

Russell Glasson

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Personal statement

I bring a wealth of experience as a collaborative team player adept at navigating diverse viewpoints and stakeholders. My strength lies in fostering consensus among multifaceted project teams by leveraging flexibility to devise effective solutions. With a keen focus on people, I excel in navigating intricate and competing priorities, charting a clear path toward achieving shared objectives. Throughout my career, I've honed my ability to implement systems and resolutions in a tactful and diplomatic manner, respecting sensitivities and avoiding confrontations. I am now eager to further cultivate and expand these capabilities, capitalising on the insights gained from my varied professional journey.

Education

PhD Cultural And Media Studies Sept 2010 – June 2015

Thesis title: The Impact of Digital Technologies on Reading, Readers and the Book. Using a mix of methods that include ethnographic interview and participant observation, my thesis investigates the impacts digital forms of books have on reading and the relationship between the reader and the book. Using the work of Gilles Deleuze & Felix Guattari, Jacques Derrida and Wolfgang Iser, the thesis seeks to bridge the space between reading studies and the current focus on the technology of the mediated form to develop a deeper understanding of the experiences of reading attached to the codex book. Treating the book as an assemblage of significance, with different connoted meanings attached to roles or functions fulfilled by the book as an object, this research examines how this most traditional of media has been reconstructed to provide a reader access to the text, while only receiving an illusion of a book.

This research project was supported by Art and Humanities Research Council funding, and I participated in CHASE Scholar Development scheme.

MA Digital Media Sept 2009 – June 2010

Grade - Merit

Projects undertaken included

North Laine Soundscape – a treasure hunt crossed with an ambient sound project, with which I created a self-perpetuating narrative using blogging as an interactive device,

Ship Street Twitten – a project to create a multilayered map/narrative of Ship Street Gardens in Brighton. This street was too small to be included on Google Maps at that time, which allowed for the creation of a complex map, including historical records, ethnography, and photography. Rather than allowing the street to slip off the face of the world's most popular street map, this project was designed to expose the limited nature of the "Streetview" project.

Other modules studied included *Mobile and Locative Media*, *Interactive Media* and *New Developments in New Media*.

BSC Information Systems and Management Sept 1998 - May 2003

Grade 2.1

This degree was designed to develop the core skills required by a systems analyst. Modules studied include *Software and Programming I & II*, *Database Management*, *Comparable Development Methodologies*, *Strategic Information Systems*, *Management of Innovation and International Competitiveness*. My degree project and dissertation explored the use of Instant Messaging in Higher Education, and included implementing a Jabber server to explore the implications of Presence/Absence in an academic environment.

Current and Recent Employment

09/2016 - now

Independent Lead Lecturer, BIMM Brighton, BIMM 1 Limited, 38-42 Brunswick St West, Hove, East Sussex, BN3 1EL

I have written or developed and teach the following modules:

Technology of Communications and the Creative Industries (Level 7)

Popular Music: Practice and Research (Level 7)

Exploring Collaborative Practice (Level 7)

Pro Project Dissertation (Level 6)

Psychology of Music (Level 6)

Creativity, Identity and Agency in the Creative Industries (Level 5)

Guest lecturer on *Advanced Online Music* (Level 6)

Internal moderator module assessments (Level 5, level 6, level 7)

Prepared and delivered workshops on study skills and dissertation writing for Students at all levels of study

Supervised MA and BA Dissertations and have been part of the Applicant Assessment team interviewing candidate students for Undergraduate and Master applications since

2017.

09/2011 - 05/2020

Associate Tutor, School of Media Film and Music, University of Sussex, Silverstone Building, Arts Road, Falmer, East Sussex BN1 9RG

I contributed to the following modules, leading seminars, lectures contributing to teaching material, and supervising final year dissertation submissions for graduates as appropriate:

Class and Popular Culture (Level 6)

Advertising (Level 5)

Advertising and Social Change (Level 5)

Digital Cultures (Level 5)

News, Politics and Power (Level 5)

Culture and the Everyday (Level 5)

Popular Music (Level 5)

Debates in Media Studies (Level 4)

Digital Environments (Level 4)

Questioning the Media (Level 4)

01/2016 - 11/2016.

