

Lecturer in Interaction Design for BA in Graphic Communication

Griffith College Dublin

Faculty of Design

Job description 1

Interaction Design for the BA Graphic Communication

Applications are invited for the position of a part time web design lecturing role in the Faculty of Design for Level, 7 and 8 of Graphic Communication Design. We are looking for a Lecturer who is enthusiastic and passionate, not only about web design for Visual Communications - but also about the opportunity to share their knowledge with the Designers of the future.

This module surveys the key principles and processes of human-centred interaction design across a range of contexts: from screen, software applications and products to constructed environments. In a studio environment, learners experience an overview of the discipline and of the different professional roles a designer may play. This broad framework allows learners to contextualise their more specialised future courses of study and understand the methods and applications of interaction design.

Learners develop skills in sketching the user experience through low-fidelity prototyping techniques such as paper, slideshow, animation and simple interaction. Beginning with screen-based systems such as web, mobile and tablets, learners review the most pervasive design patterns and emerging trends. By observing real users and prototypes, learners grasp how to plan, experiment, discover, interpret, discriminate, revise and justify their designs.

JOB TITLE:	Interaction Design for Graphic Communication
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.griffith.ie

Informal queries can be made to the Design Faculty Dublin

Email: deirdre.doherty@griffith.ie

For more information on the Faculty of Design see

<https://www.griffith.ie/faculties/design>

Advertising Date	08 July 2022
Closing Date:	Monday 15th August 2022
Interview Date:	Monday 22 nd August 2022

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 will be expected to have a Level 9 Qualification or equivalent in Interaction design, Graphic design, Web design or in a cognate discipline such in Visual Communication Design; 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:

A keen interest in Interaction Design and be able to guide learners to achieve the following learning outcomes:

- (i) Evidence basic UX and interaction design skills, concepts, theories, methodologies and practices.
 - (ii) Investigate, evaluate and predict user needs and wants, and design an interactivity strategy accordingly.
 - (iii) Create and implement, from initial concept to final prototype, the product lifecycle design for an interactive application.
 - (iv) Exercise appropriate judgment in planning and user-centred design and regularly seek and accommodate critical observations from peers, tutors and professionals in respect of their work to further inform and direct their research and application.
 - (v) Apply specialist interpersonal communication skills to the iterative process of application development to deliver solutions to industry standards.
- 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.
 - To design, develop and produce learning and teaching material and deliver the module at 7 and 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.
 - Have experience of openly exchanging information and supporting colleagues
 - Have an understanding and be able to demonstrate a 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.
