JOB TITLE
Learning Technologies Instructor – Liaison

GENERAL PURPOSE OF POSITION
Develop and deliver a range of hands-on experiments and activities with digital devices and software. Deliver training targeted to the promotion of independent and productive use of digital devices in the classroom. Preparing faculty to experiment with technologies commonly used by students to integrate such technology usage in the delivery of class material. Provide faculty and staff with development assistance for comparatively complex projects and provide consultation for day-to-day problems.

JOB DESCRIPTION AND RESPONSIBILITIES

• Develop proficiency using current and emerging technologies in order to be able to teach faculty and staff how to use those technologies.
• Participate in pilot projects and meetings to evaluate a technology’s usefulness to Ohio University faculty and staff.
• Provide campus staff and faculty with sustained, in-depth professional development which focuses on the integration of technology and curriculum.
• Present hands-on seminars that include learning activities that encourage the use of technology in the classroom.
• Make continuous improvements in key processes, techniques, and procedures that encourage the use of instructional technology resources including hardware, software, web sites, and media that can be exploited in the classroom.
• Seek frequent feedback from faculty members regarding the effectiveness of past implementations to learn from faculty what can be enhanced, to keep them up-to-date, and to improve the service of rollout of new applications.
• Work with faculty to refine existing and new courses to ensure that the best of on-ground and online instructional technologies are embedded into the learning experience.

MINIMUM QUALIFICATIONS

• Education: Bachelor’s Degree required (Master’s preferred)
• At least 3 years teaching in a classroom or seminar environment where participants have widely-varied skill levels.
• Demonstrated knowledge, understanding, and application of instructional design theory, instructional design principles, learning theory, instructional technology, and adult learning theory.
• Experience with Web Conferencing, Lecture Capturing, iTunes University, E-learning and other leading edge technologies for education.
• Knowledge of best practices in academic fully online and blended course delivery technology areas.
• Experience with the Blackboard™ online learning platform.
• Ability to work well with diverse personalities and sensitivity to respond to the needs of a diverse population.
• Excellent verbal and written communication skills to facilitate the communication of technical information in terms understandable to faculty clients.
• Proven experience working with faculty on course design and development for distance learning, as well as blended learning courses and programs.
• Ability to take initiative in providing support to faculty members and academic departments as well as an understanding of the different needs and perspectives of different departments within the higher educational institution.
• Ability and willingness to work independently in a team environment.