

# Lecturer in Web & Interaction Design, Multidisciplinary Designer

Griffith College Dublin  
Faculty of Design

## Job description

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## Web & Interaction Designer

### - Lecturer Job Description

Applications are invited for a part time Web and Interaction Design lecturing role in the Faculty of Design for undergraduate design programmes and short courses. We are looking for a lecturer who is enthusiastic and passionate, not only about web and interaction design, graphic design and graphic communications and multidisciplinary design, but also about the opportunity to share their knowledge with the designers of the future.

<b>JOB TITLE:</b>	Web & Interaction Design Lecturer
<b>REPORTING TO:</b>	Faculty Head / Programme Director
<b>HOURS OF WORK:</b>	As per course requirements, additional hours as may be required in line with the needs of the service.
<b>PURPOSE:</b>	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.
<b>Employing:</b>	Griffith College
<b>Location:</b>	Dublin
<b>Website:</b>	<a href="http://www.griffith.ie">http://www.griffith.ie</a>

For more information on the Faculty of Design see <https://www.griffith.ie/faculties/design>

Griffith College is an equal opportunities employer

All candidates applying for teaching posts must undergo a mock lecture before being interviewed; and will be asked to demonstrate ability via a **strong portfolio of design work**. They must also have an work permit to work in Ireland.

### Required Qualifications

Candidates will be expected to have a Level 9 Qualification or equivalent a **Bachelor's degree in web, interaction design or digital design, graphic design, graphic communications or a cognate discipline**; Proficient with Adobe Creative Suite products, **Photoshop, Illustrator, InDesign and Premiere Pro CC** in particular with a strong interest in web and digital design , product graphics including art direction of photography and illustration.

Must have professional design experience, preferably at a digital agency or in-house Design or Web team for a product-driven business Experience in web marketing/web design with a strong

knowledge of HTML, Photoshop, FTP, web design and development principles. A Deep knowledge with Web design process.

Have a proven teaching excellence and ability to support curriculum development; demonstrated leadership and problem solving skills; excellent interpersonal skills; and the ability to build relations and to work collaboratively.

Membership of a Professional body and any record of research, scholarship and publications are an advantage.

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

- Recent proven teaching excellence, an ability to support curriculum development and excellent communication skills
- Demonstrated leadership and problem solving skills
- Excellent interpersonal skills; and the ability to build relations and to work collaboratively.
- A expertise in web and interaction design keen interest in digital design, graphic design, graphic communications a broad knowledge of the topics and experience in commercial design projects.
- To design, develop and produce learning and teaching material and deliver the module At level 8 of the Faculty of Design programmes.
- Lecturers will ensure the efficient and effective delivery of teaching programmes in accordance with the College strategy, policy and procedures, contribute to activities which influence leading edge practice and may also undertake research activity.
- Have experience of working in a positive, flexible manner.
- Willing to arrange student trips and site visits.
- Have experience of openly exchanging information and supporting colleagues
- Have an understanding and be able to demonstrate a commitment to Equal Opportunities and Diversity.

**Lecturing will be part time up to 9 hours a week and could be across a number of design undergrad programmes from Communication Design, Fashion Design to Interiors Design/Architecture, cert in art and design.**

**Guidelines for Mock Lecture**

As part of the interview process, candidates are required to give a 10-15 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.

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