



LECTURER/SENIOR LECTURER

DEPARTMENT/UNIT	Department of Human Centred Computing
FACULTY/DIVISION	Information Technology
CLASSIFICATION	Level B
WORK 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 multi-disciplinary, multi-campus and multi-national, 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 www.infotech.monash.edu.au/.

POSITION PURPOSE

A Level B academic is expected to make contributions to the teaching effort of the university and to carry out activities to maintain and develop her/his scholarly, research and/or professional activities relevant to the profession or discipline.

The academic will be part of the **Exertion Games Lab** and contribute to its success. The Exertion Games Lab researches the future of interfaces for playful experiences. Our research is 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 IHCS as well as ToCHI.

The culture in the Exertion Games Lab is one of interdisciplinary work. 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 humans who we are, and an understanding of this brings us closer to our vision of a better world filled with interactive technologies that support human values.

The Exertion Games Lab is looking for candidates who value an interdisciplinary design studio environment. You will be highly motivated, extremely creative as well as technical, and also have highly developed analytical and communicative skills. Prior research experience (publications in the above venues, etc.) is required and so are hardware prototyping abilities (Arduino, etc.) and programming skills. We are looking at creativity, excellence and drive.

Reporting Line: The position reports to the area's senior academic

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 and 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 engaged in course work
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

KEY SELECTION CRITERIA

Education/Qualifications

1. The appointee will have:
 - A doctoral or masters 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 statistical analysis and manuscript preparation skills; including developing a solid track record of refereed research publications

4. Ability to work positively and cooperatively with students, internal and external teams and external organisations
5. Demonstrated record of teaching experience in a tertiary environment
6. Demonstrated ability to motivate, actively engage and educate a given audience
7. Proven ability, commitment and passion for engaging in scholarly and research activities
8. A demonstrated capacity to work in a collegiate manner with other staff in the workplace
9. Advanced software and hardware design skills for prototyping as part of research-through-design
10. Advanced skills in conducting studies with users
11. 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.