**CITY ARTS** (Nottingham)

A registered charity, we work creatively and collaboratively with communities and particularly target resources towards vulnerable groups. Our projects include music, performance, visual and digital arts and are all facilitated by artists particularly skilled in working creatively with people.

**JOB DESCRIPTION**

**SUMMARY**

1. **Title**

Mobile App Designer

1. **Responsible to:**

Programme Director - Wellbeing

1. **Responsible for:**

Working alongside the Digital Officer and App Developer.

1. **Purpose of Job**

Reporting to the Programme Director – Wellbeing and Digital Officer will be primarily responsible for production of a high end App for Armchair Gallery.

1. **Terms of Employment**

The post is part time (2 days per week) for an initial period of 14 months with a six month review. The hours and days of attendance may be worked flexibly as agreed with the Programme Director. There will be a probationary period of 3 months (included within the contract period).

1. **Salary Scale**

£26,000 pro-rata (based on a 2 day week)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**CONTEXT**

The Armchair Gallery (AG) is a strand of work that has been developed over the last 3 years as part of a national Arts and Older People’s fund awarded by Arts Council England and The Baring Foundation. Recent funding from Nominet Trust has enabled this project strand to be taken to the next level.

**In the next year, 2017-18, our aim is to develop an interactive App for use by older people and other communities of interest.**

An exciting opportunity has arisen for an experienced Mobile App Designer to join the City Arts team to work with us on an innovative digital arts project. The objective is to provide a creative and interactive experience for older people through an app called Armchair Gallery. The core aim is to enable over 65’s who are unable to visit galleries and other art and cultural collections, to access these galleries via a digital app on the web and iPad / Tablet. Through the Armchair Gallery app, over 65’s living with dementia will have access to virtually visit world class cultural collections, addressing the issues of isolation and the ‘digital divide’ with elderly generations.

You should have a passion for design and a flexible, creative approach to problem solving. The successful candidate will work collaboratively with an app developer and Armchair Gallery project managers in devising innovative solutions that reflect the end user and specific demographic. You will be involved in the full lifecycle from the initial research and development, UX/UI workshops, wireframing, prototyping and testing, right through to the delivery and launch of the application as well as any aftercare required.

**Essential skills & experience:**

•  Commercial experience of designing for web and app development

•  Solid experience in creating intuitive, usable, and engaging interactions and visual designs for mobile devices

•  Strong knowledge of accessibility in UI and UX design and the implementation of innovative experiences.

• A track record of delivering objectives, meeting deadlines and carrying out projects within budget

• Experience in collaborating with cross-functional teams throughout the design process

• Expert level skills in Photoshop, InvisionApp, UXPin and any other relevant design tools

• Knowledge of UX and Mobile App trends and vision for creative solutions using mobile metaphor concepts

• Ability to design apps to work across mobile devices with a view to their varying sizes and capabilities

• Excellent verbal and written communication skills and clarity in problem solving

• Self-motivation and the ability to maintain a high standard of quality whilst working to strict deadlines

• Pro-active attitude and willingness to constantly refine the AG App

• Deep understanding of Apple’s human interface design guidelines, Android design and other mobile platform designs, including Google’s material design

• Relevant education in interaction design, human-computer interaction, cognitive science or related field

**Desirable skills & experience:**

• Good understanding of Agile development processes

• Experience designing on an approved store app

• Experience of working on a continuous delivery environment

• Experience in utilising a variety of content (images, music, video, 3D objects etc) into a digital platform

•   Experience working on projects that require a design focus consideration of accessibility

• An understanding of arts, education, voluntary and charitable sector

General Responsibilities

To maintain confidentiality and observe data protection guidelines. To work co-operatively and in accordance with CA’s policies on equal opportunities and safeguarding. To assist with any duties specified by the Programme Director and Creative Director.

**Personal Attributes:**

* An understanding of the importance of the arts as a core activity in people’s lives
* Willingness to travel and work occasional unsocial hours
* Confidence and skills to work collaboratively with artists, partner groups and participants
* Ability to work on own initiative and unsupervised
* Ability to communicate clearly in and meet the needs of different audiences
* Ability to contribute to meetings

**EDUCATIONAL QUALIFICATIONS -** Degree or HND level or equivalent level professional experience is also essential

**All staff must provide** **or agree to undertake a DBS check as part of our safeguarding policy.**

**HOW TO APPLY**

Complete application form in pack and a CV (no more than 2 pages)

If you have examples of previous online work, please include these links in your cover letter or CV, clearly stating your role in it.

**TO:** kate@city-arts.org.uk

**DEADLINE:** by 9 am on June 5th 2017

**Recruitment timeline:**

Interviews held on March 15th June

Please note only successful applicants will be notified as to whether they have an interview.