

<b>Job Description – Lecturer in UX/UI Design</b>	
<b>College/Service</b> Chelsea College of Arts	<b>Location</b> Millbank
<b>Contract Length</b> Fixed Term (9 months from contract start)	<b>Hours per week/FTE</b> 22.2/0.6
<b>Accountable to</b> Course Leader, BA Graphic Design Communication	<b>Weeks per year</b> 52
<b>Salary</b> £40,454 - £48,534 pa pro rata	<b>Grade</b> 5
<p><b>Purpose of the role:</b> The Lecturer in UX/UI Design is responsible for teaching, curriculum development, and on-going scholarship on the BA Graphic Design Communication at Chelsea College of Art. The role will be focused on the development of core UX/UI skills within a Graphic Design context. The post-holder will possess specialist knowledge and/or experience of UX/UI design and demonstrate experience/expertise in the field.</p> <p>The successful candidate should be experienced in applying methodologies of user experience design and user interface design to website, mobile, and product development. This includes experience with end-to-end (hybrid UX and UI) and digital product design.</p> <p>The post-holder will have a sound knowledge of the theories and practices of UX/UI and will be expected to develop these across the Course. These include:</p> <ul style="list-style-type: none"> <li>- UX strategy and research</li> <li>- UX/UI design process and design thinking methodology</li> <li>- Information architecture, journey maps, storyboards, wireframes, flow diagrams, mock-ups, prototypes, and/or high-fidelity interfaces</li> <li>- User interface development employing atomic design, colour theory, UI responsive typographic grids, and composition, interaction design, typographic theory, and iconography</li> <li>- Design and develop responsive layouts for multi-device, and multi-channel applications</li> <li>- Usability Testing, prototyping in different fidelities</li> <li>- Front and Back End terminology</li> <li>- Knowledge of existing and new technologies and constraints.</li> <li>- Knowledge of Adobe CC and Figma</li> <li>- Knowledge of HTML5/CSS3, WordPress and cutting-edge web design capabilities are a bonus.</li> </ul>	
<p><b>The post-holder will be expected to undertake</b></p> <ul style="list-style-type: none"> <li>• Teaching and leading on units as determined by the Course Leader</li> <li>• Professional activities of a scholarly nature</li> <li>• Responsibility of students’ pastoral support, progress and attendance, maintaining records and liaising with colleagues as appropriate</li> <li>• Working with other academic staff faculty on course and curricular development</li> <li>• Pedagogic and curriculum development that stimulate thought and practice that challenge the canon of design with the aim of promoting diversity and inclusivity</li> </ul> <p>The post-holder is expected to uphold and implement the policies and procedures of University of the Arts London and the College.</p>	

### **Duties and Responsibilities**

#### **Teaching and Learning:**

- Undertake a portfolio of teaching, supervision, assessment, and personal tutoring duties at UG levels appropriate to your areas of expertise and the subject areas of the Course, Programme or College
- Take a role in planning, designing, and the delivery of teaching and assessment activities within the BA course
- To stay abreast of research and practice in UX/UI design and to ensure that these developments are reflected in the curriculum in consultation with colleagues
- To extend the level of subject expertise and critical understanding on the Programme so as to keep the curriculum at the forefront of critical creative and professional practice and relevant to a diverse and international range of students.
- Ensure that the delivery of the curriculum is organised and resourced appropriately to the academic award, and to the learning styles and developmental stages of the students
- To provide both academic and pastoral support to students, monitoring progress and attendance, maintaining appropriate records, and ensuring that information provided to students is current, accessible and consistent.

#### **Professional and Research:**

- To initiate or engage in pedagogic inquiry and teaching development as required with the specific focus of improving student engagement, experience and progression.
- To enhance and extend the educational and creative links between the Course and other courses across the Programme, College, University and externally.
- To undertake scholarly activity (including research, knowledge exchange or teaching) relevant to the subject of Graphic Design.

#### **Quality, Management and Enhancement**

- To contribute as needed to the Programme's administration and strategic planning in areas such as student recruitment, the deployment of resources, research and knowledge exchange.
- To contribute to the monitoring of the quality of teaching and learning and to contribute to quality, management and enhancement activities across the School, College and University.
- To be a member of the Course Committee of the Course and of such other committees as required by the Course Leader
- To contribute to the process of the course(s) including modifications, validation, revalidation and review by the University, external agencies, and professional bodies in liaison with relevant Deans/Associate Deans.

#### **General**

- To perform such duties consistent with your role as may from time to time be assigned to you anywhere within the University.
- To undertake health and safety duties and responsibilities appropriate to the role.
- To work in accordance with the University's Staff Charter and Dignity at Work Policy, promoting equality, diversity and inclusion in your work.
- To undertake continuous personal and professional development, and to support it for any staff you manage through effective use of the University's Planning, Review and Appraisal scheme and staff development opportunities.

- To conduct all financial matters associated with the role in accordance with the University's policies and procedures, as laid down in the Financial Regulations.
- To personally contribute towards reducing the university's impact on the environment and support actions associated with the UAL Sustainability Manifesto (2016 – 2022).
- To be familiar with debates and research relating to decolonising the curriculum and awarding gaps within the HE Sector'.

Key Working Relationships - Managers and other staff, and external partners, suppliers etc. with whom regular contact is required.

- Dean of Design School, CCW
- Graphic Design Programme Director
- Graphic Design Programme Course Leaders
- Academic staff on Graphic Design Programme courses including Senior Lecturers, Lecturers, Associate Lecturers and Visiting Practitioners
- Graphic Design Programme Administrative Team
- Graphic Design Programme Technical Staff
- Student and Academic Support
- External partners
- Students

**Signed**



(Recruiting Manager)

**Date of last review:** October 2022

<b>Person specification</b>		
<b>Means of testing - A=application I=interview T=selection task</b>		
Specialist Knowledge/Qualifications	Undergraduate degree in UX/UI Design, Graphic Design, Product Design, Computer Science, or relevant field (Essential)	A
	Master's Degree in UX/UI Design, Design, or relevant field (Essential)	A
	PhD in Design or relevant field (Desirable).	A
	Teaching qualification (PG Cert or equivalent) (Desirable).	A
	Member of the Higher Education Academy (Desirable).	A
Teaching	Experience of teaching & assessment in a higher education environment (permanent, fractional, or hourly paid contract).	A, T, I
	Applies an inquiring, innovative and reflexive approach to teaching.	A, I
	Considers equality, diversity and inclusivity in all aspects of teaching and assessment.	A, I
	Shows commitment to understanding the range of students' experiences within a	A, I

	course.	
Leadership, Management and Teamwork	Collaborates and works effectively within team and across different professional groups.	A, I
Research, Knowledge Exchange and Professional Practice	Evidence of research, knowledge exchange and/ or professional practice that contributes to the advancement of UX/UI design activity and is relevant to the goals of the Programme, College and University.	A, I
Planning and Managing Resources	Plans, prioritises and manages resources effectively to achieve objectives.	A, I