

**Post-Doctoral Research Associate (1.0FTE)
'Unpath'd Waters': Marine and Maritime Collections in the UK
Funded for 33 months**

Project Outline:

The UK Marine Area extends over some 867,400 km², an area equivalent to around 3.5 times the UK terrestrial extent. The UK's marine heritage is extraordinarily rich and exciting. Wrecks on the sea bed range in date from the Bronze Age to the World Wars and bear testimony to Britain as an island nation, a destination for trade and conquest, and in past times, the heart of a global empire. Communities along the coast have been shaped by their maritime heritage and monuments and stories recall losses and heroes. Much further back in time, before the Bronze Age, a great deal of what is now the North Sea was dry land, peopled by prehistoric communities who lived in lowland landscapes, some on very different coastlines. The British Isles would have been distant uplands above hills and plains and rivers.

This arc of heritage, stretching over 23,000 years, is represented by an abundance of collections. Charts and maps, documents, images, film, oral histories, sonar surveys, seismic data, bathymetry, archaeological investigations, artefacts and objects, artworks and palaeoenvironmental cores all tell us different things about our marine legacy. But they can't easily be brought together. They are dispersed, held in archives, unconnected and inaccessible.

This matters because it is clear that the story of our seas is of huge interest to the UK public. In 2019 alone, there were 2.9m visits to Royal Museums Greenwich, home of the National Maritime Museum; 1.1m visits to National Museum Royal Navy; 837,000 visits to Merseyside Maritime Museum, and 327,000 visits to HMS Belfast. It is also clear that our exploitation of our seas is increasing dramatically. Windfarms, mining, dredging for aggregates, port expansions, leisure and fishing are all placing tensions on the survival of our heritage. If we are to unlock new stories and manage our past effectively and sustainably, we need to join up all our marine collections and get the most of them.

UNPATH will bring together first class universities, heritage agencies, museums, charitable trusts and marine experts to work out how to join these collections up. It will use Artificial Intelligence to devise new ways of searching across newly linked collections, simulations to help visualise the wrecks and landscapes, and science to help identify wrecks and find out more about the artefacts and objects from them. It will deliver integrated management tools to help protect our most significant heritage. And it will invite the public to help co-design new ways of interacting with the collections and to help enhance them from their own private collections. The methods, code and resources created will be published openly so they can be used to shape the future of UK marine heritage.

The Role

Job Title	Post-Doctoral Research Associate (1.0FTE)
Location	The Hub, Pacific Quay, Glasgow, Scotland
Reports to	Professor of Digital Heritage

Main Duties

This post is for a post-doctoral research associate who will work with the GSA's project lead, technical developer and external partners to undertake co-design for novel immersive interfaces into linked maritime heritage datasets. This will initially comprise three audience case studies:

- 1) Cross-disciplinary researchers. Dataset Focus: Natural and Cultural Heritage. The core dataset for this will be paleolandscape data
- 2) Public: including diverse access needs. This will leverage Creative Response, particularly addressing access issues around visual Impairment through immersive audio. The creation of interfaces that respond to the particular needs of user groups, in this case the use of spatialised sound to both represent and allow some form of interrogation of visual datasets.
- 3) Public: Non-Coastal Communities: Potentially with a focus on trading and commodities. This case study is likely also to focus on migrant communities.

Ultimately, this work package will create a fully evaluated immersive system that, by engaging new audiences across disciplines and policy domains as well as public/community audiences, clearly demonstrates the value of creating a national maritime collection through data integration and the benefits of working with multiple users groups to create new modes of access and uses of such a collection.

Tasks associated with this role include:

- Audience definition and community building.
- Audience engagement and co-design through partner workshops.
- Dataset definition and the creation of curated pathways through integrated datasets.
- Supervising the technical developer in translating design to final output.
- Defining and coordinating immersive elements founded on creative response from partners and audiences.
- Liaising and assisting in dissemination activities including public exhibition and installations.

Other duties will also include: -

- This role will ultimately involve national travel (although in the interests of sustainability this will be kept to a minimum), a willingness to travel, including overnight stays, is therefore a requirement.

Relationships

Principal Internal Contacts:

- The line manager for this post will be Dr Stuart Jeffrey, UNPATH CI and WP4 lead
- UNPATH Technical Developer
- The Director of the School of Simulation and Visualisation
- Head of Research for the School of Simulation and Visualisation
- The GSA Head of Research and Enterprise
- Other SimVis research and technical staff
- GSA Finance Department

Principal External Contacts:

- All UNPATH Partner organisations, particularly MOLAS, University of Bradford, the University of Southampton and SCAPE at the University of St Andrews.
- UNPATH PI Barney Sloane, Historic England
- Community participants and group representatives.

Person Specification

Experience / qualifications

- A PhD in a relevant subject area such as; maritime archaeology or heritage, digital heritage infrastructure, immersive systems.
- A detailed understanding of the structure of academic, professional and national heritage datasets and their management.
- A broad understanding of community co-design and engagement processes.
- A broad understanding of visualisation technologies, web based and stand-alone and their design processes.
- Demonstrable experience in managing large and complex heritage projects.
- Demonstrable experience in instigating and managing technology based exhibition activities.
- A demonstrable track record in relevant research activities

Experience of the following would be beneficial:

- A good understanding of the historic maritime environment
- Experience in working in digital dissemination, including VR/AR and GIS
- Website, social media and blog management.

Skills and attributes

- A high level of IT literacy is essential including web technologies
- The ability to manage technology based heritage projects including managing and monitoring budgets.
- A proven ability to work individually and as part of a team, to agreed objectives, and to tight deadlines;
- Excellent interpersonal skills; Excellent planning, coordination and leadership skills;
- The ability to think innovatively and creatively;
- Strong presentation and communication skills, including report writing.

Terms and Conditions

Contract	Fixed Term (33 months),
Probationary Period	It is recognised that there is an inevitable 'settling in' period in any post. The probationary period is therefore an opportunity for the employee to fit within the culture of the School. It should also be determined during this time whether the job is in line with expectations as expressed in pre-appointment discussions, interview and as set out in the Job Description. The probation period for this role is 6 months
Salary	Grade 6, £33,309-£38,587 per annum
Hours	35 hours per week
Holidays	35 days plus 11 statutory holidays per annum
Pension	Scottish Teachers' Superannuation Scheme
Notice Period	3 months

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