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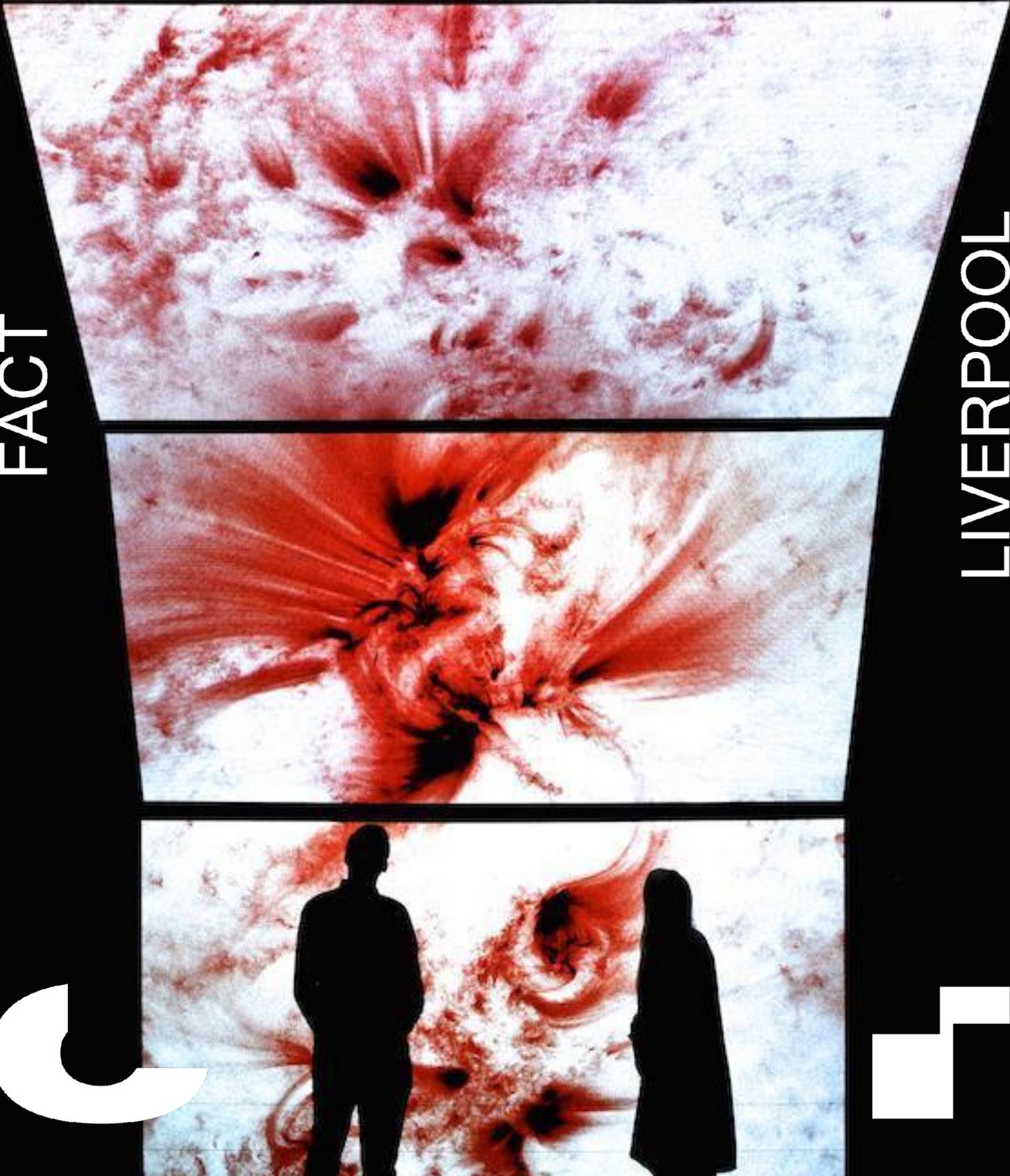
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FACT

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Renowned internationally and based in Liverpool, FACT inspires people with bold and experimental projects and exhibitions exploring art, technology, science and society. FACT nurtures a diverse future generation of artists, film-makers, creative makers, imaginers and critical thinkers, and supports young people and emerging artists to gain confidence, skills and experience that can pave the way to more productive and enriching futures.

WHO WE ARE

We are a friendly hard-working team of 30-40 staff from differing backgrounds and experience levels, who share a passion for film, art and technology. People are at the centre of FACT and we value all of the individuals that share our story - the team, the artists and the visitors. FACT is structured into teams - Programme (Exhibitions & Learning), Marketing & Communications, Development, Operations & Visitor Services and Finance - who work collaboratively to deliver memorable experiences for diverse local and global audiences. We share our building with Picturehouse, a separate company, who operate the cinema and bar and with whom we work closely to give visitors a great experience.



WHAT WE DO

We aim to provide a world-class artistic programme of contemporary art that engages with digital culture, science and new technologies. We create exciting opportunities for people from diverse backgrounds to participate in art, film, and creative technology projects. Our talent and skills development opportunities enable young people and emerging creative professionals to develop their practices and careers.



We commission and produce artworks, exhibitions, projects and events that bring people together, physically and virtually, from all over the world. We are committed to becoming a carbon neutral organisation by the end of 2021.



VIBRANT LIVERPOOL

In 2003 we opened our award-winning building that features three art galleries, four cinema screens, a lab for learning and experimentation, a café and bar. FACT is situated in the heart of vibrant Liverpool, close to all major transport links. Each year we welcome 250,000 visitors to our building, and collaborate with adults and young people through our Learning Programme, which we deliver in partnership with schools and community organisations across the Liverpool City Region.

