



Further Particulars

This document includes information about the role for which you are applying and the information you will need to provide with the application.

1. Role details

Vacancy reference:	7505
Job title:	SL Lead Web Developer
Reports to:	Thanh Le (Leading Technical Developer
Salary:	Ranging from £36,862 – £44,016
Terms and conditions of service:	Full time Academic-Related Staff
Grade:	Grade 8
Duration of post:	Maternity Leave cover until 31 March 2012
Working hours:	Full time – 37 hours per week
Location:	Knowledge Media Institute of The Open University
Closing date:	6 th October 2011
Type of application form accepted:	Standard form
Number of referees required:	Three
Unit recruitment contact:	Ortenz Rose

2. Summary of duties

The vacancy is for a Lead Web Developer on the SocialLearn Project. The OU SocialLearn project is developing an online learning space for all learners to make sense of the wealth of content/media by:

- developing their understanding with recommendations, feeds and help to construct or follow a 'learning journey' (connections between educational resources);
- personalising their tools/services, rather like an iGoogle dashboard tuned to their learning interests, taking the toolkit with them as they browse the web anywhere;
- connecting with others, building learning connections and communities with peers, mentors and teachers.

The SL Lead Web Developer is responsible for:

Team leadership

- Work closely with the project's Lead Technical Architect to translate requirements into buildable specifications and help coordinate development team effort to achieve product build to schedule.
- Contribute to the development of the system vision and communication of the system vision to other team members and project sponsors.
- Supervise, manage and support the developer team to ensure appropriate task allocation and completion to meet the objectives of the project plan.
- Provide development team leadership and support for the selection, introduction and development of new or existing tools, methods of working and development environments in support of the project plan.

Technical leadership

- Contribute to architectural design decisions and provide support for validating and verifying technical choices and decisions.
- Provide analysis and advice on decisions to build or buy.
- Determine and apply appropriate development or integration methodology.
- Identify and resolve deviations from agreed specifications, designs, standards and schedules.

Specification and design

- Select and use structured and methodical investigative methods.
- Analyse client needs to produce the specification of logical data, functionality, usability, capacity requirements.
- Identify and resolve any constraints imposed by the client, technical development and organisational requirements.
- Ensure that priorities are agreed with client, and contribute to plans that meet agreed specification and schedule.
- Identify what software components are required and their source.
- Identify and select the resources needed to design, create, test and integrate the identified software components.
- Identify existing resources that could be reused and/or reversioned.

- Provide estimates of time required for individual jobs.

Production, integration and validation of planned products

- Use designated tools, development environments and support systems in accordance with organisational procedures.
- Identify from given designs, the tasks and dependencies required to complete the creation and integration of software.
- Ensure that designs correctly match the given specifications and include all required software components and the intended development environment.
- Identify and resolve any shortfalls between required and allocated resources by following organisational procedures.
- Produce solutions from the specification and design of product development.
- Communicate progress on developments to clients in liaison with other members of the project team.
- Support the Project Manager in negotiating and communicating with clients, variations to project specifications, including resources and schedules, as necessary, during project production phases.
- Undertake peer review of products.
- Undertake regular reporting to line manager as required.
- Apply a problem-solving approach.

Roll out and verification

- Ensure that software components match the agreed designs and achieve the required balance between performance and ease of maintenance.
- Deliver work that is fit for purpose within a quality assured process.
- Create documentation which conforms with organisational requirements and standards
- Ensure that the service team is trained to deliver training to clients.

Teamworking

- Understand the role of other team members in systems development and support, and collaborate effectively to ensure smooth and timely production and roll out.
- Take a flexible approach to task boundaries, but recognise where it is necessary to seek the expertise of others.
- Actively share knowledge and expertise with colleagues to contribute to best practice.
- Pick up work, where other team members are absent or unavailable, in order to ensure timely completion of a task, or appropriate client contact.
- Take responsibility for own contribution to team performance.
- Collaborate effectively with other members of the wider team.

Other

- Keep abreast of external trends and developments in order to enhance and maintain professional expertise.
- Contribute to, and facilitate, continual process improvement.
- Contribute to staff development and best practice.
- Act promptly to help solve problems, and report and document outcomes as appropriate.

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3. Person specification

Person Specification

Essential

Education/qualifications

- Degree-level (or equivalent experience).

