



LECTURER – HCI/GAMES/PLAY

DEPARTMENT/UNIT	Department of Human-Centred Computing
FACULTY/DIVISION	Faculty of Information Technology
CLASSIFICATION	Level B
DESIGNATED CAMPUS OR LOCATION	Clayton campus

ORGANISATIONAL CONTEXT

Everyone needs a platform to launch a satisfying career. At Monash, we give you the space and support to take your career in all kinds of exciting new directions. You'll have access to quality research, infrastructure and learning facilities, opportunities to collaborate internationally, as well as the grants you'll need to publish your work. We're a university full of energetic and enthusiastic minds, driven to challenge what's expected, expand what we know, and learn from other inspiring, empowering thinkers. Discover more at www.monash.edu.

The **Faculty of Information Technology** aims to lead global IT research and education. Our strong reputation and international profile attracts the best students worldwide and we offer a range of accredited courses that transform our graduates into highly skilled and sought after IT professionals, equipped to work globally. Our research is multidisciplinary, multi-campus and multinational, giving us a unique capacity to reach out further and deeper than any other institution in Australia. Our research priorities are both technically ambitious and embedded in everyday life. To learn more about the Faculty and the exciting work we do, please visit our website: www.monash.edu/it.

Digital technologies are transforming the world, blurring the boundaries between virtual and physical and profoundly changing the way we interact with information. The **Department of Human-Centred Computing (HCC)** is at the forefront of these revolutions, ensuring that people are central as we refigure our societal, organisational and environmental relationships. The Department of HCC is a large multidisciplinary collective of researchers, practitioners and scholars. Its expertise ranges from interaction design to design anthropology.

Within HCC, the **Exertion Games Lab** researches the future of interfaces for playful experiences. The culture in the Exertion Games Lab is one of interdisciplinary work that focused on the merging of play, technology and the active human body, drawing from research streams such as interaction design, human-computer interaction and computer games research. We publish mostly at CHI, CHI PLAY, DIS, TEI, Ubicomp (IMWUT), UIST and IJHCS as well as ToCHI.

At the Exertion Games Lab, we do not just philosophize and write about the future, we actively invent it. We emphasize the development of working prototypes in order to fully understand what play is, why we play, and how we will play in the future. We do this because we believe playing is a fundamental part of what makes us human, and an understanding of this brings us closer to our vision of a better world filled with interactive

technologies that support human values. Ultimately, we are working beyond human-computer interaction towards human-computer integration, where the human body and the computational machine fuse with one another into a coherent “one” (see also augmented human/cyborg) that allows us to playfully identify who we are, who we want to become, and how to get there. More information here: exertiongameslab.org.

POSITION PURPOSE

An academic at Level B is expected to make contributions to the teaching effort of the University and to carry out activities to maintain and develop their scholarly, research and/or professional activities relevant to the profession or discipline.

The Lecturer is part of the Exertion Games Lab and contributes to its research and engagement activities. They will be expected to be highly motivated and creative with strong technical skills. They will also contribute to the FITs undergraduate and/or postgraduate teaching and provide leadership in the development of educational materials for HCI and games-related curricula.

Reporting Line: The position reports to the director of the Exertion Games Lab

Supervisory Responsibilities: Not applicable

Financial Delegation: Not applicable

Budgetary Responsibilities: Not applicable

KEY RESPONSIBILITIES

Specific duties required of a Level B academic may include:

1. The conduct of tutorials, practical classes, demonstrations, workshops, student field excursions or studio sessions
2. Initiation and development of subject material
3. Acting as subject coordinators
4. The preparation and delivery of lectures and seminars
5. Supervision of the program of study of honours students or of postgraduate students
6. Supervision of major honours or postgraduate research projects
7. The conduct of research
8. Involvement in professional activity
9. Marking and assessment
10. Consultation with students
11. A range of administrative functions the majority of which are connected with the subjects in which the academic teaches
12. Attendance at departmental, school and/or faculty meetings and/or membership of a number of committees
13. Attendance at regular research activities, meet-ups and events at the Exertion Games Lab
14. Other duties as directed from time to time

KEY SELECTION CRITERIA

Education/Qualifications

1. The appointee will have:

- A doctoral or master qualification in the relevant discipline area or equivalent accreditation and standing.

Knowledge and Skills

2. Possess a high level of interpersonal skills and demonstrated ability to work independently and as part of a team across both the education and service sectors
3. Demonstrated data analysis and manuscript preparation skills; including developing a solid track record of refereed HCI research publications in venues such as ACM CHI, CHI PLAY, DIS, TEI, Ubicomp (IMWUT), UIST and IJHCS as well as ToCHI
4. Ability to work positively and cooperatively with students, internal and external teams and external organisations
5. Record of teaching experience in a tertiary environment advantageous
6. Advanced software and hardware design skills for prototyping as part of research-through-design (RtD)
7. Ability to work in a maker-space like studio-environment with others
8. Advanced skills in conducting studies with users
9. Advanced skills in HCI and preferably play-related HCI topics

OTHER JOB RELATED INFORMATION

- Travel to other campuses of the University may be required
- There may be a requirement to work additional hours from time to time
- There may be peak periods of work during which taking of leave may be restricted
- A current satisfactory Working With Children Check is required

GOVERNANCE

Monash University expects staff to appropriately balance risk and reward in a manner that is sustainable to its long-term future, contribute to a culture of honesty and integrity, and provide an environment that is safe, secure and inclusive. Ensure you are aware of and adhere to University policies relevant to the duties undertaken and the values of the University. This is a standard which the University sees as the benchmark for all of its activities in Australia and internationally.