

GSM Project is looking for a Content Curator / Exhibit Developer

WHO WE ARE

With a history going back 60 years, GSM Project is a pioneer in the field of exhibition design and production. We believe that each project is a collaborative exploration leading to a unique outcome, and the results speak for themselves. Our portfolio is a rich and varied collection of international exhibition environments that crosses mediums and spans disciplines. Some of our most notable projects include the observation deck experience at the Burj Khalifa in Dubai, the Canadian Pavillion at Expo 2010 in Shanghai, the National Museum of Singapore as well as touring exhibitions Star Wars™ Identities and Indiana Jones and the Adventure of Archaeology.

We offer a complete spectrum of services, helping shape your ideas and then bringing them to life for your first visitors and beyond.

THE BRIEF

We are currently seeking a talented, creative and passionate content curator to join our Montreal multidisciplinary team of creatives responsible for the design of an innovative visitor experience for a brand-new science centre located in India. This state-of-the-art institute aims to create exciting learning opportunities for youth, sparking a passion for science and technology, celebrating local contributions to the history of science, and inspiring future innovation.

Under the direction of the Head of Content, the Content Curator will play an essential role on the Creative Team, collaborating closely with the Exhibition & Interactive Design Teams, as well as with the client and other stakeholders, to guide the development of content from start to finish.

RESPONSIBILITIES

- Develop the storyline and content to create an experience that is inspiring for the target audience;
- Conduct the research required to create permanent exhibitions that inspire scientific inquiry, create awareness of local contributions to science, and engage visitors in hands-on exploration and experimentation;
- Participate in defining clear sets of exhibition themes, messages, storylines, content structures and content delivery strategies;
- Participate in the selection of imagery in collaboration with the client;
- Work in close collaboration with the scientific committee, interactive and game designers, the client's committee and other stakeholders involved in the production of content and narratives;
- Participate in defining media and interactive treatments;
- Coordinate and follow up on content development throughout the design and production phase with media producers, translators and other consultants involved.

REQUIREMENTS

- A minimum of 5 years of experience developing content for museums, museum-related projects or media-related projects (documentaries, magazines, newspapers, etc.);
- Background and/or diploma in science, science communication, museum studies, environmental studies, sustainability, creative writing, journalism and/or education;
- Experience working and consulting in India an asset;
- Languages: 100% fluent in English; spoken proficiency in French;
- Computer programs: Microsoft Office suite (Excel, Word, PowerPoint, knowledge of InDesign a plus).

APTITUDES / QUALIFICATIONS

- Independence and a great sense of initiative;
- Capacity to generate enthusiasm for the project's content and interpretative potential is fundamental to the overall success of the project. If you find the subject fascinating and engaging, so will future museum visitors;
- Strong curatorial skills: ability to define an editorial approach and render content relatable to a wide audience, defining and synthesizing key messages in order to communicate to collaborators in an inspiring way;
- Strong research skills;
- Ability to collaborate with various stakeholders and coordinate many aspects of the project with the client;
- Ability to communicate effectively and diplomatically with stakeholders;
- Leadership skills are essential: content development initiates the design process. As such, content developers are regarded as principal members of the Creative Team;
- Curiosity and a genuine interest in science is key;
- A strong ability to work on a team: this is a collaborative process – the work requires daily communication with the Creative Team composed of many expertise;
- A strong sense of organization.

CONTRACT INFORMATION

Duration of contract: a minimum of 9 months (with the possibility of extension), starting as soon as possible

Location: Montreal, with the flexibility of travelling to India

NEXT STEPS

Send your résumé to: jobs_content@gsmproject.com

Please note that only candidates with relevant profiles will be invited for an interview.