



1215 Lower Water Street, Halifax, Nova Scotia, B3J 3S8

## **Exhibit Content Developer**

**Department:** Exhibits and Facilities

**Supervisor:** Director, Exhibits and Facilities

**Position Category:** Full Time

**Hours:** 35 hours per week

**Rate:** \$27.50/hr

**Benefits:** Medical and RRSP (based on completion of probation period)

**Start Date:** As soon as possible

### **JOB SUMMARY:**

The Discovery Centre is seeking an enthusiastic individual with excellent exhibit content development and writing skills to be responsible for creating STEAM-based content for exhibits. As a member of the exhibits department, this individual is responsible for supporting exhibit development through research, content creation, and visitor experience development. The individual will produce interpretive content for STEAM-based exhibits and other print, digital, and interactive elements. The ideal candidate understands design thinking, universal design, and is strongly visitor experience focused. The candidate should have experience working within a team environment.

### **DUTIES & RESPONSIBILITIES:**

- Responsible for assigned exhibit development projects. Conduct content research and develop interpretive strategies for exhibits. Includes literature review, visitor research, subject matter expert interviews, theme and topic development, brainstorming with other team members.
- Collaborate, communicate progress, and coordinate work with the exhibits team, scientists and other subject matter experts, and educators.
- Research and interpret science information, images, objects, tools, and technologies. Develop exhibit content for delivery through text, images, interactives, video, and audio. Includes writing lively text for signage and scripts; editing, revising, fact-checking, and proofreading; researching, selecting and helping to secure, images, diagrams, video, and other educational resources. Ensure that the style standard for language, punctuation, and vocabulary usage, is consistent with the Discovery Centre brand standards.
- Serve as an audience advocate, striving to create exhibit experiences that make science engaging, surprising, and compelling for broad audiences.

- Ensure that exhibit goals, objectives, and key messages are clearly established, reviewed at specified points in the process, achieved in the exhibit, evaluated and redressed by remediation, when practical.
- Ensure timely completion of work so that exhibits are done on time and within budget.
- Stay current in exhibit development field to pursue best practices, initiate relevant partnerships, and serve new audiences.
- Perform other duties as assigned.

#### **RELATIONSHIPS:**

Working in a team environment, the Exhibit Content Developer collaborates to provide exciting inquiry-based exhibit experiences for visitors of all ages. The Exhibit Content Developer will be required to collaborate with the exhibits team, Discovery Centre's marketing and sales, partnerships and education teams.

#### **SUPERVISORY RESPONSIBILITY:**

The Exhibits Content Developer may be required to manage seasonal staff or volunteers.

#### **PERFORMANCE INDICATORS:**

Performance will be reviewed annually by the Director, Exhibits and Facilities.

#### **QUALIFICATIONS:**

##### **Education and/or Experience**

The ideal candidate will possess a combination of the following education and/or equivalent experience:

- Bachelor's degree in sciences, museum studies, or related field; Master's degree preferred.
- 3-5 years of experience in exhibit development for informal science or similar setting.
- Gifted science communicator and storyteller with demonstrated experience in research and science writing for diverse public audiences.

##### **Knowledge, Skills & Abilities**

- Demonstrated knowledge of museum signage writing and the exhibit development process.
- Excellent verbal and written communication skills and ability to write clearly, concisely, and imaginatively.
- Problem-solver who can think outside the box to overcome challenges.
- Ability to work successfully in a team environment as well as independently.
- Ability to develop thematic structure for exhibits using a variety of methods and techniques that communicate concepts to general audience(s).
- Ability to read and understand scientific literature.
- Knowledge of exhibit evaluation methods in informal education settings.
- Detail-oriented, prioritize, meet tight deadlines, accurate.

- Skilled in using Microsoft Office and other digital media tools and equipment to create and manipulate text documents, spreadsheets, images, and other digital assets. Some familiarity with Adobe Creative Suite is a plus.
- Ability to ensure that exhibit content is intellectually and emotionally engaging. Exhibits should have a “fun” or “Wow!” factor that will drive attendance to the Centre.

**WORK ENVIRONMENT:**

Reasonable accommodations may be made to enable individuals with disabilities to perform the essential functions. While performing the duties of this job, the content developer is frequently required to stand, sit, walk, and reach with hands and arms, and talk or hear. Must be able to perform repetitive motions 75% of the time. Must be able to lift 20 lbs.

**APPLICATIONS:**

Applications are to be emailed to [recruitment@thediscoverycentre.ca](mailto:recruitment@thediscoverycentre.ca). Applicants are to submit their resume, cover letter and references. All applications will be reviewed but only those chosen for interview will be contacted.

Discovery Centre promotes equal employment opportunities for all job applicants and embraces diversity. The Centre is committed to equity in its policies, practices, and programs, supports diversity in its work environment, and ensures that applications for members of underrepresented groups are considered for employment with the Centre.