Lecturer in BA (Honours) Design Communications

Griffith College Dublin

Faculty of Design

 **Job description**

**Interaction-UX Design Lecturer - Lecturer Job Description**

Applications are invited for a part time **Interaction-UX Design** lecturing role in the Faculty of Design for BA (Honours) in Design Communications programme We are looking for a Lecturer who is enthusiastic and passionate, not only about **Interaction-UX Design**- but also about the opportunity to share their knowledge with the Designers of the future.

**JOB TITLE:**  Interaction-UX Design Lecturer

**REPORTING TO:**  Faculty Head / Programme Director

**HOURS OF WORK:**  As per course requirements, additional hours as may be required in

line with the needs of the service.

**PURPOSE:** The primary focus of this post will be to play an active role in the academic direction of your module including teaching, assessment and administration.

**Employing:** Griffith College

**Location:** Dublin

**Website:** <http://www.griffithie>

Informal queries can be made to the Human Resource Manager
Human Resource Manager
Department of Human Resources,
Griffith College Dublin
Dublin

Email: opportunities@griffith.ie

**For more information on the Faculty of Design see** <http://www.gcd.ie/design/>

**Advertising Date** Thursday 6th July 2017

**Closing Date:** Friday 4th August 2017

**Interview Date:** Monday 14th August 2017

Griffith College is an equal opportunities employer

All candidates applying for teaching posts must undergo a mock lecture before being interviewed; they may be asked demonstrate ability via portfolio.

**Required Qualifications**
Candidates are expected to have:

Bachelor degree in a design-related discipline, a postgraduate qualification (level 9 or above), or equivalent in a cognate discipline. Membership of a Professional body and any record of research, scholarship and publications are an advantage.

**Successful applicants should have the following attributes:**

* Proven teaching excellence and ability to support curriculum development;
* Demonstrated leadership and problem solving skills; applying user-centred design processes to solve complex problems
* Experience of designing for cross channel experiences (web, mobile, tablet)
* Knowledge of web-based technologies and their impact on the feasibility of design solutions
* Demonstrate a proficiency in design and prototyping tools (e.g. Balsamiq, Axure, OmniGraffle)
* Utilise industry design standards and best practices to define and implement design criteria, design guidelines, and design specs
* Experience of working in a positive, flexible manner.
* A willingness to arrange and participate in student trips and site visits.
* experience of openly exchanging information and supporting colleagues
* An understanding and commitment to Equal Opportunities and Diversity.

**Guidelines for Mock Lecture**
As part of the interview process, candidates are required to give a 5 – 10 minute mock lecture, regarding the interview panel as students.
The lecture should cover an item (or items) of the candidate’s choice from an existing (or proposed) course offered by the Faculty or Department.
The candidate is free to use whatever medium and teaching aids are appropriate, including laptop and projector, but is encouraged to use new technology.
The lecture should not be the first lecture in a course, nor should it be an overview of a course.
The lecture will focus on explaining a particular aspect of the course to students who are unfamiliar with the topic.
The lecturer should begin by outlining any previous information that the students are expected to know (e.g. “I’m assuming you know how to ...... which we covered last week”).
Questions will be asked of the lecturer, either during or after the lecture.