

Position Number: **Benchmark Job #360**

Ministry: Royal British Columbia Museum

Branch: Exhibits

Location: Victoria

Working Title: **Arts Technician**

Level: Range 21

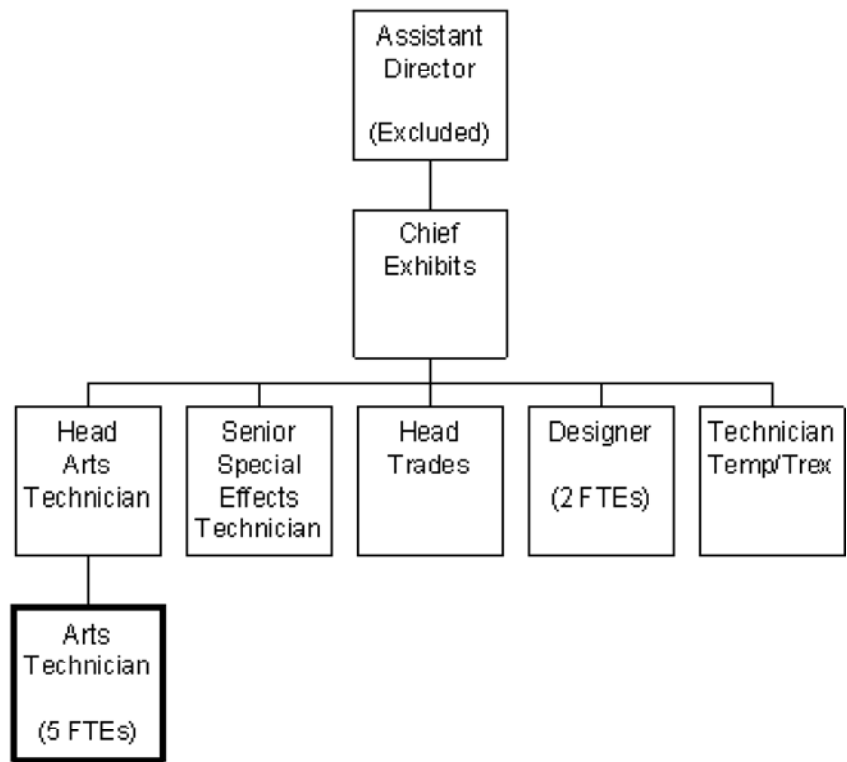
NOC Code: 5212

PRIMARY FUNCTION

To design, produce, install and document exhibit components for the Museum's public programs.

JOB DUTIES AND TASKS

1. Produces and installs exhibit components
 - a. examines design sketches, drawings, photographs and other materials in order to conceptualize the exhibit component that requires fabrication
 - b. determines a design and a methodology for assembling or creating the exhibit component and calculates the type and amount of materials that are required
 - c. makes models and moulds and creates casts and forms
 - d. shapes materials such as wood, plaster, clay, stone and metals and models plastic substances
 - e. creates colour sketches and lay-ups
2. Designs exhibit components and develops model making and exhibit construction techniques and prototypes
 - a. creates realistic exhibit components
 - b. modifies existing or develops new model making and exhibit construction techniques and prototypes through consultation and research of documents and processes
 - c. experiments with new methods and uses of materials in the production of exhibits and components
 - d. tests new products
 - e. plans the production of new types of exhibits
3. Performs other related work, as required
 - a. frequently provides technical direction to tradespeople, collections technicians and gallery operations technicians
 - b. assists with design and construction of exhibits
 - c. regularly lifts and carries moderately heavy containers of casting materials



FACTOR	REASON FOR CLASSIFICATION	DEGREE	POINTS
1	<p>JOB KNOWLEDGE</p> <p>Understand the principle of physical arts and model making to create realistic exhibit components from various materials for display in a museum.</p>	G	250
2	<p>MENTAL DEMANDS</p> <p>Judgement to modify model making and exhibit construction techniques to work with new materials or to plan the production of new types of exhibits.</p>	G	200
3	<p>INTERPERSONAL COMMUNICATIONS SKILL</p> <p>Discretion required to exchange information needing explanation to tradespeople as to how exhibits are to be assembled.</p>	C	30
4	<p>PHYSICAL COORDINATION AND DEXTERITY</p> <p>High level of coordination and dexterity is required to manually perform hand work requiring a delicate touch to make models, molds and cases.</p>	E	33
5	<p>RESPONSIBILITY FOR WORK ASSIGNMENTS</p> <p>Guided by standards and overall exhibit plans, applies accepted work methods in a different way to develop new techniques in creating realistic exhibits and models.</p>	E	120
6	<p>RESPONSIBILITY FOR FINANCIAL RESOURCES</p> <p>Some financial responsibility to calculate cost for the type and amount of materials.</p>	C	15

FACTOR	REASON FOR CLASSIFICATION	DEGREE	POINTS
7	<p>RESPONSIBILITY FOR PHYSICAL ASSETS/INFORMATION</p> <p>Significant responsibility for physical assets in the form of models and exhibits components which can be time consuming and expensive to create.</p>	D	22.5
8	<p>RESPONSIBILITY FOR HUMAN RESOURCES</p> <p>Responsibility to provide direction to tradespeople, collections technicians and others.</p>	B	9
9	<p>RESPONSIBILITY FOR WELL BEING/SAFETY OF OTHERS</p> <p>Limited care and attention to operate power and sanding tools where others are exposed.</p>	B	10
10	<p>SENSORY EFFORT/MULTIPLE DEMANDS</p> <p>Focused sensory concentration to frequently perform detailed work necessary to complete exhibits models.</p>	C	12
11	<p>PHYSICAL EFFORT</p> <p>Relatively heavy physical effort is required to regularly lift and carry moderately heavy containers of casting material.</p>	D	18
12	<p>SURROUNDINGS</p> <p>Exposure to dust frequently when sanding on models.</p>	B	4
13	<p>HAZARDS</p> <p>Limited exposure to hazards from the regular lifting and carrying of moderate weight containers of modeling materials.</p>	B	4

Total Points: 727.5

Level: Range 21