

Position Description

Research Fellow (Virtual Reality, REACH



Details

Area	Faculty of Science, Engineering and Built Environment
Team / School	School of Engineering
Employment	Full-Time and Fixed Term to December 2025
Location	Waurm Ponds
Classification	Level B
Manager Title	Head of School, Engineering

Deakin

Deakin is a Victorian university with a global impact. We are agile and innovative, and committed to making a positive impact through our excellence in education and research and the contributions we make to the wider community.

Our reputation has been built on the dedication and expertise of our staff. We offer a dynamic, diverse and inclusive working environment with opportunities to grow and develop careers. We believe that a progressive, thriving culture will ensure people choose to come, and stay at Deakin and contribute to our ongoing success.

As one of Australia's largest universities, Deakin has strong global linkages, world-class research and an education portfolio that blends the best of campus and digital delivery into a highly supportive and personalised student experience.

We offer outstanding education founded on the experience we create for our learners and guided by graduate outcomes for successful lives and careers. We undertake globally significant discovery research that benefits our communities through the innovative translation of our ideas into new services, products, policies and capabilities.

Deakin campuses sit on Wadawurrung, Wurundjeri, and Eastern Maar Countries, and the [University acknowledges](#), values and deeply respects its connection with the Traditional Custodians and Elders past and present of these lands and waterways. Deakin is the most popular university destination in Victoria for Aboriginal and Torres Strait Islander students and has a rich history of supporting the ambitions of First Nations students, including through the NIKERI Institute (formerly the Institute of Koorie Education).

At Deakin we value diversity, embrace difference and nurture an inclusive, safe and respectful community. Deakin is an Employer of Choice for Gender Equality, a SAGE Athena SWAN Bronze Award holder, seeking gender equity for Women in STEMM, and a Silver Award holder in the Australian Workplace Equality Index for LGBTQ inclusion. We strongly encourage applications from Aboriginal and Torres Strait Islander people and people of all cultures, abilities, sexualities and genders.

[Strategic Plan – Deakin 2030: Ideas to Impact](#)

[Benefits of working at Deakin](#)

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About REACH

Deakin's Recycling and Clean Energy Commercialisation Hub (REACH) is part of Australia's Trailblazer Universities Program.

REACH will build the single largest clean energy ecosystem in Australia, placing Australia at the forefront of critical new technologies, products, and industries. It will have a significant impact on Australia's National Manufacturing Priorities, and support growth and jobs in manufacturing with significant economic and social impact. The REACH Business Unit provides Program enablement and will promote REACH capabilities in academic communities, government and industry in Australia and internationally, maximising opportunities to fully realise the REACH strategic vision and the Deakin 2030: Ideas to Impact University Strategic Plan.

Overview

Working with the Head of School (Engineering), the primary purpose of the Research Fellow (Virtual Reality, REACH), is to undertake, lead, design and implement research activities related to the design and realisation of a virtual reality tool for Outreach experiences. This virtual reality tool will be a suite of 360 video-based virtual reality experiences intended to highlight relevant recycling and renewable energy areas of Deakin University and aligning with the Recycling and Clean Energy Commercialisation Hub (REACH) and to incentivise students to pursue related career pathway and or opportunities.

This position will work closely with a range of internal and external stakeholders as listed below, and will be responsible for the coordination of builds, testing of experiences and implementation of the virtual reality tool.

Responsibilities

Research and Innovation

- Conduct high-quality research and development in the area of virtual reality,
- Engage collaboratively to participate in novel and high-quality research or creative activities
- Communicate outputs, including as part of team
- Ensure impact of academic activity on the field and the community
- Connect designs to university career pathways, REACH themes and where possible Victorian Education curriculum
- Assess implementation of virtual reality tool in field
- Begin building body of work and reputation and recognition for quality, excellence and impact
- Participate in intra- and inter-disciplinary research collaborations
- Build awareness of industry partners and participates in opportunities for research partnerships
- Begin to build track record of timely delivery of outcomes for industry partners
- Develop working relationship with mentors and supervisors
- Develop early career research plan with guidance from mentors and supervisors
- Adopt culture of research excellence, innovation and impact
- Build awareness of relevant industry partners and opportunities for HDRs/ECRs placements

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University Citizenship and Engagement

- Contribute to Deakin community and its effectiveness via local engagement and citizenship activities
- Understand the objectives and outcomes to be delivered by the University's strategic agenda
- Contribute to community beyond Deakin via engagement activities
- Support Deakin community engagement plan

Relationships

- **Internal:** REACH, Virtual Reality Lab, Outreach Working Group, Communications teams, Faculties, Schools/Departments, and other Deakin Divisions and sites.
- **External:** external organisations (including partners within REACH) and other relevant stakeholders

Selection

Qualifications and experience

- PhD in a relevant discipline and/or other relevant qualifications and experience
- emerging research and scholarship through publications, and/or exhibitions as appropriate to the discipline
- ability to make a contribution to communities through research
- capacity to contribute to teaching, research and administration
- excellent interpersonal skills and a proven ability to establish good working relationships with colleagues
- Ability to make a contribution to community engagement for research

Capabilities

1. **Digital Literacy:** Interprets and distils information; produces clear communications through a variety of digital platforms
2. **Collaboration:** Proactively supports working together, shares ideas and provides constructive feedback; respects and values others
3. **Emotional Intelligence:** Recognises emotions in self and others; uses emotional cues to guide thinking and behaviour
4. **Building Networks and Partnerships:** Identifies and invests in relationships essential for growth and positive outcomes
5. **Communicating with Influence:** Engages and energises others through clear and persuasive communication
6. **Personal Resilience:** Maintains composure and focus under pressure, adapts to changing situations and recovers from setbacks

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Special Requirements

- Frequent/Regular/Infrequent travel will be required describe further (e.g., interstate or overseas travel is required or regular travel within Victoria, not including between campuses)
- Drivers Licence
- Working with Children Check

Note

The intention of the position description is to provide an outline of scope and responsibilities, at a point in time. Please note, responsibilities may evolve in accordance with organisational needs.