BENEFITS

As well as being able to work with creative people across an exciting and diverse range of projects, we provide a number of benefits to improve the quality of life at FACT and at home.

- ❖ Private Healthcare Plan
- ❖ 24/7 Employee Assistance Help
- ❖ Extended Holiday Allowance
- ❖ Company Pension Scheme
- ❖ Enhanced Maternity / Paternity
- ❖ Training and Support
- ❖ Cycle to Work Scheme
- ❖ Discounted Travel Passes

FACT aims to recruit the person who is most suited to the job and welcomes applications from people of all backgrounds and identities. FACT cares about diversity in the workplace and the sector and we are committed to building a team whose representation reflects the demographics of the North West with respect to ethnicity, disability and other protected characteristics. We particularly welcome applications from candidates who have Black, Asian or Global Ethnic Majority heritage, who identify as disabled, LGBTQIA+, and/or who are from lower socio-economic backgrounds. You can read our policy for Equality, Diversity and Inclusion on our website fact.co.uk/edi



JOB DESCRIPTION

Job Title:	Programme Technologist
Reporting to:	Studio/Lab Manager
Responsible for:	N/A
Location:	FACT Liverpool, 88 Wood Street, Liverpool L1 4DQ
Salary:	£22,000 pro rata per annum (£13200 for 0.6 FTE)
Hours of Work:	21 hours per week or 3 days a week (0.6 FTE) This may involve weekend work and occasional evening work. Overtime is not generally paid, but overtime is expected to be managed within flexitime arrangements or through time off in lieu arrangements.
Holiday Entitlement:	31 days in a full holiday year (pro rata), including bank holidays, to rise to 33 days after two years' service.
Pension:	After 12 weeks' permanent employment, FACT will auto-enrol you onto the Company Pension Scheme.
Other Benefits:	Private healthcare plan, 24/7 telephone employee assistance support service, pension scheme, enhanced maternity/paternity plan, training and development programme, social activities and cycle to work scheme.
Contract:	Temporary 1 year contract, open to extension.
Probationary period:	This post is subject to a six-month probationary period.
Key application dates:	Application deadline: Sunday 6 February, 2022 , at 17:00 GMT Interviews: Week commencing 28 February 2022 Interviews will either be held at FACT or virtually via Zoom
How to apply:	FACT is an equal opportunities employer and welcomes applications from people of all backgrounds. To apply, please complete the following two forms: <ul style="list-style-type: none"> • application form and upload your CV and Cover Letter (maximum of 2 pages each) • confidential monitoring form <p>Please label attached files as: Your Name_CV/CoverLetter_Job Title</p>

Purpose of Post

Over the last few years FACT have increasingly supported artists in producing digital and online artworks through our exhibitions and learning projects. These projects have taken the form of web applications and games, web based augmented reality (AR), and also building-based AR, VR and media installations.

The purpose of this new role is to provide technology-led support to the development and delivery of our artistic programme across our Exhibitions, Learning, and Public events, collaborating with our Marketing & Communications team to achieve this. The Programme Technologist will work closely within our new Studio/Lab to introduce artists-in-residence to new techniques and possibilities for the presentation of their work, as well as working with our Learning team as they develop participatory artworks between artists and young people.

The role is ideal for someone who has an interest in contemporary art, artistic processes, and a desire to explore the potential of new technologies to shape experimental and extraordinary experiences. This is a role ideally suited to recent graduates or those at an early stage of their career looking to build their experience and portfolio. We will offer relevant training and mentorship to support and enhance the technical skills of the appointee.

Key Responsibilities

- Work across FACT's Programme team and with the Marketing & Communications team to design and produce the online experiences of artworks and public programme, as well as the technology interfaces for building-based installations.
- Offer advice to artists and FACT team on more complex technical possibilities in the development of artworks, and on ways to translate this into experiences ready to be shared with audiences.
- Explore hybrid presentation formats with particular consideration of how projects and events may exist in both online and physical spaces.
- Develop ideas and solutions for the presentation of work across various platforms, which may include identifying external skill sets to deliver the work.
- Bring design thinking to the presentation of a project, both in terms of the graphic representation of a project's identity and the ways in which it might interact with existing platforms.
- Consider the user experience of art projects and how we make the technology we use more accessible to a broad range of audiences, while also being integrated with FACT's branding and values.

The above is not exhaustive and the post-holder may be tasked with other duties as appropriate to the role.

PERSON SPECIFICATION

Essential Skills and Experience

- Post-production video preparation including a basic understanding working knowledge of Web AR/VR technologies (such as A-frame, Spark AR, Snapchat lens studio)
- Working knowledge of 2D/3D design
- Working knowledge of interactive web design & content management
- Working knowledge of working with game engines such as Unity, Cinema 4D, Unreal or similar.
- Working knowledge of video formats and standards as well as post-production video preparation (such as Adobe Premiere Pro & Media Encoder or similar).
- Experience of working with Social Networks and alternative online social spaces.
- Experience of working collaboratively
- Strong interest in working with artists/creatives

Desirable Skills and Experience

- Knowledge of database management systems, especially knowledge of open source creative code projects and libraries.
- Awareness of the new technologies used by contemporary artists
- Experience of working with motion capture and 3D scanning
- Knowledge of metaverse platforms such as Mozilla Hubs, VR Chat or similar
- Experience of AV systems including PA and Projector setup and installation, with knowledge of projection mapping.
- Experience of delivering technical support for live events
- Complete understanding of signal flow in both audio and video installations.

Key Behavioural Competencies

- Be interested in artistic processes
- Self-motivated, proactive, and versatile with excellent planning and communication skills
- Keen learner and problem solving attitude
- Flexible approach and open to trial and improvement
- Open to build and share networks with other technologists, creatives and artists