

**Department of Humanities, Arts and Social Sciences**  
**Teaching Post 2019A**

**Position:** Full-time professor

**Closing date:** November 2, 2018

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**Presentation of the faculty, program, or academic area:**

The department of Humanities, Arts and Social Sciences aims to provide quality education, both in the programs offered by the department and in the training of core competencies and the socio-humanistic training courses, so that our students develop critical-analytical skills, expression and communication, as well as their citizen engagement and social competences. The department of Humanities, Arts and Social Sciences is composed of four academic vocational training programs: Psychology, Architecture, Social Communication and Journalism, and design. Similarly, the department structures and manages three academic areas: Language, socio-humanistic training and philosophy, in order to contribute to the integral formation of the students at the Universidad de Ibagué.

The Design program at Universidad de Ibagué began work in 2015. It offers comprehensive training in design with two options for specialization, in product and Visual Communication. It has 66 students; a team of 2 full-time professors with master's degrees, an adjunct professor with doctoral training, and 6 professors from various disciplinary areas. Professors of the program are part of two research groups recognized by Colciencias: a group of modeling and simulation of complex social systems -- MYSCO, and the group of Education, Health and Society - GESS. The program has two units with beginner researchers: one in Systemic Design and another in Graphic Narratives. The University has a MakerSpace and a Multimedia Laboratory, from which the design program has begun to articulate with curriculum processes of Architecture, Engineering and Social Communication and Journalism.

## **Details of the work**

**Job title:** Full-time professor of design program

**Faculty:** Humanities, Arts and Social Sciences

**Program /academic area:** Design program

## **Purpose of the job:**

Develop formative mentoring to curriculum processes of the Design program with regard to the exercise of teaching, and its corresponding support in the reflection and updating of curriculum.

Actively participate as a researcher in multidisciplinary research groups that support the reflection on the design and develop concrete contributions to their fields, theoretical and practical studies, as well as their technological developments and artistic.

Manage social responsibility projects that respond to local needs and apply principles and methodologies of design for their solution, impacting positively in organizations, communities and in the academic processes of the program.

## **Main responsibilities:**

- Teach subjects in the design program (Between 10 and 40%).
- Be principal researcher or co-researcher in related studies (between 20% and 40%).
- Support in the implementation of the program academic events and processes of Social Projection (10%).
- Support in administrative duties and strategic management of the Program (between 10% and 50%).

## **Knowledge, skills and experience needed for the job:**

### **Required profile (1):**

Professional in Design, Industrial or Product Design, with a master's or doctorate degree in areas related to the design, humanities, arts and social sciences.

### **Essential experience:**

- University teaching experience of at least two years
- Research trajectory, with intellectual production published or recognized artistic production related to his/her field of action
- Accredited B2 level of English (according to the Common European Framework)

- Present updated CvLac and consistent with the requested profile (for Colombian postulates).
- Present Design Portfolio

**Experience desirable:**

- Preferably with experience in academic administrative management.
- Preferably with knowledge of materials and industrial processes and craft.
- Preferably with knowledge in systems thinking and qualitative research.
- Preferably with a focus on Human centered design