

GYROSCOPE INC

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Job Announcement

EXHIBIT DEVELOPER

Position: Exhibit Developer for Science Centers, Children's Museums, Cultural Organizations

Summary

We are seeking a creative and collaborative exhibit developer to work as part of our team in Oakland, CA to research and develop innovative projects that redefine the museum and educational environment, both indoors and outdoors.

About Gyroscope

Gyroscope, Inc. is an award-winning interdisciplinary studio that prides itself on its strong, and diverse collection of skills and backgrounds. Our mission is to design learning environments that provide value for children, families, and communities. We are a group of creative thinkers, architects, designers, artists, and collaborators, with a holistic approach to learning, delivering high impact results to our clients.

We create learning experiences over a broad range of environments and design platforms that include science centers, children's museums, learning gardens, enrichment centers, schools, libraries, cultural institutions and site-specific art installations. As a design studio, we provide an opportunity for unlimited creative growth with the challenge and responsibility to transform vision into reality.

Position Description: Gyroscope is looking for a Exhibit Developer to join their collaborative studio bringing creative insights, writing expertise, organizational aptitude and vision for the future of museums.

The Exhibit Developer's role will be to act in all facets of a project at all levels of development including development for strategic planning, concept and visitor experience planning, and all exhibit development/design phases through to installation.

This position will lead the creative development of both the overall museum approach and the conceptual framework for all exhibit zones. In collaboration with Gyroscope's internal team of designers, architects, and project managers, the Exhibit Developer will work closely with client teams consisting of CEO's, museum boards, advisory panels, key stakeholders and museum senior staff such as scientists, researchers, early childhood advisors, artists, curators, collections management, educators and other consultants.

The Exhibit Developer's role becomes more focused as the phases of a project progress. A typical progression would start by developing a project's overall planning criteria and goals, vision and mission, learning outcomes, target audiences and learning strategies. Exhibit concept development including research and writing, exhibit narrative descriptions, text writing for exhibit graphics content, media scripts and treatments, instructional text, and all other writing associated with delivering a new museum, learning environments, and/or exhibits from concept to completion is part of your responsibilities.

The successful Exhibit Developer will have excellent writing and presentation skills, strategic and visitor experience planning experience, concept development, and primary responsibility for all development deliverables throughout a project's process.

Candidates should have experience working with emerging museums, volunteer boards, established museum boards, potential donors, and executive directors.

Position role and responsibilities include:

- Investigate and develop new models for learning environments
- Collaborate with internal team, client, and project stakeholders
- Lead stakeholder interviews
- Creative Brainstorming and Concept Development
- Research and Writing
- Diagramming Concepts
- Client presentations
- Research and integrate formal and informal learning practices into exhibit experiences
- Exhibit and Media Development
- Photo research and source acquisition
- Media story boarding, treatments and performance specs
- Graphic development and label writing
- Project Management
- Grant writing and position papers (minimal)
- Demographic research and community profiles, niche, needs
- Proposal and deliverable writing and production
- Gyroscope's written marketing materials and social media text
- Participation in Professional Conferences, Panels, and Publications (ASTC, ACM, AAM)
- Participate and perform general office duties as assigned
- Some travel to meetings and site visits will be required

Qualifications:

- Master's degree or higher in science education, STEM fields, early childhood or other related fields.
- Minimum 3 years of experience at an exhibit studio or in a similar position at a science center or children's museum
- Experience in interactive exhibit development and learning methodologies
- Proven ability to communicate, describe and present complex ideas with a wide range of audiences
- Excellent research, writing and editing experience
- Experience managing clients, budgets, contracts and deadlines
- Media experience, including drafting storyboards and treatments
- Proficiency in Word, Excel, Keynote/Power Point, INDD, Photoshop, Illustrator, and ability to read architectural plans and related design documents.
- A demonstrated commitment to the informal learning field

Compensation

Commensurate with experience

To Apply

Please send your cover letter, resume and samples of your work to Tasha Leverette: (tasha@gyroscopeinc.com).