THE PHOTOGRAPHERS' GALLERY

Post:	**Digital Producer (Digital Programmes)**
Team:	Programming Team
Responsible to:	Curator digital programmes
Contract:	24 hours a week (Variable Hours) **Fixed Term, 9 months contract**
Full-time Salary:	£24,000-£30,000 (Pro-rata for 24 hours per week = £14,000-£18,000pa)
Holidays:	23 days per annum (Pro-rata = 10.5 days for 9 months 3 days per week)

The Photographers' Gallery – Background

The Photographers' Gallery is the UK's leading centre for the presentation and exploration of photography in all its forms and a dedicated home for an international photographic community. Established in London in 1971, the Gallery has been instrumental in reflecting photography's pivotal role in culture and society and championing its position as a leading art form through a rich programme of exhibitions, talks, events, workshops, courses and other activities.

Organisational Purpose:
Our mission: To champion photography for everyone
Our Vision: To stimulate public understanding and deeper engagement with photography and its value to society.

Our Key Aims:
1. To be the UK's leading photographic gallery with international impact
2. To be the driving force for debate and new thinking about the role of the photographic image in society today
3. To place innovative learning, diversity, and excellence at our core
4. To ensure long-term sustainability for the gallery and all its activities

The Photographers' Gallery is a registered charity with a turnover of £3.6 million per annum. It is part funded by Arts Council England and by individuals, companies, and charitable trusts. Its trading activities contribute significantly to income.

The Digital Programme

The Digital Programme at The Photographers' Gallery was founded in 2012 as part of its mission to make sense of the role photography plays in our everyday lives, particularly through emerging technologies. In 2017 the Arts Council described the digital programme as *'sector leading in that it is pioneering new thinking around the future of photography.'*

Over the past six years, the programme has focused on the social, aesthetic and political issues arising from the photographic image in network culture, focusing on computational photography, synthetic imaging, digital labour, machine vision, automation and the camera. These issues have been taken up across a number of key platforms for the programme including:

- The **Media Wall** (installed on the Ground Floor and visible from Ramillies St) is focused on new commissions as well as mapping the broader shifts in consumption and circulation of photography online. Commissions have included James Bridle, Penelope Umbrico, ScanLAB Projects and *For the LOL of Cats: Felines, Photography & the Web* (2012) and *d(^_^)b* (2015);

- **Unthinking Photography:** A web platform for commissioning online interactive projects, youtube essays, slideshows, interviews and new writing around computational image culture;

- **Screen Walks:** A series of live-streamed events, in partnership with Fotomuseum Winterthur, in which artists, curators and researchers are invited to give online tours to the spaces where their artistic practices take place;

- **Public Programming:** Focused on workshops, symposiums, panels and playful takeovers of the gallery and the upcoming Soho Photographic Quarter;

- **Research:** Through a collaboration with the Centre for the Study of the Networked Image, London South Bank University, the programme is engaged in new research, including a Collaborative PhD on Climate Change and the Networked Image;

- **Open Space:** a new programme of Augmented Reality commissions and workshops engaging new audiences within and outside of the Gallery building as part of the new Soho Photography Quarter.

Programming Team

The Programming team is responsible for leading on the Gallery's public exhibition and education programmes and resources, and is managed overall by the Director. The team consists of a variety of part-time and full-time positions including: Head of Exhibitions, Senior Curator, Curator, Curator (Digital Programmes), Digital Producer, Head of Education & Projects, Curator (Talks and Events) and Curator (Schools and Young People). The team is further supported and advised by freelancers, consultants and temporary staff and works closely with other staff teams to ensure the Gallery presents a coherent, integrated public programme.

The Role

The Digital Producer works closely with the Curator of Digital Programmes and the Programming Team (exhibitions and education) to manage the development, presentation and implementation of public-facing digital content and technologies as well as research and experimentation projects.

The post is critical in providing the technical, logistical and relevant practical support arising from the development and delivery of the programme, and in providing professional, efficient and effective support to the programming team more widely.

The post sits within the Programming team, line-managed by the Curator of Digital Programmes and works closely with Communications, Development and all other Gallery teams as and when required.

Our existing Digital Producer is taking a 9-month secondment, creating a temporary vacancy in the programming team.

We are particularly interested in applications from people from backgrounds which are underrepresented in the museums and galleries sector, including people from low-income backgrounds, people with disabilities and people from Black, Asian and ethnically diverse backgrounds.

Core Duties and Responsibilities

- Assist the Curator of Digital Programmes and other relevant staff on the technical delivery of the digital programme;

- Oversee digital media production and manage production calendar, liaise with artists, web developers and relevant gallery staff to ensure the timely installation, testing and troubleshooting of the digital programme online and on-site;

- Develop and manage timelines for timely, accurate content updates for the gallery website, unthinking.photography and digital newsletters ensuring accuracy, accessibility and usability including the upload of video and audio assets;
  Manage the technical production of online, hybrid and physical events;
  Develop technical specifications and support the maintenance of the ground floor Media Wall
- Technical troubleshooting in support of the Programming Team including website and audio-visual requirements;
- Advise on the ongoing development of the Gallery's website and Digital Archive;
  To support the Gallery's research partnerships and contribute to research and development;
- Administration of the digital programme, including budgets, copyright and image licensing research, transport arrangements and artist liaison;
- Collate and contribute to communications and programme resources including leaflets, wall texts, signage, website, exhibition interpretation, development and press information as and when required;
- Carry out their responsibilities with due regard to The Photographers' Gallery's security, Health and Safety, Child Protection and Equal Opportunities Policies at all times.

Person Specification

- Demonstrable project management skills with previous experience of producing, curating, or creating image-based online/digital projects;
- Strong technical skills and ability to troubleshoot technical issues relating to software and hardware, with a focus on video, digital imaging and web technologies;
- Knowledge and understanding of cultural debates and theoretical developments surrounding photography, digital technologies and new media;
- Experience of writing/editing texts for programming, press and fundraising purposes;
- Solid understanding of social media networks and participatory digital arts projects;
- Good knowledge of copyright issues with regard to digital images in different contexts;
- Demonstrated experience of collaborative and teamworking with digital and cultural workers, including graphic designers, programmers, web developers, artists etc;
- Ability to work within a team and with a diverse range of people;
- Technical Skills: Image/photo editing (Adobe suite), basic knowledge of HTML, CSS
- JavaScript, video editing, graphic design, MailChimp, Sketchup.
- The ability to troubleshoot and support Windows, Mac and Linux systems;
- Knowledge of programming and troubleshooting skills;
- Good knowledge of copyright issues with regard to digital images in different contexts; Experience with social media networks and participatory digital art projects.

Closing Date for Application is: August 2nd 2021 at 12pm
Interviews will be held on: week beginning 9th August 2021

The Photographers' Gallery is committed to equal opportunities and encourage applications from all persons without discrimination.

Whilst the above person specification is a useful guide to the experience level expected, we welcome applications from anyone who feels they could bring alternative skills or qualifications to the role, which would be of equal if not more benefit to the position and the organisation.

To apply download an application form from https://thephotogrpahersgallery.org.uk/about-us/careers-tpg

Send completed application forms to Vacancies@tpg.org.uk

The Photographers' Gallery is a registered Charity no. 262548.