



RESEARCH FELLOW (POSTDOC) – HCI/INTERACTION DESIGN

DEPARTMENT/UNIT

Department of Human Centred Computing

FACULTY/DIVISION

Faculty of 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 post-doc research-only academic is expected to carry out research within the Exertion Games Lab research team in the field in which they are appointed and to carry out activities to develop their research expertise relevant to the particular field of research.

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 (HCI) and computer games research. The culture in the Exertion Games Lab is one of interdisciplinary work. We emphasise 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 relevant 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 Lab director

Supervisory Responsibilities: Not applicable

Financial Delegation: Not applicable

Budgetary Responsibilities: Not applicable

KEY RESPONSIBILITIES

Specific duties required of a Level B research-only academic may include:

1. The conduct of research as a member of a team and the production of conference and journal papers and publications from that research
2. Supervision of research-support staff involved in the staff member's research
3. Contribution to the preparation and individual preparation of research proposal submissions to external funding bodies
4. Involvement in professional activities including, subject to availability of funds, attendance at conferences and seminars in the field of expertise
5. Administrative functions primarily connected with their area of research
6. Co-supervision or, where appropriate, supervision of major honours or postgraduate research projects within the field of the staff member's area of research
7. Attendance at meetings associated with research or the work of the organisational unit to which the research is connected and/or at departmental, school and/or faculty meetings and/or membership of a limited number of committees

KEY SELECTION CRITERIA

Education/Qualifications

1. The appointee will have:
 - A doctoral qualification in the relevant discipline area or equivalent qualifications or research experience

Knowledge and Skills

2. Demonstrated statistical analysis and manuscript and research proposal preparation skills; including a solid track record of refereed research publications
3. Experience in supervising and working with major honours or postgraduate students within the discipline
4. The ability to work in a research environment and as part of an inter-disciplinary research team
5. High level organisational skills, with demonstrated capacity to establish and achieve goals
6. Excellent written and oral communication skills
7. A demonstrated capacity to work in a collegiate manner with other staff in the workplace
8. Advanced experience using quantitative and qualitative research tools, such as nVivo
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

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.