Work and other relevant experience

- Experience in the effective specification, design, development, production or integration of software solutions and systems.
- Proficiency in the development of one or more of:
 - Systems software to support multiple media production;
 - Online services such as for communications, assessment and the provision of learning materials;
 - Scalable, generic software solutions to learning and teaching problems.
- A track record of successful delivery to specification within agreed schedule, resources and standards.

Personal qualities and abilities

- Effective verbal and written communication skills, including:
 - Ability to present, demonstrate and explain solutions to colleagues, the wider University and outside organisations;
 - Ability to give a clear brief to colleagues or suppliers;
 - Expertise in negotiating with clients with regard to production constraints, and the ability to influence outcomes.
- Demonstrable organisational, planning and problem-solving skills and technical leadership.
- Team-working capabilities in collaborating with colleagues, managers and staff across the organisation.
- A demonstrable interest in continuing self-development.
- Ability to interpret a brief in order to produce appropriate creative solutions.
- Ability to apply best professional practice to deliver effective solutions that take due regard of technical, budgetary and other project considerations
- Ability to deliver solutions which involve analysing complex conceptual/technical requirements.
- Ability to cope with pressure and unforeseen problems, and to offer pragmatic solutions to these.
- Confidence and ability to use initiative within a managed team, prioritising tasks according to deadlines.
- Willingness and ability to embrace new ideas, learn new skills and adapt to changing situations or requirements.
- Up-to-date knowledge of industry developments and trends in terms of tools, technologies, methods, market conditions and quality standards.
- Ability to liaise effectively with appropriate external organisations.

- Promote continuous improvement.

Technical Skills

Knowledge of and experience in:

- developing using PHP version 4 and above;
- developing for MySQL version 4 and above;
- developing for Postgres;
- developing HTML and CSS;
- developing Javascript using the JQuery and YUI framework; particularly for rich client applications using AJAX;
- developing for Joomla;
- using Zend Framework.

Desirable

In addition to core professional experience, some experience or knowledge of the following would be an advantage:

- Interest in the strategic contribution that learning environments and new technologies can make to successful distance education.
- Interest in distance-teaching practices and an awareness of the implications of open access in higher education.
- An understanding of what makes for effective open teaching and learning components and systems for supporting their production.
- Experience of cost-benefit analysis for products or services.
- Working in educational publishing.
- Human Computer Interface (HCI) design.
- Client/server architecture, design and implementation.
- Designing and producing solutions that comply with relevant legal and industry standards.
- Working with freelance staff or sub-contractors.

Technical Skills

- Linux administration (for Ubuntu);
- Java/Java EE development;
- XML and related specifications for semantic web (e.g. RDF, Topic Maps, etc.).

4. Role specific requirements e.g. Shift working

n/a

5. About the unit/department

The Knowledge Media Institute (KMi) of the UK's Open University is a highly successful interdisciplinary research centre founded at The Open University in 1995, and located in attractive premises at The Open University's main campus in Milton Keynes, UK. We offer a stimulating environment, widely acknowledged to be at the leading edge of research and

development, particularly in semantic Web technologies, multimedia and information systems, knowledge modelling and management, new media for learning and sensemaking. KMi is part of the OU's Centre for Research in Computing, ranked as one of the top 20 research centres in the UK RAE 2008. The style, impact and content of our work can be seen at <http://kmi.open.ac.uk/>

6. How to obtain more information about the role or application process

If you would like to discuss the particulars of this role before making an application please contact Mark Glaister on Tel: +44 (0)1908 332748 or email m.glaister@open.ac.uk

If you have any questions regarding the application process please contact Ortenz Rose on +44 (0)1908 654774 or email o.rose@open.ac.uk

7. The application process and where to send completed applications

Please ensure that your application reaches the University by: **6 October 2011**

Post it to:

Name/Job title: [Ortenz Rose – Senior Staffing Coordinator](#)

Department/Unit: [Knowledge Media Institute](#)

Address: [The Open University](#)
[Walton Hall](#)
[MILTON KEYNES](#)
[Bucks](#)

Post Code: [MK7 6AA](#)

Or e-mail your application to: kmi-recruitment@open.ac.uk

8. Selection process and date of interview

The interview panel will be chaired by Mark Glaister. Other members of the interview panel will include members of the project team. Interviews will be arranged as soon after the close date as is possible.

We will let you know as soon as possible after the closing date whether you have been shortlisted for interview. Further details on the selection process will also be sent to shortlisted candidates.

Applications received after the closing date will not be accepted.