**GRADUATE ASSISTANT POSITION**

**Hiring Unit/Office:** Project IMPACT (Improving Motivation, Pedagogy, Assessment, and Collaboration for Teachers) – Project in the College of Education and Human Development funded by a grant from the US Department of Education

**Type of Graduate Assistant Position:** RAII

**Hours to work (per vacancy):** 20

**Stipend rate:** Varies by department

**Term:** ☒ Academic Year ☐ Fall ☒ Winter Session ☐ Spring Session ☒ Summer

**Searching for a student who would begin Summer 2019 and wish to remain during the academic year, with the option of Winter Session; renewable annually through Summer 2023.**

**Number of vacancies for this position:** 2

1. **Eligible Program Applicants** *(Applicants will preferably be from one of the following graduate programs.)*
   - American Culture Studies
   - Classroom Technology
   - Communication Sciences and Disorders
   - Curriculum and Teaching
   - Educational Leadership
   - Intervention Specialist
   - Leadership Studies
   - Learning Design
   - MACIE
   - Media & Communication
   - Mental Health/School Counseling
   - Popular Culture
   - Psychology
   - Theatre

2. **Qualifications/preferred skills**
   - Performing experience (acting, improvisation, and/or role-playing)
   - The innate ability to listen and respond with sincerity, empathy, and emotional honesty
   - The ability to match and maintain distinct, realistic voices
   - The capacity to both understand and honestly portray diverse psychological profiles
   - A mastery of their actor’s instrument: voice, body, and imagination
   - Knowledge of pop culture
   - Emotional range - the ability to “go there” while staying honest and grounded
   - Comfort with basic computer and video conferencing skills
   - Experience with (or interest in learning) gaming technology
   - Willingness to research and learn background knowledge needed to play characters well
   - Willingness to attempt unfamiliar tasks, learn on own, and ask questions for clarity
   - Strong work ethic and willingness to be flexible
   - Good time management and organizational skills
   - Excellent spoken, written, and theatrical skills;
   - Good computer skills, proficient with technology, and willingness to learn new skills
   - Ability to work well both independently and in teams
Knowledge of and experience with a variety of diverse cultures is a plus
Knowledge of PreK-12 teaching a plus
Availability during Summer 2019 in addition to the 2019-2020 AY

3. Position Description (primary and secondary responsibilities)
Project IMPACT will be offering graduate assistantships for 2 Simulation Specialists (described below). Assistantships and associated scholarship and stipend funds are being made available to full-time graduate students in any BGSU graduate program and will be awarded through a competitive application, interview, and selection process. All assistantships are awarded for a single academic year but are renewable annually at the discretion of the project directors through the end of the 2022-23 academic year.

Simulation Specialist: Simulation specialists portray digital avatars during virtual reality scenarios conducted for training purposes. Sim specialists will be expected to portray multiple students in a classroom setting, each of whom have full character profiles, including backstory, psychological profiles, and educational needs. Sim specialists will also portray adult characters related to PreK-12 educational settings, such as teachers, parents, administrators, etc. Opportunities to portray adult characters in other settings (such as business, customer service, and/or healthcare settings) are also possible.

- Participate in training to learn the Mursion software and equipment, as well as the format and content of scenarios and character profiles
- Rehearse and practice both independently and with other project personnel to improve skills
- Conduct scenario simulations for project participants and others in the context of professional development and/or teacher education coursework
- Participate in creative meetings, brainstorming, and scenario development for project
- Contribute to the development of new characters with specific educational and/or personal needs
- Preference will be given to applicants able to start in Summer 2019 (May 22)

Application Process:
Applicants wishing to apply for this Graduate Assistant position must: 1) be admitted or accepted for admission as a full-time student in a graduate program at BGSU; and 2) remain in academic good standing to maintain the position.

1. To apply to this positions, send the following materials:
   a. A current resumé or curriculum vitae
   b. A statement of interest (2-3 pages, double-spaced, one-inch margins) responding to the following questions:
      - In the opening paragraph, please identify which BGSU graduate program you are currently enrolled in, been accepted for, or have applied to.
      - What are your future goals and how will this assistantship and a graduate degree from BGSU help you meet those goals?
      - How do your skills and experience make you a suitable candidate for a position as a simulation specialist?

2. Send GA application materials to: Project IMPACT Directors (ProjectIMPACT@bgsu.edu). Please include “SIMULATION SPECIALIST APPLICATION” as the subject of your email.

3. GA position application due date: Positions open until filled. Interviews will begin as early as February 18th.