for 28 months)

Responsible to: Company Supervisor (UKAHT)
Academic Supervisor (ARU)

Responsible for: No direct line management responsibility

Relationships and Contacts: UKAHT staff
BAS (British Antarctic Survey)
UKAHT Implementation Group
External Customer Focus Group (CFG)
Potential new customers
ARU academics (StoryLab, Cambridge School of Creative Industries & Business School)
ARU KTP project support staff

Job Purpose: Lead a project designed to bring alive Antarctic heritage using innovative storytelling methodologies embedded within a game engine platform to create an immersive audio-visual artefact through a sustainable business plan.

Principal Accountabilities:

1. Review and analyse original archival material (film, photographs, sound, diaries and reports) of the UK Antarctic Heritage Trust and British Antarctic Survey Archives in order to identify relevant materials for the creation of short audio-visual stories (narrative fragments) on bases located on the Antarctic Peninsula.
2. Select a range of narrative fragments to embellish an Immersive VR model of Port Lockroy.
3. Conduct a brief cyclical period of explorative testing to map story fragments into independent interactive multimodal story segments.
4. Use agile methods to create immersive Gameworld environments from point-cloud scans and program the required interaction to facilitate non-linear stories from the Antarctic Peninsula.
5. Further develop, enhance and fine-tune both the Gameworld and its functionality based on CFG evaluation feedback.

6. Conduct full-cycle testing of both the Gameworld environment and user interaction to produce a “first playable” artefact.
7. Produce design specification documentation and development log.
8. Produce a user manual and provide company staff training (as well as shadowing opportunities for key staff) as part of an overall communications plan, including organising and sharing results from regular steering group and team meetings.
9. Produce a final report suitable for identifying sustainable routes to support UKAHT business needs.
10. Develop a business plan in consultation with the ARU Business School and interaction with UKAHT staff and potential customers, identifying and exploring potential revenue streams.
11. Fulfil the responsibilities of a KTP Associate as required by Innovate UK.
12. Comply with Data Protection Act 2018 and GDPR requirements in all working practices maintaining confidentiality, integrity, availability, accuracy, currency and security of information as appropriate. Take personal responsibility for all personal data within own working environment.
13. Such other duties temporarily or on a continuing basis, as may reasonably be required, commensurate with your grade.

This is a description of the job as it is presently constituted. It is normal practice to review job descriptions periodically to ensure that they are relevant to the job currently being performed, and to incorporate any changes which have occurred or are being proposed. The review process is carried out jointly by manager and employee and you are therefore expected to participate fully in such discussions. In all cases, it is our aim to reach agreement to reasonable changes, but where it is not possible to reach agreement, we reserve the right to make reasonable changes to your job description which are commensurate with your grade after consultation with you.

December 2020



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Person Specification

ESSENTIAL	DESIREABLE
EDUCATION/QUALIFICATIONS <ul style="list-style-type: none">• First degree – Creative Media (gaming/software engineering) Art & Design; or film production	<ul style="list-style-type: none">• Higher degree or professional qualifications at postgraduate level or equivalent extensive professional and/or industry experience• Creative Media / Audiovisual Storytelling
EXPERIENCE <ul style="list-style-type: none">• Audio-visual storytelling and narrative design• Working with different types of media (films, images, archive, audio recordings, letters, logs and diaries) and visualisation and interactive technologies• Demonstrable track record of video games production pipeline and programming (Unreal/Unity, C# and C++, JSON)• Testing and balancing virtual Gameworld interaction (gameplay)• Project management	<ul style="list-style-type: none">• Experience of undertaking applied practice and work in archival research, heritage and immersive media• Providing specifications for game features and content• Experience of using Audio Specializer SDK within a game engine.• Creating staff training materials and delivering staff training
KNOWLEDGE/SKILLS <ul style="list-style-type: none">• A comprehensive understanding of the immersive storytelling landscape (Immerse UK/News), emerging media and techniques applicable to the research area• Demonstrate understanding in design of mechanics and games systems• Excellent written and oral communication skills• Strong interpersonal skills• Ability to meet deadlines, sometimes under pressure• Presenting at Board level	<ul style="list-style-type: none">• Skilled in working in XR (with project examples)• Knowledge of the fields of archive/cultural heritage, interactivity & audio-visual mediums• Hands-on knowledge of data visualisation and skills in 3D data management and optimisation related to VR development• Knowledge of research methods and design• Understanding of the National immersive storytelling / creative landscape
PERSONAL QUALITIES/DISPOSITION <ul style="list-style-type: none">• Ability to work as part of a team• Enthusiastic and flexible approach• Good interpersonal and negotiating skills• Strong commercial awareness	

ESSENTIAL	DESIREABLE
<p>OTHER</p> <ul style="list-style-type: none"> • Committed to equality and diversity • Committed to ARU's and UKAHT's Health and Safety policies and procedures • Compliance to Data Protection Act 2018 and GDPR principles/ requirements 	

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