

## Researcher

<b>Job Reference:</b>	6461
<b>Department:</b>	Forensic Architecture, Visual Cultures
<b>Grade/ Salary:</b>	Grade 5
<b>Contract Type:</b>	Fixed-term, 1 year (with possibility of extension)
<b>Hours:</b>	1.0 FTE, 35 hours
<b>Location:</b>	New Cross, London

## Goldsmiths

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Goldsmiths, University of London is a world-leading centre of educational excellence where ground-breaking research meets innovative teaching and thinking. We're looking for inspiring and talented people to help build on our global reputation while also growing personally in a true learning organisation.

We are happy to supply information in alternative formats for disabled applicants. Please contact [hr@gold.ac.uk](mailto:hr@gold.ac.uk) to make your request.



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we are different

**Department of Visual Cultures, Forensic Architecture**

The successful applicant will be joining a small team of researchers based on the Goldsmiths College campus, working on a frontier research project that mobilises architectural techniques and technologies to reconstruct incidents of violations of human rights, war crimes, and environmental destruction worldwide.

## **Job description**

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Reporting to: Eyal Weizman (Director, Forensic Architecture) and Amina Darwish (Head of Operations, Forensic Architecture)

### **Summary:**

Forensic Architecture (FA) is looking to work with an early career researcher who is versatile, proactive, and has a strong ambition and willingness to engage with the use of new technologies for the investigation of human rights violations and environmental destruction by state and corporate actors. The Researcher will participate in the development of cutting-edge investigative tools for casework across regional, temporal, and thematic areas. Contributions could extend across spatial and cartographic analysis, computational design, 3D simulations, open-source research, and the presentation of findings through various media including written reports, investigative videos, and interactive web platforms.

The Researcher will have demonstrable technical experience with computational design, simulations, and modelling and animating 3D environments. Under the direction of more senior researchers on the FA team, the Researcher will be given opportunities to learn FA's unique methodologies and participate in identifying and developing new technologically-driven tools and techniques.

The Researcher will be expected to contribute to a family of research projects and cases which seek ambitious conceptual avenues through which to connect histories and legacies of colonialism to contemporary environmental conditions, especially in the context of West Africa. As such, demonstrable experience of research work in relevant thematic and geographic contexts is preferred.

They will be required to follow and understand the day-to-day research logic and methods of the FA project teams, and to work sensitively, considerately, and

productively within those teams. The Researcher will be involved in several phases of a project lifecycle, from early conceptualization, to development and design, through research, to the production and presentation of findings, including potentially through the design and delivery of a gallery exhibition. They will contribute conceptually and analytically to cross-check and consolidate research as it evolves. The Researcher will also be expected to contribute to group discussions in which larger ethical and political questions pertaining to the work and its presentation are undertaken.

Demonstrably strong skills across all or some of the following: advanced 3D modelling and animation, 3D simulations, game engines, cartographic analysis and graphic sensibility are necessary, as is a strong conceptual ability to understand and help formulate research questions. A demonstratable capacity for learning new software and techniques, as well as for teamwork across various contexts and with people of various expertise is also required. The researcher may be required to undertake fieldwork on behalf of the organisation, under the direction of senior researchers, and must be capable to conduct themselves suitably as an ambassador for the organisation and its values. Candidates will have to demonstrate that they are conscientious and responsible, and capable of contextualising and understanding the ethical and political implications of the work. The latter is crucial in a line of work where our ability to be precise has real-life consequences, and where being attentive and tuned to the wellbeing of colleagues and team members both in the field and in the office is paramount.

Strong oral and written communication skills in English are also required.

**Main duties:**

- Conduct open source and archival research
- Analyse and interpret data
- Undertake spatial and media research and analysis
- Present research findings in a clear and creative manner
- Organise and present findings at external events related to the project and to relevant stakeholders
- Under the supervision of the Director, Heads of Research and Operations, and other senior team members, contribute to workflows within teams and with collaborators, and report on the progress of the project to the FA team
- Organisation of research files and data

- Liaise with collaborators as projects develop
- Experiment with new research tools and techniques
- You will be required to undertake any other duties as may reasonably be required
- Ensure that you are aware of and aligned with Goldsmiths' Regulations, Strategy, and Objectives to work together to proactively advance Equality and Diversity
- At all times to help maintain a safe working environment by participating in training as necessary and following the Goldsmiths' Health and Safety Codes of Practice and Policy

## Person Specification

Detailed below are the types of qualifications, experience, skills and knowledge which are required of the post holder. Selection will be made upon evidence of best-fit with this criteria.

