

## Instructional Technologist of Shanghai New York University□□

Instructional Technologist, Band TBD

### POSITION OVERVIEW

Assists faculty with the creation and/or use of digital resources, including software, hardware, data, multimedia, and collaboration tools, to support the educational goals of the faculty, department, school, site, and University.

### KEY RESPONSIBILITIES

Partner with individual faculty, schools, and academic departments to conceptualize, design, develop, implement and evaluate the effectiveness of online course materials. Develop, implement and manage digital projects for NYU faculty. Apply a deep knowledge of pedagogical strategies to the creative use of technology to improve teaching and learning. Assess tools to address faculty members instructional goals. Train faculty in the use of the University's LMS tools as well as technologies available in classrooms.

### **Education/skills:** Required:

- Bachelor's degree and at least 3-5 years of professional work experience or the equivalent education and years of work experience;
- Extensive experience with image editing software: Photoshop, Illustrator, Fireworks;
- Experience with web browser/client side of standards such as: HTML, CSS, XML, DHTML, JavaScript, Ajax, and other evolving standards;
- Demonstrated ability to create graphical user interfaces;
- Extensive experience with audio and video codecs and image file formats;
- Knowledge of and ability to use still and video cameras;
- Must have an understanding of classroom technologies including networking, projectors and other media equipment typically found in networked classrooms;
- Must be comfortable and competent working with the following client-based operating systems: Apple Mac and iOS, MS Windows, and Android;
- Excellent written and oral communication skills;
- Interpersonal and team building skills; and
- Creative problem solving abilities and initiatives.

### **Preferred Education Specialized Skills:**

- Master's degree preferred;
- Familiarity with Web 2.0 technologies such as Google APIs;
- Experience with data visualization tools;

- Experience with the Sakai LMS;
- Familiarity working with PHP and relational databases (i.e. MySQL, SQLite); and,
- Experience working with clients/customers on complex projects.

**Experience:** Demonstrated professional experience in designing and developing user interfaces for dynamic websites.

- Experience providing formal instruction, preferably at the college level;
- Experience developing dynamic websites with CSS, XHTML, XML, JavaScript, and Ajax;
- Experience with one or more web content management systems, such as Wordpress, Joomla, or Drupal;
- Experience designing graphical elements of web applications;
- Experience working with Photoshop, Illustrator, and other graphics development tools;
- Experience with Final Cut Pro or Avid digital video editing software;
- Experience working on a variety of projects simultaneously;
- Experience working independently as well as cooperatively with colleagues and clients required;
- Experience working with other information technology professionals on joint projects required;
- Experience creating rapid prototypes for projects;
- Experience evaluating the usability of web user interfaces;
- Extensive experience developing web sites and implementing graphic design work on the web required;
- Prefer experience working with faculty and students in a higher education institution;
- Prefer experience with the development of e-learning tools;
- Prefer experience in a higher education institution, especially developing and/or supporting research and teaching innovation;
- Prefer experience collaborating with college faculty on application development;
- Prefer experience developing and supporting complex, data-driven projects in a LAMP environment;

#### **TASKS, DUTIES, AND RESPONSIBILITIES:**

- Develop and teach workshops on the pedagogical strategies and technologies for teaching and learning with online tools;
- Collaborate with faculty and staff in instructional and research tool selection and/or development;

- Collaborate with faculty on the planning and implementation of pedagogical strategies that utilize contemporary technologies and data resources to improve teaching and learning;
- Collaborate in the planning, technical implementation, and management of educational and research projects;
- Assist in the selection and acquisition of hardware and software to meet project goals;
- Train faculty to use of the University's LMS and related tools;
- Train faculty to use the technologies available in University classrooms;
- Develop training materials and technical documentation;
- Collaborate with ITS staff as well as with staff in the Library;
- Prepare regular status reports as appropriate;
- Keep abreast of emerging technologies and national trends, especially in the areas of interface design; and,
- Perform related duties as assigned.

**CONTACTS:** Collaboration with technically fluent as well as novice faculty, staff, and students on wide range of projects.

**SUPERVISORY RESPONSIBILITIES:** Assist with the supervising, training, and evaluation of part-time student assistants and project consultants.