

job description

playground

Partnership and

Training

The playground is developing a team to support its activities and programming. Its external-focused representatives will be responsible for understanding the institutional mission, areas of interest and resources and linking them with the industry. The candidate will work on the cusp of academia, industry and research. Conducting need assessments, identifying schematic sectors and potential areas of overlap between industry, student aspirations and faculty. Develop and implement industry-focused 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.

Roles and responsibilities

- Industry related development
- Need assessment of the schematic industrial landscape
- Identify sectors and schematic areas of interest
- Facilitate research projects
- Pilot and experiment with interventions
- Design and implement training, research or other relevant engagements for industry in collaboration with faculty, students and experts
- Identify potential partners, build rapport and set foundation for agreements
- Match internal HU needs and trajectory with external requirements
- Map internal resources and external needs
- Ensure quality and in line with HU's values and policies
- Monitor and report progress

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 via 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. CND), and will be required to teach up to two courses in an academic year.

ABOUT US

The playground is a center for transdisciplinarity, design and innovation. It is a

community space catering to the university-wide ecosystem, designed for creative collaborative work that helps transform the teaching and learning experience at Habib. It serves as a gateway to the real-world by linking academia and professional sectors, encouraging holistic approaches to problem solving through activities at the intersectionality of departments and schools.

The playground, examines, addresses, and attempts to understand, complex, real-world challenges that require transdisciplinarity and creativity. In doing so, there are learnings from each other, from the context where we are placed in 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.

SKILLS REQUIRED

Experience in working with the corporate sector, transdisciplinary, holistic and design thinking. Preferably a master's degree or minimum bachelor's degree (16 years of education) with minimum three years of work experience in relevant disciplines. Ability to work across disciplines and work well in diverse groups.

Expertise in design thinking including design research and design practice. 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.

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centre for transdisciplinarity, design &
innovation

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