

job description

playground

associates

The playground is developing a team to support its activities and programming. Its internal focused representatives will be responsible for understanding the institutional mission, areas of interest and resources and linking them with the industry. The candidate will conduct need assessments, identify schematic sectors and potential areas of overlap between industry and student aspirations. Develop and implement student-focused workshops, training and research projects in collaboration with faculty students and industry. The associates will also contribute to programmatic offerings in the form of independent curricular offerings and co-taught courses.

ABOUT US

The playground is a community space, and a university-wide ecosystem, designed for creative collaborative work that helps transform the teaching and learning experience at Habib. It serves as a gateway, and enhances accessibility, to making and designing activities across departments and schools.

At the playground, we examine, address, and sometimes resolve, complex, real world challenges that require transdisciplinarity and creativity. In doing so, we learn from each other, and the city we are embedded in. At the heart of the playground is the commitment to being playful – to experimenting, getting our hands dirty, creating new rules for engagement, embracing failure and learning from it, and thoughtfully de/re-constructing the way we teach and learn.

FELLOW RESPONSIBILITIES

PEDAGOGICAL INNOVATION The primary role of a playground associate is to support the university's mission of pedagogical innovation. One aspect of that will include (re)designing courses with faculty from all disciplines that include one or more elements of design and creative practice. These courses, either in full or in part, are expected to be taught in the playground.

PLAYGROUND OFFERINGS The associates will conduct/facilitate workshops in the playground. The expected work will be equivalent to the workload expected of three regular courses per year. The course definition as defined in HU teaching load policy will be followed. These workshops can be skill-based, familiarizing students with making and design skills across disciplines, or project-based, requiring students to employ systems and design thinking to address complex problems.

DEPARTMENTAL OFFERINGS All playground fellows will also be associated with a particular program (e.g. Communication and design, Social development and policy), and will be required to teach up to two courses in an academic year.

SKILLS REQUIRED

Expertise in Design including design research, design thinking and design practices. Has strong time management, organization and design thinking skills. Takes initiative, works well in teams and has experience in conducting workshops and trainings. Preferably a master's degree or minimum bachelor's degree (16 years of education) with three years of work experience in the relevant discipline. Ability to work across disciplines.