The Essential criteria sections show the minimum essential requirements for the post, therefore if you cannot demonstrate in your application you meet the essential criteria categorised below, you will not be invited to interview.

The Desirable criteria sections show additional attributes which would enable the applicant to perform the role more effectively with little or no training.

The Category column indicates the method of assessment:

**A = Application form**

**C = Certificate**

**I = Interview**

**R = Reference**

**T = Test**

**P = Presentation**

	Category
<b>Essential Criteria 1 - Qualifications</b>	
Master's degree in computational design, architecture, animation, game design, or a relevant field	A, C
<b>Desirable Criteria 1 - Qualifications</b>	
Expertise or training in other areas including technical proficiencies.	A, I

<b>Essential Criteria 2 - Experience</b>	
Experience in research, simulations, 3D modelling and animating temporal and spatial environments	A, I
<b>Desirable Criteria 2 - Experience</b>	
Experience or training in: programming languages, using GIS systems, graphic design, and video editing	A, I
Past experience may include working within an architectural practice, academic research environment, working with NGOs, investigative journalism, conducting fieldwork, exhibiting or participating in art galleries and museums, political organising and activism	A, I
<b>Essential Criteria 3 – Knowledge</b>	
Expertise in architectural, spatial, urban, and/or environmental theory and methods; conflict monitoring practices; mapping, visualisation, and aesthetic strategies	A, I
<b>Desirable Criteria 3 - Knowledge</b>	
Ability to integrate the philosophical and theoretical with spatial practice	A, I
Familiarity with Forensic Architecture’s research methods	A, I
Knowledge of theories around politics, activism, human rights, law, and/or conflict studies	A, I
Specialist knowledges of the spatial realities of specific regions and/or of research streams within human rights (e.g. migration, environmental violence, police violence, etc.)	A, I
<b>Essential Criteria 4 - Skills</b>	
Computational, spatial and technological research and design	A, I
Software proficiencies: 3D modelling (Blender, Rhino), game engines (Unreal), mapping (QGIS), and animation (Blender, Houdini, and After Effects)	A, I
Demonstrably strong written and oral communication skills	A, I
Be rigorous, communicative, capable of multi-tasking, and having a keen eye for detail	A, I
Able to work independently with minimal supervision but also as part of a dynamic team when required	A, I
Spoken and written fluency in English	A, I
<b>Desirable Criteria 4 - Skills</b>	
Spoken and written fluency in a second language	A, I

Video editing (especially After Effects and Premiere Pro),	A, I
GIS systems and remote sensing technologies	A, I
Programming, platform design/data visualisation	A, I

**Please also note that where qualifications are required, employment is conditional on the verification of them. Qualifications (must be original documents) will be checked on the first day of appointment.**

For more information about the role, please contact Amina Darwish:

[a.darwish@gold.ac.uk](mailto:a.darwish@gold.ac.uk)

**December 2024**

## Summary of Benefits

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If you choose to work with us, you'll become part of a learning organisation that is committed to professional and personal development, with a comprehensive and innovative staff development programme.

You'll also have access to frequent lunchtime and evening talks, seminars and performances, and annual performance and development reviews.

Our other benefits include:

- Competitive salary
- Working in Zone 2, with fantastic transport links and interest free travel to work loans
- Excellent annual leave entitlement plus additional closure days at Christmas and Easter
- Membership of USS or LPFA pension scheme, dependent upon grade
- Access to exclusive discounts, including high street retailers
- Maternity, paternity and adoption leave and pay and tax efficient childcare voucher scheme
- Contractual sick pay provision
- Free eye tests
- Wellbeing initiatives including the Chaplaincy and Staff Choir
- On-site [dining facilities](#)
- Access to [University of London facilities](#) such as Senate House Library

## Further information

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For more information about Goldsmiths, please visit: [www.gold.ac.uk/about](http://www.gold.ac.uk/about).

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***Thank you for your interest in working with us, we wish you all the best with your application.***