

DLMC Media Mentor Job Description

Job Title DLMC Media Mentor

Location Digital Learning and Media Center, 5th floor Case Geyer

Hours 5-10 per week

Reports to: Instructional Designer for Innovative Media

Position Summary

The Digital Learning & Media Center has openings for media mentors to begin next semester. Interested students should complete and submit the requested application materials described below.

As a collective team of media experts, the *DLMC Media Mentors* work to support students and faculty - with a wide range of digital media interests - to use the Digital Learning & Media Center. Each media mentor develops a shared foundation of knowledge and skills, which enables them to provide support on individual and course-based projects. They also actively cultivate the community in the DLMC by offering guidance to users and assisting with the equipment checkout, poster printing, and general upkeep and communications. In addition, DLMC Media Mentors are encouraged to develop expertise in a chosen subset(s) of digital media through a combination of micro-projects in the digital humanities, collaboration with *Learning and Applied Innovation* staff (ITS), and other self-directed learning. We endeavor to cultivate a spirit of discovery and shared learning through regular opportunities for media mentors to present lessons learned through skillshares, demos, open inquiry sessions, and course related workshops.

Software used across the team (some familiarity with these tools is encouraged)

- Google Docs & Calendar
- Equipment lending system (Connect2)
- Final Cut Pro, iMovie
- Adobe Creative Cloud applications
- Ultimaker Cura and TinkerCAD
- Others as needed

A successful Media Mentor candidate will:

- Be a team player
- Be willing to share their project work and thought process with others
- Be prepared to fail and critically reflect on the experience
- Embrace diversity of thought and deal with intellectual challenges

Areas of focus (you may express interest in more than one)

Generation and Critique of New Media

Media Mentors that choose to focus on new media will work towards projects that create video, audio, and other digital assets. Projects here are focused on new media's role not just in society, but in scholarship, with a focus on the humanities. Students may for example embark on choosing equipment, recording video and/or audio, editing captured media, and producing final products that can be distributed through a variety of modalities, and are at their core open for discussion and critique. These projects may promote new scholarship, or challenge existing/established understandings.

Spatial and Visual Representation of Information

Those that choose this focus will focus on taking information and synthesizing it in innovative ways for interpretation by a myriad of audiences. Learning to create custom maps, print large format infographics, and curate resources for display in digital formats. Employing open source tools such as QGIS, TimelineJS, and R students will mine data and analyze it to help draw conclusions and further research goals.

Preservation and Digitization of Resources

Media Mentors that embark on preservation and digitization projects aim to capture physical and digital resources in such a way that they are both more accessible and more permanent. Students will learn to 3D scan (photogrammetry) objects, analyze large text resources through textual analysis software, and create collections of resources that are tagged with metadata that allows others to do further research.

Innovative Methods of Analysis

Students that choose to use innovative methods of analysis will take advantage of the resources available at Colgate to conceptualize and complete projects with unique outcomes. This may include the use of emerging technologies like augmented and virtual reality, powerful game engines like Unity and Unreal, or leveraging older technologies like PDFs while marrying newer methods of interactivity into them. Students may choose to couple these projects with more 'traditional' approaches, creating outcomes that blend conventional analysis of a topic with new insights and representations of the work accomplished.

Application Materials

- **A statement of interest and experience** → Please include a description of why you'd like to be a media mentor, experience you have with software for creating digital media, and what you see yourself contributing to the program. In addition, be sure to indicate your preferred focus area(s) from those outlined above.
- **Any samples of your work.** Please share links to any digital media work examples you have done in the past (e.g., image, video, audio, photography, newsletter, web page, motion graphics, etc.).

Please send completed application materials via email to Andrew Smith, Instructional Designer for Innovative Media (asmith3@colgate.edu). If you have any questions or would like more information please reach out via email or phone (315.228.6337). Invitations for personal interviews will be extended to those who best fit the selection criteria.