JOB DESCRIPTION

Position Title: Instructor of Virtual Reality Content Development

Division: Business, Career and Technical Ed	**Employment Category:** Faculty
Primary Location: District-wide Based on the Sierra Vista Campus	**FLSA Classification:** Exempt **Remote Work Eligible:** No
Parameters: Full-Time; Academic Year	**Pay Grade:** Faculty

Position Summary: The Instructor of Virtual Reality Content Development (VRD) is responsible for the instruction of VRD courses in these and related courses for majors and non-majors district-wide. Full time faculty members are professional educators with the primary responsibility of providing a quality instruction for a diverse student population and performing instructional duties and responsibilities in accordance with the philosophy, mission, policies and procedures of the college.

Essential Functions: As defined under the Americans with Disabilities Act, may include any of the following tasks, knowledge, skills, and other characteristics. This list is ILLUSTRATIVE ONLY, and is not a comprehensive listing of all functions and tasks performed by incumbents of this class.

Duties and Responsibilities: Within the scope of college policies and procedures, this position:

Teaches assigned VRD courses and associated labs in accordance with the college's workload policy; maintains written instructional standards; facilitates instruction using alternative delivery methods as needed; informs students in writing of instructional standards; posts and maintains office hours; participates in the assessment of student learning outcomes; establishes, maintains and submits accurate student and instructional records in a timely manner

Develops new courses, curriculum, instructional materials, and evaluation tools; reviews and updates course outlines, textbooks, laboratories and course procedure sheets for VRD courses; assists with the preparation of course proposals, curriculum updates and the construction of degree/certificate programs

Applies and maintains standards of quality operating methods, processes, systems, and procedures; implements changes as necessary to maintain a successful VRD program; integrates knowledge of industry trends and professional training to continuously improve program quality

Participates in department course scheduling, department, division and college meetings; serves on college committees as assigned

Serves as primary contact for all stakeholders, both internal and external, of the VRD program. Participates in all student recruiting activities for the VRD program

Performs other related duties as assigned

General Expectations:
Employees are expected to accomplish assigned duties in an efficient, effective and competent manner and to strive for improvement and excellence in all work performed. Additionally, employees must understand the comprehensive role of the community college and cooperate and work harmoniously with students, faculty and staff, and the public. Employees will follow all college policies, rules, regulations and guidelines as they relate to this position.

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Education and Experience Requirements:

Associates degree in Virtual Reality Content Development, or related discipline, from an institution accredited by an institutional accrediting body of higher learning recognized by the US Department of Education. Must be able to attain a Bachelor's degree in Virtual Reality Content Development or a related discipline from an institution accredited by an institutional accrediting body of higher learning recognized by the US Department of Education, within 5 years of employment. Attainment of a relevant professional certification within 1 calendar year of the date of hiring.

Preferred Qualifications:

Five years related professional experience creating virtual constructs using both Unity and C# programming languages

Five years of verifiable, successful private sector/industry experience in Virtual Reality Content development

Experience with training design and curriculum development

Experience teaching/mentoring using alternative delivery methods is desired

Experience with use of technology in lecture and lab settings is preferred

Knowledge, Skills and Abilities:

Knowledge of and ability to follow college policies and procedures

Knowledge of curriculum and program development

Knowledge of risk management processes (e.g., methods for assessing and mitigating risk)

Knowledge of public relations/marketing/recruiting practices and methods

Knowledge of programming languages to include: Unity, C#

Skill in current technologies and word processing, database, presentation, and spreadsheet software, specifically Microsoft Office applications

Skill in instructing students from diverse cultures and/or backgrounds

Skill in using authentic assessment to evaluate students' needs and progress

Skill in integrating technology into curriculum and other educational services

Skill in communicating with all levels of management including Board members (e.g., interpersonal skills, approachability, effective listening skills, appropriate use of style and language for the audience)

Skill in creating content using Open VR SDK

Skill in creating content using Windows Mixed Reality SDK

Skill in creating content using the Oculus SDK

Ability to translate customer requirements into a virtual construct

Ability to understand technology, management, and leadership issues related to organization processes and problem solving

Ability to relate to a diverse population and to maintain composure when faced with difficult situations

Ability to organize, prioritize, and follow multiple tasks through to completion with an attention to detail

Ability to work independently while contributing to team environment

Ability to communicate effectively, verbally and in writing, and to relate to others in a professional, helpful manner

Ability to effectively identify and resolve problems and to maintain strict confidentiality related to sensitive information

Ability to analyze problems, identifies solutions, and takes appropriate action to resolve problems using independent judgment and decision-making processes

Ability to establish and maintain effective working relationships with other department staff, faculty, students and the public

Ability to program virtual constructs using the Unity programing suite of tools

Ability to disassemble user created code to ensure correctness and usability/usefulness

Ability to mentor junior personnel in basic concepts of Virtual Reality Content Development

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Work Environment:
Work is primarily performed under general supervision. Incumbent generally performs work in a typical classroom or laboratory setting with appropriate climate controls and includes exposure to mechanical and chemical hazards.

Physical Requirements:
Essential functions of this position require: lifting, manual dexterity, ability to communicate and exposure to biological and chemical hazards.

Sedentary Work: Exerting up to 10 pounds of force occasionally and/or a negligible amount of force frequently or constantly to lift, carry, push, pull or otherwise move objects, including the human body; involves sitting majority of time; walking and standing are required only occasionally and all other sedentary criteria are met

Mental Application: Utilizes memory for details, verbal instructions, emotional stability, critical thinking, adaptability and creative problem-solving skills are important

Reports to: Dean of Business, Career and Technical Education

Disclaimer: The above statements describe the general nature, level, and type of work performed by the incumbent(s) assigned to this classification. They are not intended to be an exhaustive list of all responsibilities, demands, and skills required of personnel so classified. Job descriptions are not intended to and do not imply or create any employment, compensation, or contract rights to any person or persons. Management reserves the right to add, delete, or modify any and/or all provisions of this description at any time as needed without notice. This job description supersedes earlier versions.