JOB DESCRIPTION

Vacancy Ref: A3624

Job Title: Senior Research/Research Associate: Design Research Works	**Grade:** 6/7

Duration: 12 months

Department/College: Lancaster Institute for the Contemporary Arts

Directly responsible to: Dr Joseph Lindley

Supervisory responsibility for: N/A

Other contacts:

- **Internal:** Colleagues and students in ImaginationLancaster, Lancaster Institute for the Contemporary Arts and the Faculty of Arts and Social Sciences, together with colleagues in other faculties, the Library, ISS, central administration and other relevant university actors.

- **External:** Project partners, Design Researchers and Design Research Associations, UKRI.

Job purpose:

The successful candidate will contribute to the overall aims of the Design Research Works Fellowship. The primary objectives of the Fellowship are gathering evidence about and promoting the use of Design Research approaches in the context of exploring and addressing socio-technical challenges. Within those objectives is the project that this role will contribute to creating an Interactive Database of Design Research (provisionally abbreviated IDDR) – IDDR will become a kind of search engine/repository for Design Research.

The purpose of this role is to conduct research fieldwork, synthesise the findings, and produce wireframe/prototype designs for IDDR. Where appropriate this will draw upon User Experience (UX) research methods, ethnographic research and participatory methods. The role will involve close collaboration with a developer (who will implement IDDR) and the rest of the Design Research Works team.

Major Duties: Grade 6

- To organise, conduct, and synthesis fieldwork in contribution to the design and develop an Interactive Database of Design Research (IDDR).
- To produce wireframe/prototype user interface designs for IDDR.
- To liaise with a documentary maker, who will be working with the same communities to ensure a joined-up approach to fieldwork.
- To conduct need-finding research with a variety of potential users of IDDR, using ethnographic methods (e.g., interviews) and participatory methods (e.g., workshops).
- To synthesise insights from the need-finding work along with insights from across Design Research Works into actionable design criteria, in liaison with the Design Research Works team.
- To closely collaborate with a developer (who will implement IDDR) through iterative cycles of design and development.
- To conduct continuing UX research into the live system to facilitate ongoing agile development.
- To work with the documentary maker to help tell the story of the research process, the outcomes of the need-finding, and the story of the design and development of IDDR.

Major Duties: Grade 7 (as above but also to include)

- To identify, establish connections, and build relationships with potential users of IDDR, including individuals, groups, and organisations with an interest in Design Research.
- To participate in the development and writing of funding bids to support the aims of Design Research Works.
- Write and/or contribute to publications or disseminate research findings using other appropriate media.
- Make presentations at conferences or exhibit work at other appropriate events.
- Supervise a research colleague, web developer or user experience designer.