

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: RAll

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.