Brandeis University’s Graduate Professional Studies (GPS) is looking for an industry leader to develop and teach in our User-Centered Design MS program. Brandeis University is consistently ranked among the nation’s top universities, and our online courses are developed using best practices in online learning. Information about Brandeis University and Graduate Professional Studies can be found online.

About the position and course:
**RUCD 120: **Cognitive and Social Psychology of User-Centered Design is a core course in the User-Centered Design Master’s Program. RUCD 120 examines the psychological and social aspects that impact human interface interaction in both physical and virtual environments. Course topics include Signal Detection Theory, Gestalt Theory, Cognitive Load Theory, and various motivational theories, as well as the cultural and social implications of design.

Upon completion of this course, students will be able to:
- Identify the cognitive and social psychology principles that will impact the use of a particular design, and offer design solutions that will ensure effective user experience based on these principles.
- Explain Cognitive Load Theory, apply the theory to designs, and explain the whys and hows of reaching optimal cognitive load in a particular design.
- Explain Signal Detection Theory, and apply the theory effectively to designs.
- Make reasonable predictions of human behavior with regards to a user interface and/or design by applying their knowledge of perception, attention, and cognition.
- Apply knowledge of emotion and motivation theories to designs in order to make them more effective, and explain the choices and applications.
- Identify where a particular design may create a cognitive error, or why a particular design may have caused a cognitive error, and offer solutions to reduce error.
- Effectively communicate design solutions to stakeholders.

Qualified candidates will have Subject Matter Qualifications in the following areas:
**Required:**
- Current active employment in the Human Factors, HCI, User Experience field or related industry
- Masters in Human Factors, HCI, User Experience, or related discipline.
- 5+ years of work experience in a UX role
- Ability to apply cognitive and social psychology principles to improve usability and accessibility of digital interfaces
- Excellent communication skills, including ability to articulate evidence-based principles for making design decisions

**Preferred**
- Experience design of social interfaces, gamification, and/or behavior change
- Experience designing for accessibility (universal design)
- Experience with responsive and/or multi-device design
- Teaching experience; online teaching or learning experience
General responsibilities include:

- For new courses requiring development:
  - Design a syllabus following program chair guidance and the syllabus template
  - Create content that aligns with course outcomes and offers the author’s experiences and perspectives on key points
- For all courses - develop and deliver the course according to our teaching standards, which include actively facilitating online discussions, providing relevant and timely feedback on student work, reporting grades, and discussing student issues with staff
- Create or refine and facilitate the course site in the Moodle learning management system

General skill requirements include:

- Strong interpersonal skills when relating to students
- The ability to communicate effectively in writing, including conveying complex information and promoting in-depth engagement on course topics
- The ability to devote adequate time to courses, including responding to students and providing meaningful feedback in a timely manner

About the Master’s in User-Centered Design:

Students in our User-Centered Design MS program learn how to conceive, articulate and implement a design and identify the human factors that may influence user response and define appropriate solutions. Identifying and applying social and psychological principles, students develop effective methods and criteria for system organization and evaluation of designs. Our graduates have developed an extensive portfolio of artifacts that demonstrate an advanced understanding of the human factors that influence design.

All GPS Master’s courses are 10-weeks long and taught asynchronously in the online learning environment with no set days or times for interaction.

About GPS Faculty:

GPS Faculty instructors are active practitioners in the industries that align with our programs and have the professional expertise to bring to course discussions and threads. Instructors are part time and work fully online, with no requirement to appear on campus. Our faculty have earned at least a master’s degree with many holding terminal academic degrees and industry-specific credentials. Previous experience teaching online is not required; GPS offers a comprehensive training program for qualified applicants.

How to apply:

GPS welcomes applications for its adjunct faculty pool on an ongoing basis. The application process consists of the online application and, if subject matter qualifications are met, a series of interviews at the discretion of the Program Chair and the Associate Director of Faculty Operations. Complete your application online.