Visiting Lecturer, University of Brighton, Watts Building, Lewes Road, BN2 4GJ

Transmedia Cultures (level 6), Spring Term, 2016. Prepared and delivered

Experience

Repair Services Manager Europe – Sony Computer Entertainment Europe.
30.08.1996 – 25.09.2009 In this role I co-ordinated the repair and refurbishment services for Sony PlayStation (SCEE) across Europe, the Middle East and Africa, Australia and New Zealand, and emerging Russian markets. Here I reported to the Vice President of Technical Services, and produced reports for the management boards at both European and World levels.

I managed projects to implement service support for PlayStation, PlayStation 2, PlayStation Portable and PlayStation 3. This role including the development of database software, engineering support reporting and manufacturing process management. The role included responsible for budgetary control, returns

volumes forecasting, as well as the distribution and management of confidential tools and equipment, test software and sensitive materials for each platform. I was involved with the design and implementation of factory design in the UK, Slovakia and France, in the direct management of a pan-European refurbish exchange service solution, including the negotiation with potential partners when developing new service solutions for both console returns and spare part logistics.

Additionally, I was part of teams that developed solutions for e-commerce sales and returns at the launch of eu.PlayStation.com, for the customer support issues associated with network gaming across the European market, and an Earthquake recovery programme, designed to avoid service issues caused by a major seismic event in Japan.

My previous work experience includes the following:

Administration Assistant (Housing) Repair – London Borough of Enfield – the key responsibilities of this role was the supervision of the Enfield West Repairs team. This team received and processed repair complaints from social housing tenants, either by telephone or in an interview situation. This role demanded the timely documentation of all reports received, chasing of incomplete works, and the mediation between tenant and contractor. The role called for tact and diplomacy as well as integrity, and was at the time my first supervisory experience. This role ended after a period of secondment to develop and implement a software solution for repairs reporting.

Phosphor Research technician – Thorn EMI Lighting Ltd – This role was as part of a team developing iridescent phosphors for fluorescent lighting, as part of the team who helped develop the concept of low energy bulbs for domestic use. This role ended in redundancy when EMI divested of UK manufacturing facilities and the R&D team was consolidated with a team in Wales.

QA technician (Chemistry/Metallurgy) – ESAB Group UK Ltd – working in the support of the manufacture of arc-welding products. Here I was part of a three man team who covered Metallurgy and chemistry laboratories for a welding rod factory. The role was diverse, incorporating traditional “wet” chemistry techniques, operation of a spark-emission spectrophotometer, radiography, and general physical metallurgical testing.

Skills

I currently work with a wide range of digital media applications, including *Adobe Creative Suite*, *Final Cut Pro*, *Logic Pro*, and *Ableton Live*. I am a technical editor for *Reframe*, an open access academic digital platform for the online practice, publication and curation of internationally produced research

and scholarship, hosted by the University of Sussex. Here, I am responsible for the design of a number of electronic books, distributed in ePub3, AZW3 and PDF formats, for the page layout and design of the early editions of the *Sequence_Serial* journal, and the maintenance of a cluster of *Wordpress* servers.

While researching for my PhD Thesis, I acquired skills in a broad selection of qualitative and ethnographic research methods, including semi-structured interview technique, digital data methods, participant observation and critical discourse analysis. This experience has enabled further independent postdoctoral research, and my role as an Independent lecturer at the University of Sussex, Brighton University, and at the British and Irish Institute of Modern Music.

While at Sony Computer Entertainment Europe, I was responsible for the repair and refurbishment of PlayStation hardware, for game development and consumer consoles. This included the installation and supervision of software used in the repair of PC based development hardware, and in refurbishment of consumer consoles. I was involved in the design and implementation of operations solutions at national and international level, supervised the manufacturing flow and delivery of refurbished consoles across the EMEA, Russia and Australasia regions. This role required the ability to manage a network of competing organisations, negotiating a successful outcome for my employer and maintaining fair relationships between each competing contractor. This provided experience in leading and coordinating projects on a pan-European scale, and working with colleagues across a multinational organisation, as well as with contracted partners.

I have used a wide range of applications including Microsoft Office, Access, Project, and Lotus Notes along with SAP. I have also set up and administered other common IT tools, such as Wordpress, Filezilla, Open Journal System, Joplin and other Open-source cloud storage systems.