

Lecturer in Interaction Design and Connected Products (1.0 FTE)
Permanent
The Innovation School

The Innovation School

Founded in 2017, **the Innovation School** explores the relationship between contemporary design practice and the social, economic, technological and aesthetic possibilities that will comprise our future. We see the development of design education and research as a form of innovation practice, of exploring, prototyping and debating future possibilities in the present. The Innovation School is committed to the city of Glasgow, the people of Scotland and our network of international collaborations across the globe. This is expressed through the Glasgow home, our Highland campus in Forres, our European partnerships and our collaborations with schools in New York, Tokyo and Singapore.

The Innovation School is building a global reputation for cultivating graduates capable of demonstrating creativity, passion and experimentation in the investigation of how we might prefer to shape our future, from artefacts to services, interactions and experiences. At GSA, students acquire a thorough understanding of a user-driven, socially aware design approach geared towards engaging with complex cultural and intellectual issues, technological revolutions and societal challenges. This approach understands that design practice is a means of making knowledge material, tangible and usable for others. Underpinning our approach to design and innovation is a future focused research process capable of responding to and visualising complexity,

While GSA are firmly rooted in Glasgow, one of Europe's leading creative cities, we are at home in the Highlands, and international in our outlook, with one of the UK's highest percentages of international students (one of Scotland's largest percentages of students from the rest of the UK). Over the last five years over £70 million has been invested in our estates, including the recently opened Reid Building.

We have a total income of over £30m, and our aim is to cultivate conditions in which the GSA can continue to achieve great things through what we do, with whom we do it and through creative approaches that build on our existing strengths and distinctive assets, in order to:

- Achieve excellence and leadership in student-centred studio-based learning
- Engage with new audiences through inter-disciplinary research
- Extend our global reach and creative engagement
- Be a robust and efficient institution – maximising our resources and our potential

The Interaction Design programme is taught in a purpose built design studio on our Altyre campus, based on the edge of the town of Forres, close to Inverness, is set within a beautiful forest and housed in a 200 year-old restored Italianate farm steading. It is home to an expanding cohort of Design Innovation Masters students, M.Res and PhD candidates, and the Digital Health and Care Institute (DHI). It is also the headquarters of the GSA and Highlands and Islands research partnership.

The Innovation School has a broad teaching portfolio ranging from products and services to design for experience, and Masters programmes in Citizenship, Place-Based Innovation, Environmental Design, Transformation Design, Collaborative Creativity and Interaction Design. These programmes are located across Glasgow and Forres, in the Scottish Highlands, while we also teach programmes with European partners. The Innovation School is also committed to transforming the modes of delivery of educational experiences open to students – from the Masters of European Design, the Highland Winter School, every January, and our partnership with Audencia Business School in Nantes.

Our highly successful **Masters in Design Innovation & Interaction Design** is located on our spectacular Forres campus (close to both Aberdeen and Inverness). The programme is about to enter its third year of operation and is growing rapidly. Consequently, we are seeking a talented designer/academic with an interest in the human and experiential dimension of technological possibility to help us develop this area of practice. The successful candidate will bring enthusiasm to the intellectual development of Interaction Design as an academic subject and inspire students to explore and create, in addition the role offers the opportunity to shape the evolution of the subject as it is taught within the Innovation School.

We are seeking a candidate who can marry technical skills with the research driven exploration of human experience, translate contemporary possibility into prototypes of future products and interactive experiences. We are committed to exploration, prototyping and thinking through making as the core of educational attainment. We deliver project-based learning, we value collaborative endeavour and teamwork and the design of products and experiences that have a real world application, and relevance to our fellow citizens.

The position of Lecturer in Interaction Design and Connected Products is based in Forres, Moray, with occasional deployment on the Glasgow campus.

The Role

Job Title: Lecturer in Interaction Design and Connected Products

Location: The Innovation School (Forres)

Reports to: Programme Leader Design Innovation (PGT)

Purpose: This role will enhance the Innovation School's commitment to Interaction Design as a human-centred practice that acknowledges the power of technology to shape human experience and enhance the lived environment. The role will primarily focus upon teaching approaches to design innovation and interaction to Masters level students, with some involvement with the undergraduate exploration of "connected products".

The successful candidate will play a leading role in the intellectual development and teaching of Interaction Design and Connected Products within the Innovation School.

To help faculty and students explore the "near or next future" through the use of design as a mode of enquiry, by researching, visualising, prototyping and testing in collaboration with diverse stakeholders to establish "preferable futures."

This involves contributing to the planning and delivery of the postgraduate curriculum, in Interaction and Design Innovation. The appointee will participate in the collaborative delivery of teaching and learning through project-based education.

To co-ordinate the delivery of Interaction Design within the Masters programme portfolio and to contribute to teaching and learning across all levels from of UG/PGT teaching within the Innovation School.

To focus upon the teaching and research of those areas of Interaction Design most closely aligned to an awareness and understanding of user/stakeholder experience as a dimension of design practice.

To work with academic colleagues in their development of teaching and learning materials highlighting the distinctive importance of ecological awareness within the broader field of Interaction Design or Design Innovation.

To assist in academic duties associated with curriculum delivery, student learning and recruitment to programmes in Interaction Design, Design Innovation and "connected products."

To pursue opportunities for research-teaching linkages as a means of ensuring social relevance and educational excellence.

