# Role Profile

<table>
<thead>
<tr>
<th>Job title</th>
<th>Software Research Developer</th>
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<tbody>
<tr>
<td>Job family and level</td>
<td>Administrative, Professional and Managerial Level 4</td>
</tr>
<tr>
<td>School/ Department</td>
<td>School of Health Sciences</td>
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<tr>
<td>Location</td>
<td>Medical School</td>
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## Purpose of role

The Digital Innovations in Healthcare and Education (DICE) research group and the Health e-Learning and Media (HELM) team within the School of Health Sciences comprises academics, software developers and learning technologists and have an international reputation for e-learning development and research in healthcare education and practice. We are seeking to appoint a software research developer to join these teams. The purpose of this role will be to assist in the development of new software applications, RLOs (Reusable Learning Objects) and online systems in conjunction with EU and HELM projects’ requirements. The successful applicant is expected to contribute on a number of related EU funded international development and research projects involving the use of innovative technologies in medical and healthcare education. The successful applicant is expected to travel regularly to projects’ meetings and events in EU and Malaysia, and contribute to the preparation of the technical reports.

The successful applicant will be part of the HELM team and the DICE research group based at the Medical School, Queen’s Medical Centre.

## Main responsibilities

<table>
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<tr>
<th>Main responsibilities (Primary accountabilities and responsibilities expected to fulfil the role)</th>
<th>% time per year</th>
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<tbody>
<tr>
<td><strong>Digital innovation collaborative design</strong>&lt;br&gt;▪ Work within current EU and HELM project teams including researchers, academics, students and other technologists to develop high quality digital innovations in healthcare education and online systems in line with established methods, processes and technologies</td>
<td>45%</td>
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<tr>
<td><strong>Content creation</strong>&lt;br&gt;▪ Planning and prototyping new applications&lt;br&gt;▪ Creating multimedia resources and assets like Reusable Learning Objects (RLOs), animation, 3D videos, audio, graphics for the digital innovations where required</td>
<td>40%</td>
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<tr>
<td><strong>E-learning strategic development</strong>&lt;br&gt;▪ Collaborate with colleagues within the HELM team to deliver a unified and forward thinking approach to e-learning strategy and development within the School</td>
<td>10%</td>
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<tr>
<td><strong>Website design and development</strong>&lt;br&gt;▪ Lead the development and update project websites</td>
<td>5%</td>
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## Person specification

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<th></th>
<th>Essential</th>
<th>Desirable</th>
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| **Skills**           | ▪ Programming skills (e.g. desired languages: C#, XML, SQL, Web programming: PHP/HTML5/CSS/JavaScript)  
▪ Good organisational and management skills, including the ability to work to deadlines.  
▪ Good understanding of Web User Interface Design (UI) and Web Services (e.g. REST, SOAP) | ▪ Development for mobile platforms using existing frameworks  
▪ Developing AR, VR, 360 videos simple applications on Unity or other engine/platform  
▪ Use of vector and bitmap graphics manipulation software (e.g. Photoshop, Illustrator)  
▪ Use of Video and Audio manipulation software e.g. Premiere, Audacity |
| **Knowledge and experience** | ▪ Planning and prototyping new applications  
▪ Deciding on the best technologies and languages for the project  
▪ Willing to learn and test new technologies, frameworks and languages  
▪ Able to work to a high level of detail and produce documentation.  
▪ Ability to be proactive in ensuring projects maintain momentum and remain within scope.  
▪ Ability to work within a team of software developers and learning technologists to provide a unified approach to the end results of the projects.  
▪ Ability to work well within a team in a collaborative manner.  
▪ Knowledge and understanding of accessibility, copyright and data protection.  
▪ Willingness to work with researchers/academics/subject matter experts and/or clinical practitioner staff to achieve research project results  
▪ Experience of web development projects or project at university  
▪ Experience of software development (including planning and designing) or project at university | ▪ Experience of working with mobile platforms using existing frameworks or project at university  
▪ Experience of developing AR, VR, 360 videos and other related emerging technologies or project at university  
▪ Experience of working on projects, in particular where there are participants from different teams and organisations.  
▪ Experience of recording and editing digital audio and/or video or project at university |
| **Qualifications, certification and training (relevant to role)** | ▪ A Bachelor’s degree or equivalent in a computer related field | ▪ Higher qualification in relevant subject (e.g. web programming, software development, graphics, animation, multimedia, learning technology) |
| Statutory, legal or special requirements | ▪ Sound understanding of the relevant professional, legal and regulatory requirements of own field of work.  
▪ Awareness of accessibility and usability issues and of any legal restrictions placed upon electronic publishing and academic use of the Web. |
| Other | ▪ Willingness to work flexible hours.  
▪ Willingness to travel between university, local and international project sites as required. |

The University of Nottingham is focused on embedding equality, diversity and inclusion in all that we do. As part of this, we welcome a diverse population to join our work force and therefore encourage applicants from all communities, particularly those with protected characteristics under the Equality Act 2010.
Expectations and behaviours

The University has developed a clear set of core expectations and behaviours that our people should be demonstrating in their work, and as ambassadors of the University’s strategy, vision and values. The following are essential to the role:

**Valuing people**
Is always equitable and fair and works with integrity. Proactively looks for ways to develop the team and is comfortable providing clarity by explaining the rationale behind decisions.

**Taking ownership**
Is highly self-aware, looking for ways to improve, both taking on board and offering constructive feedback. Inspires others to take accountability for their own areas.

**Forward thinking**
Driven to question the status quo and explore new ideas, supporting the team to “lead the way” in terms of know-how and learning.

**Professional pride**
Sets the bar high with quality systems and control measures in place. Demands high standards of others identifying and addressing any gaps to enhance the overall performance.

**Always inclusive**
Ensures accessibility to the wider community, actively encouraging inclusion and seeking to involve others. Ensures others always consider the wider context when sharing information making full use of networks and connections.

Key relationships with others

[Diagram showing key relationships: Line manager, Role holder, Key stakeholder relationships (Project partners, Colleagues), Head of Digital Learning Support Services, Software Research Developer]