

## **Job posting - “Digital Scholarship Graduate Teaching Assistant” for “Developing reusable technology workshops to enhance digital literacy” TLEF Project**

The UBC Library Research Commons is accepting applications for graduate students or postdoctoral fellows to develop and deliver workshops on technology skills relevant to Digital Scholarship (DS).

Digital Scholarship (DS) is an umbrella term that encompasses interdisciplinary practice which critically incorporates digital tools into research methods. DS work may be traditional research which integrates a novel tool into traditional workflows or work that would not be possible without the use of a digital tool. Different terminology is used in different disciplines to represent aspects of DS (eg. Digital Humanities, eResearch, Data Science, Open Scholarship).

Applicants who are a good fit for this position have a demonstrated interest in exploring, learning about, and sharing information about technology and its applications. Successful candidates will gain technology skills training experience in a supportive environment.

The UBC Library Research Commons is a multidisciplinary hub located in Koerner Library that supports research endeavors, partnerships, and education. Its programming includes workshops to help members of the UBC research community develop data analysis, use geographic information systems (GIS), and learn digital scholarship skills.

Successful applicants will receive training in learning design from the Centre for Teaching and Learning Technology (CTLT); develop a two-hour workshop on technologies or skills relevant to Digital Scholarship; and deliver the workshop in the Research Commons to a target audience of UBC graduate students from various disciplines. Workshop materials will be published on GitHub using a Creative Commons Attribution 4.0 International License and may be reused in future Research Commons programming.

### **Examples of possible workshop topics include:**

- Working with XML and XSLT
- Using TEI or MEI
- Computationally reproducible digital research workflows
- Setting up computing research environments
- Digital exhibit basics (metadata for discoverability and sustainability)
- Text and data mining (term extraction, normalization, Python BeautifulSoup)
- Text analysis tools
- Storytelling with data (Knightlabs, Python, Javascript)
- Interactive data dashboards and webapp tools (eg. Plot.ly Dash in Python, D3.js, RShiny)
- Working with APIs (via OpenRefine)
- Mapping extracted data with Leaflet.js
- Social network analysis (esp. correspondence analysis)

- Unix Command Line for getting, manipulating, and editing textual data
- Web Scraping with Selenium
- Regular Expressions (eg. for cleaning OCR'd or webscraped text)

See examples of previous year's work related to geographic information science:

- <https://ubc-library-rc.github.io/map-projections/>
- <https://ubc-library-rc.github.io/gis-with-R/>

## Hours

Positions are available for a total of six workshops. Candidates may apply to develop between one and three workshops. A candidate hired for one workshop will work 70 hours between May and August 2021:

10 hours	orientation and training (May)
40 hours	content development (May-July)
7.5 hours	peer-review and assessment (July)
4 hours	content refinement (July)
6 hours	workshop delivery (Aug)
2.5 hours	offboarding (Aug)

## Wages

Hourly wages are based on experience and affiliation with UBC:

GTA I/Postdoctoral	34.44/hr
GTA II	33.14/hr

## Minimum Qualifications

- Currently enrolled in an UBC Graduate Program or working as a UBC Postdoctoral Fellow
- Excellent communication and interpersonal skills
- Ability to work both independently and in a collaborative team environment
- An aptitude for providing instruction in a group setting
- Some experience with Digital Scholarship methods which could include project or course work in the Digital Humanities, Computational Social Sciences, Open Source software, multi-disciplinary Data Science projects, or experience with scholarly web development

## Preferred qualifications

- Experience developing and delivering self-contained lessons, workshops, or learning modules
- Experience in interactive teaching environments
- Familiarity with creating web content, writing for the web
- Experience working on a Digital Scholarship project team
- Some experience using Git and Github
- Ability to learn new technologies quickly

- Experience with using and provisioning virtual environments (could include experience with tools such as VirtualBox, Ansible, Vagrant, Docker)
- Experience with scripting in Python, R, or other relevant programming languages
- Experience working with metadata schemas

### **Equity and Diversity Statement**

Equity and diversity are essential to academic excellence. An open and diverse community fosters the inclusion of voices that have been underrepresented or discouraged. We encourage applications from members of groups that have been marginalized on any grounds enumerated under the B.C. Human Rights Code, including sex, sexual orientation, gender identity or expression, racialization, disability, political belief, religion, marital or family status, age, and/or status as a First Nation, Metis, Inuit, or Indigenous person.

### **How to apply**

Please submit a resume and cover letter **by Friday, April 16, 2021**. If you are a post-doctoral fellow please email [eka.grguric@ubc.ca](mailto:eka.grguric@ubc.ca) with your application. The cover letter should indicate how many workshops you would like to develop (between 1 and 3). For each, briefly describe a topic you would like to teach and provide 3 or more learning objectives.