Key liaisons:

Programme Leader (PGT) in Design Innovation
Design Innovation Subject Leaders
GSA Research Department
External Examiners
Key global partner schools

Key Accountabilities:

Academic / Educational

- Contribute to the academic team delivering curricular content within the Innovation School, in particular the Interaction Design degree awards within the PGT programme portfolio (both Forres and Glasgow).
- Lead the evolution of Interaction Design and Connected Products within the Innovation School as part of a teaching and research team
- Participate within curriculum planning, timetabling, staffing and monitoring of programme delivery.
- Support student learning and staff delivery in the field of Interaction Design and Design Innovation
- Offer academic oversight and provision of pastoral responsibilities in respect of students
- Contribute to the marketing, publicity and recruitment strategies of the PGT Department under the coordination of the Programme Leader
- Help to develop innovative approaches to programme delivery and ensure appropriate levels of attainment are achieved by the student body

Operational

- Develop a research and teaching profile in the area of Interaction Design and “connected products” aligned to Innovation School ambitions
- Seek to develop further the academic territory of Interaction Design and its relation to other areas of design and creative practice
- Work with colleagues to develop and deliver the curriculum at both postgraduate and undergraduate levels
- Aid in the development of international collaborations with a variety of Schools, organisations and projects.
- Contribute to the Departmental recruitment and admissions processes across the PGT programme portfolio, while leading on recruitment to Interaction Design.

- Contribute to and co-ordinate educational visits/trips, activities and exhibitions as directed by the Programme Leader
- Ensure all teaching materials and programme documentation – prospectus/handbooks/website, etc. – is updated in discussion with the Programme Leader
- Undertake Health and Safety duties and observe procedures within own area of responsibility in relation to all Staff, Students and Visitors, where appropriate

Strategic

- Play a significant role in the evolution of teaching, learning and assessment strategies across the Innovation School, and the domain of Design Innovation.
- Identify future directions for the academic exploration of “interaction design” and related fields, such as “connected products”
- Contribute to the development of student learning and curricular innovation by engaging with the design industry, external research organisations, professional bodies and quality assurance/enhancement frameworks as directed by the Programme Leader
- Develop a research profile capable of submission in the Research Excellence Framework (REF) evaluation of 2020 and beyond
- Contribute to development of the profile for GSA design programmes, including international profile, projects and partnerships, and enhance the School’s reputation as a leading centre for study in the creative disciplines

Key Challenges

- Work with academic colleagues and support staff to develop and evolve the curriculum and so support and extend academic excellence in the field of Design Innovation and Interaction Design/Connected Products
- Willingness to develop an internationally recognised profile in the research and teaching of Interaction Design.
- Ensure scholarship - knowledge of developments in learning, teaching and research - underpins a reflective and critical view of contemporary interaction design and innovation practice, profession and applications now and in the future
- Translate personal scholarship and research interests into curricular materials and innovative approaches to the design of interactive products, services and experiences
- Demonstrate a capacity to evolve studio practice to further curriculum development and innovative approaches to pedagogy
- Active engagement with sector wide enhancement initiatives and their institutional impact (ELIR/Periodic Review etc.)

Person Specification

Experience and knowledge

- Educated to degree level or beyond, ideally in the realm of interactive product and service design. A Masters or PhD would be advantageous, alternatively, extensive industrial experience in an international context would be attractive.
- Significant teaching experience in a Higher Education Institute or comparable organisation, preferably a Design School or design consultancy
- Awareness of discussions in teaching and learning approaches appropriate to postgraduate study
- Experience of current debates, trends and issues relating to the expanding field of Design Innovation/Interaction Design, especially the centrality of “thinking through making” and the challenges posed by designing using technology in the service of human experience.
- Willingness to engage in curriculum design, development and innovation to underpin enhancement/assurance in concert with the Programme team
- Desire to engage with both commercial and non-commercial organisations to broaden the scope of design innovation practice and its application
- Awareness of professional or academic engagements with issues of sustainability, as it relates to Interaction Design

Skills

- Excellent design and visualisation skills, extensive evidence of design for experience/ design application, and a demonstrable aptitude for team-working and collaboration
- The position requires someone with technology software and hardware skills. In particular, knowledge of 3D software, as well as coding (Processing, VVVV) and prototyping (Arduino, RaspberryPi), skills would be advantageous.
- High level of creative interpersonal skills for teaching in a studio environment
- An understanding of current debates and trends in undergraduate/postgraduate teaching around Interaction Design and Connected Products
- Strong communication skills, verbal, visual and artefactual
- Passion for learning and creativity, strong personal commitment to teaching
- Awareness of, and sensitivity to, cultural diversity
- Commitment to equal opportunities and widening participation

Terms and Conditions

Contract	Permanent
Probationary Period	It is recognised that there is an inevitable 'settling in' period in any post. The probationary period is therefore an opportunity for the employee to fit within the culture of the School. It should also be determined during this time whether the job is in line with expectations as expressed in pre-appointment discussions, interview and as set out in the Job Description. The probation period for this role is 12 months.
Accredited teaching	It is expected that successful candidate will undertake the Postgraduate Certificate in Teaching & Learning Certificate as part of this post.
Salary	Grade 7 £38,460 - £48,676 per annum
Hours of Work	35 hours per week
Holidays	35 days plus 11 statutory holidays per annum
Pension	Option to join STSS Teachers Pension Scheme
Notice Period	3 months