

Design and Technology Institute

JOB TITLE: Design Innovation Tutor (Graphic Design, photography, Animation, CAM, CAD, etc.)

DEPARTMENT: Academics

REPORTING RELATIONSHIPS:

REPORTS DIRECTLY TO: Director of Studies

JOB PURPOSE: To teach the Design Innovation Courses

KEY RESPONSIBILITIES

- Prepare teaching lessons/plans and appropriate teaching materials to support impartation of knowledge to students.
- Create a conducive learning and teaching environment for students.
- Deliver lessons with clarity and simplicity to ensure that students understand what is taught.
- Motivate and guide each student to strive to achieve the learning objectives.
- Coach and mentor students to enable them excel in their studies.
- Set examination questions for evaluating students' knowledge and mark examination scripts on time.
- Assign students homework and ensure that work is checked and marked.
- Ensure all students pay attention in class and submit all assignments on time.
- Use innovative approaches in delivering lessons to ensure maximum participation of students.
- Prepare terminal reports for each student.
- Role model DTI's values at all times.
- Resolve all problems arising in the classroom or associated with the course of study.
- Perform any other duties as assigned.

KEY RELATIONSHIPS (INTERNAL/EXTERNAL)

- Facilitators
- Students

SUPERVISION RECEIVED

- Director of Studies

SUPERVISION OF OTHERS

- Teaching Assistants
- Students

EXPERIENCE/KNOWLEDGE REQUIRED

A minimum of an HND or First Degree in related Disciplines

Ability to share ideas on Product Design, Development and Trends.

Skills Required

1. 3D modelling - Fusion 360/Blender
2. Programming
3. ICT
4. Visual Communication - Adobe/Freehand
5. Bonus: Basic understanding of welding - Welding Simulator
6. Electronics - Arduino/microcontrollers/PCB design

Knowledge in the following Software will be an added advantage

1. Fusion 360
2. Blender
3. Adobe suite
4. AutoCad
5. Cinema4D
6. Eagle CAD
7. Arduino

