

<b>Job Title</b>	User Experience/Human Center Design instructor
<b>PVN ID</b>	KB-1804-002450
<b>Category</b>	Instruction and Social Service
<b>Location</b>	KINGSBOROUGH C. C.
<b>Department</b>	Workforce Development
<b>Status</b>	Part Time
<b>Salary</b>	Depends on qualifications
<b>Hour(s) a Week</b>	45.00-65.00
<b>Closing Date</b>	Apr 30, 2020 (Or Until Filled)

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## General Description

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The Office of Continuing Education, Workforce Development and Strategic Community Partnerships at Kingsborough Community College (KCC) delivers workforce training and college readiness programs to under- and un-employed New York City residents, providing the training and skills necessary to advance their careers or continue toward a higher educational goal. The Center is committed to providing our students with the most relevant education, training, and hands-on employment services that will positively serve their long-term individual, educational, and career goals.

Kingsborough Community College (KCC), CUNY is looking for a part time User Experience/Human Center Design instructor to teach in our CUNY Techworks, department of labor funded training program.

The instructor is responsible for supporting/teaching CUNY Techworks students entering the User Experience Design Field. The ideal candidate will be a seasoned veteran of the UX industry, with a strong understanding of both the technical aspects and the culture within the field.

This course will introduce students to the user experience process of Human Centered Design and how it is used to create empathy for designing and developing software to solutions. The concentration will be on prototyping, usability testing and iterative design. Students will collaborate to conceptualize and generate ideas through prototyping and validate those ideas with usability testing. Students will be using the Design Sprint Methodology.

We seek a competent adult education teacher with extensive experience in User Experience and/or Human Center Design

- Ensure that instructional activities are clearly related to academic goals and learning objectives for skill development, and are documented in lesson plans, which are to be submitted before the first cycle of training.
- Provide targeted whole group, small group, and/or individual instruction to students in order to help them

develop skills needed to successfully earn a User Experience Portfolio.

- Conduct educational assessments (traditional and performance-based) and provide regular and prompt feedback to students regarding their progress.
- Establish and maintain an organized and supportive classroom environment where students actively participate and show respect for teacher and one another
- Confer with other program staff regarding any student/classroom issues
- Utilize the best practices in project-based learning
- Attend all program staff meetings

This position is paid on an hourly basis. To begin in September, instruction opportunities available for afternoon and evening courses. 3 hours once a week, totaling 36 hours of instruction.

## Other Duties

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Must have a demonstrated ability to work with struggling learners, and motivate/encourage them to persist towards their goals.

## Qualifications

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Candidates must possess strong content knowledge.

Must be able to instruct and have experience in the following UX areas:

- Foundations of UX
- Human Center Design
- Usability Testing, prototyping in different fidelities.
- Prototyping in Adobe XD
- Explore the design process for an interactive project from initial concept to completion.
- Design and develop responsive layouts for multi-device, and multi-channel applications.
- Collaboration/working in teams
- Utilizing and teaching the Design Spring methodology or other methodologies
- Presentation Skills

Bachelor Degree accepted, Master preferred.