2020/2021 WORK STUDY PROGRAM

JOB POSTING

JOB TITLE: ENGL5 - Project Coordinator
“Critical Worldbuilding: From Fiction to Engine”
at the Praxis Studio for Comparative Media Studies

EMPLOYEE GROUP: CUPE

DEPARTMENT NAME: English

CONTACT NAME: Jentery Sayers

JOB DESCRIPTION: The Project Coordinator (“Coordinator”) for the Praxis Studio for Comparative Media Studies (“Studio”) will collaborate with Jentery Sayers (English) and four research assistants (also in English) at the University of Victoria as part of a research initiative titled, “Critical Worldbuilding: From Fiction to Engine.” The Coordinator will facilitate Studio communications and also compile, document, and describe numerous “worlds” appearing in contemporary games and fiction (1970 to the present). Communications will be conducted mostly by email and Zoom. Compiling will include the use of spreadsheets, and documentation will involve audio, video, and screen capture as well as some transcription.

QUALIFICATIONS: An interest in contemporary games (video or tabletop) and/or science fiction and fantasy (“SFF”) is the most important qualification for this position. Familiarity with audio and video editing, text editing, and/or game engines is a plus. No experience with work study or studio-based research will be assumed.

JOB LOCATION ON-CAMPUS: Clearihue Building D220 (The Praxis Studio)
(work can be conducted online / remotely)

WORK STUDY WAGE: $15.50/hour (includes 4% vacation pay)

DEPARTMENT TOP UP: $1.00

HOURS AVAILABLE: 150

HOW TO APPLY: Email expressions of interest (~300 words), including relevant experience, to Jentery Sayers at jentery@uvic.ca.

APPLICANTS MUST BE ELIGIBLE TO PARTICIPATE IN THE WORK STUDY PROGRAM
For details go to: http://www.uvic.ca/registrar/safa/work-study/index.php