

## Hastings Commons

www.hastingscommons.com



**Role:** Creative Technology Manager (OBX)

**Reports to:** Programming Board

**Line manager:** General Manager

**Supervises:** Creative Technology Assistant/s

**Location:** The Observer Building, Hastings

**Salary:** £28,000 – 34,000

**Job Type:** Full time permanent

To apply, please email CV and cover letter to [hire@hastingscommons.com](mailto:hire@hastingscommons.com)

Deadline for applications is 5pm on Tuesday 18th April

Hastings Commons is committed to creating a diverse environment and is proud to be an equal opportunity employer. All qualified applicants will receive consideration for employment without regard to race, colour, religion, sex, gender identity or sexual orientation.

### The Opportunity...

#### What is OBX?

OBX is the creative technology hub of Hastings Commons based at the Observer Building, Hastings.

OBX explores the opportunities presented by creative technology to build stronger communities. It is an open, accessible, inclusive, community-led project that actively responds to the varied needs of the people and communities of Hastings. We aim to open up the tools of art and technology for collective action for a better future.

We focus on creative technology because it is a fundamental part of our culture, experienced through gaming, media and communication technology. The various aspects of creative technology are therefore immediately familiar and understandable to many and this helps us engage with people – especially with individuals and communities who usually miss out. Creative technology is a broad term that includes a wide range of activities and disciplines such as (but not limited to): making and hacking, programming, video and film, 2D & 3D printing, AR/VR/XR, gaming, sound and music, A.I., robotics, augmented performance, interactive projections, generative art and things we haven't yet thought of....

#### The Space

OBX is based on the Mezzanine floor of the Observer Building. The aim is to create a hybrid work-performance-play space that is open and inviting to all, a place where things are made and the process of designing, making and testing is visible and tangible (eg. video projections of ongoing work, demonstrations of 3D printing, physical objects that can be interacted and played with). This visibility is intended to break down the exclusionary aspects of creative technology and encourage a wide range of participants.

Visitors to the space can participate in a number of increasingly more engaged ways: at its simplest, as a spectator (hanging out, drinking tea, watching what's going on, sharing ideas), as a volunteer (helping out on basic tasks, learning stuff, sharing ideas), as a participant in a structured work experience scheme (partnerships with colleges, schools, community groups), as a collaborator (an

individual or organisation sharing equipment, skills, ideas, space for mutual benefit) or as contractor or employee. By nurturing a wide community of common interests and skills we aim to create a local talent-cloud that can be called upon to participate in the production of projects.

### **What do we do?**

Our work is structured around the delivery of 'projects'. These are 3-4 month projects built around a phased approach of 1. Scoping: defining the project in consultation with 'the community', 2. Development: bringing together teams of skills and experience to create something, 3. Event: an exhibition, publication, screening, performance etc that demonstrates the work done over the last 4 months, 4. Documenting and archiving: documenting the project (how we solved various problems, how we made it, what software and hardware we used etc) for an ongoing open-archive and 5. Spin-off product or service created as an OBX offer. Projects will be developed in the OBX space and (usually) the final event is staged at the Venue Space on the ground floor. To define the projects we maintain an open and ongoing consultation with interest groups within the community.

Projects and other activities are funded through a combination of grant funding, commercial services (video post-production, audio editing, podcasting, 3D printing, 3D scanning etc.) and commercial spin-offs from projects e.g. the Valentine's Day 3D scanning and printing project or any other commercial opportunities from projects. On occasion, OBX can act as an agency and develop and deliver a commercial project e.g. a 3D website for a commercial client.

Alongside these projects, we have been developing a programme of various workshops and events relating to creative technology.

The new Creative Technology Manager will build on the work to date while overseeing a refresh of the strategy:

- a) Ensure that 11-18 year olds benefit significantly from involvement in OBX
- b) to develop plans to ensure the OBX will be sustainable after 2025.

### **What you will do...**

#### **Strategy, programme planning & reporting**

- Review current strategy in discussion with Senior Leadership Team, Commons Board and other stakeholders
- Prepare strategic plan and work with Finance Lead to develop and manage OBX budgets
- Work with the Senior Leadership Team, finance and impact teams to track and report on project progress, risks and outcomes including preparing relevant reports for funders and investors in the OBX

#### **Project & Space management:**

- Work closely with community groups and with Hastings Commons team and tenants to conceptualise, define, plan, deliver and project manage a programme of creative tech projects for the OBX, within set budgets
- Maintain a network of local contractors (coders, designers, creatives, writers etc)
- Develop and manage the OBX space including oversight and understanding of company health and safety policies for the space

- Make purchasing decisions, manage and maintain OBX equipment

### **Comms, Marketing & Engagement:**

- Work with our Communications Manager to produce best practice comms, via social media and email channels
- Manage and promote ticketing/sales using Eventbrite
- Be an advocate for OBX and Hastings Commons both formally and informally
- Build a network of like-minded people and organisations.
- Build strong relationships with schools, colleges and youth groups to encourage young people to use and shape OBX

### **What you'll bring to the table...**

- You will be able to manage people from different disciplines: techies, creatives, suppliers, contractors, work experience, students and people from diverse backgrounds, communities and abilities
- Demonstrable ability to identify, engage and work with diverse communities
- You will have up to date knowledge of and an interest in creative technology (video, sound, web, interactivity, electronics, A.I., I.A., 3d printing and cutting, animation, 'making', design, mechanics, data, open-source, open-access, recycled tech etc.)
- Knowledge of what's going on in the art/tech world and its relevance to 'real-world' issues in Hastings
- Knowledge of project management methodologies and applications (Gantt charts etc) and ability effectively manage budgets and reporting requirements financial, strategic, risks and outcomes/ impacts
- You will have an entrepreneurial mindset and be able to apply a 'disruptive' approach to the work you do
- Microsoft Office suite, in particular Excel (or other open source alternatives)
- Visual literacy
- Practical knowledge of the various social media platforms
- Best practice re social media comms
- A knowledge of email comms platforms and best practice (we currently use Mailchimp)
- A passion for social enterprise and community-led projects
- An understanding of the importance of the Hastings Commons and its mission to bring difficult buildings into use for the common good – now and for the long term.

### **What you'll get from working at Hastings Commons...**

- Make a real contribution to the community around you and have a hand in investing in the future of Hastings
- Our culture and mission is to invest in our staff to build on their existing skills through bespoke development and training opportunities

- We are a compassionate employer with a mental health first approach to work
- No pension contribution deductions have to come from your salary, we contribute 100% (you can add more to the pension if you choose)
- Monthly wellbeing budget
- Monthly team lunch on us and lots of social events
- 23 days holiday + bank holidays (increases by one day per year of service)
- Extra-special day off on your birthday

## **Who we are...**

**Hastings Commons is a community-led approach to transforming the unique area around the old Observer Building in the White Rock neighbourhood of central Hastings.**

It's a collection of *buildings and spaces* brought from dereliction into use for homes, workspace, leisure and learning, and it's also a *way of acting together for the common good ('commoning')*.

Rents are capped to protect affordability, good uses are prioritised over profit, mutual support and collaboration are encouraged.