

**Research Assistant (1.0 FTE)  
School of Simulation & Visualisation (SimVis)  
Fixed Term (2.5 Months)**

**The Role**

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Job Title	Research Assistant (App Development & VR)
Location	School of Simulation and Visualisation
Reports to	Research Fellow
Job Purpose	<p>To create a completely self-contained native application for both iOS and Android smartphones, to offer opportunities for workers to access experiential learning to gain empathy for people they are supporting.</p> <p>To engage with different stakeholders within the project "<b><i>Be Me: Virtual Reality immersive experience native smartphone application (iOS and Android)</i></b>" to implement a user-friendly Virtual Reality Application.</p> <p>To Contribute to the provision of evidence of the efficacy of the VR application approach by undertaking empirical research into the effectiveness of the application in supporting the learning of workers</p> <p>To contribute to the academic value of the project.</p> <p>To contribute to the research and knowledge transfer profile of the Glasgow School of Art through actively engaging in and supporting its research and knowledge transfer activity.</p>

**Relationships**

Internal Contacts:

- Head of School of Simulation and Visualisation
- Head of Research, SimVis
- Research staff within SimVis

External Contacts:

- Scottish Social Services Council (SSSC)

### **Key Accountabilities**

Responsibilities will include:

- Technically support and ensure the efficient running of the project including, design, development and dissemination activities
- Design and develop a user-friendly mobile application using Mobile Virtual Reality Library to communicate to develop empathy among healthcare professional targeted audiences
- To assess up-to-date Virtual Reality functionalities to develop playful and engaging user interface on Android/iOS mobile device.
- To provide expertise on user-centred design approach in visualisation.
- Contribute to dissemination of the project outcomes and public engagement activities in collaboration with the project team.
- Comply with all GSA policies and procedures including Research Data Management and the GSA Research Ethics Policy

### **Outreach**

The Research Assistant is expected to contribute to relevant technical publication outputs in collaboration with the research team.

### **Teaching**

There are no teaching duties associated with this post.

### **Key Challenges**

- Contribute to the strategic planning of the development throughout the project
- Ensure that the research is carried out to timescales and deliver the agreed objectives.
- Ensure the digital tool is fully functional by the end of the contract and ensure its operability beyond the duration of the project.
- Undertake administrative duties appropriate to the post and any other duties as may be deemed appropriate by the research team

### **Person Specification**

#### **Experience and knowledge**

The post-holder must possess a postgraduate qualification in a Computer related discipline or equivalent experience in relevant areas (e.g. 2D GUI Design, Visualisation, Virtual/Augmented Reality and Human Computer Interaction). In addition, the post-holder must demonstrate:

- Experience in and current knowledge of research in data visualisation;
- Experience of working in mixed discipline environments, and comfortable in working with creative and technical disciplines;
- An effective approach to planning and organising work;
- High standards of research conduct including ethical aspects.

#### **Skills**

The post-holder will be a motivated individual and a team player, with strong interpersonal, organisational and communication skills. The successful candidate will demonstrate:

- To have a solid experience with image processing and Modelling platforms (e.g. Photoshop, Gimp, Krita, 3DMax, Blender);

- To have a strong experience in C# scripting on Microsoft Visual Studio, and possess strong front end GUI skills with a good knowledge of the Unity Game Engine and Mobile Virtual Reality Libraries (e.g. GoogleVR).
- Strong Storyboard Skills
- Ability to work individually and as part of a team, to agreed objectives, and to tight deadlines;
- Strong presentation skills for all ranges of audiences;
- Strong written communication skills;
- High levels of motivation, creativity and initiative.

### **Terms and Conditions**

**Contract** Fixed Term (2.5 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.

**SimVis Specific Clauses:** There are also a number of specific clauses included in contracts for staff that work in SimVis on areas such as External Business Interests, Confidentiality and Intellectual Property

**Salary** - Grade 5 £27,511 - £31,865 per annum (pro rata)

**Hours** 35 hrs per week (option for part time hours of 21 hours or more)

**Holidays** - 30 days plus 11 public and statutory holidays per annum (pro rata)

**Pension** - Option to join the Scottish Teachers’ Superannuation Scheme

**Notice Period** - 2 weeks

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<http://www.gsa.ac.uk/>