



University of Colombo

FACULTY OF ARTS AHEAD PROJECT

Content Developer/Educational Technologist

AHEAD/RA2/ELTALESE/COL/FoA/CON/4 (AHEAD/RA2/ELTALESE/COL/FoA/CON/TOR 4)

The University of Colombo will entertain applications from suitably qualified persons for the above post up to 14th of February 2020.

Terms of Reference.

1. Background of the project

The development of the higher education sector is of central importance to enable Sri Lanka to make the transition from a Lower-Middle Income Country (LMIC) to an Upper Middle-Income Country (UMIC). Recognizing this, the Government of Sri Lanka (GoSL) and the World Bank have agreed to support the higher education sector through a Bank funded Accelerating Higher Education Expansion and Development (AHEAD) operation.

The Accelerating Higher Education Expansion and Development (AHEAD) operation is organized in two components. The first is a Program Component that supports the national Higher Education Development Program. The second is a Systems Strengthening, Capacity Building and Technical Assistance Component that will assist the GoSL to strengthen the higher education sector and achieve the objectives of the AHEAD Program Component. It will also cover monitoring and evaluation, policy analysis, program coordination and communication.

The Faculty of Arts, University of Colombo, aims introducing educational technologies to the university environment by adopting Blended Learning tools and techniques into teaching, learning, and assessment practices.

2. Objectives

The Educational Technologist (Content Developer) has responsibility for:

1. Managing the production of quality educational resources to support blended and online learning opportunities.
2. Developing staff skills around effective design, development and delivery of learning resources.
3. Providing best practice advice on the effective use of educational technologies.

3. Key Tasks/ Activities

1. Conduct workshops on how to develop high quality, interactive, media rich learning resources
2. Assist academic staff with the design and development of high quality, interactive, media rich, learning resources suitable for blended and online delivery through the application of sound pedagogic principles
3. Ensure that learning materials are developed using established quality standards
4. Provide specialist advice to academic staff to establish how desired learning outcomes can be met through the development of formative and summative digital assessment
5. To formally evaluate the effectiveness of educational resources and regularly enhance in line with user feedback
6. To support the development of staff skills in the effective design and development of educational resources to meet specific learning outcomes
7. Develop and facilitate staff development sessions in effective design, development and delivery of educational resources
8. To develop best practice advice on the design, development and delivery of effective educational resources
9. Any other duties commensurate with the grade and nature of the role
10. Be responsible for working in a safe manner adhering to local and legal requirements
11. Actively promote, encourage and support approaches to blended and on-line learning
12. Evaluate and provide recommendations to improve curriculum planning and teaching methods.
13. Coordinate and communicate expectations and progress among university students', parents/guardians, guidance counselors and Lecturers.
14. Involve creating Course curricula, Lesson plans and improving class room technologies.

4. Deliverables

1. Inception report/plan (in consultation with the pedagogical expert) on technology integration into existing course modules
2. Conduct training programs for academic staff on developing materials for blended learning
3. Allocate

5. Duration

From signing of contract up to end of year 2021

6. Required Educational Qualifications and Experience

1. IT degree in a relevant subject and experience in the design and development of educational resources to meet specific learning outcomes
2. Experience in the design and authoring of media rich interactive learning resources using software such as Articulate, Adobe Captivate, Adapt Learning or similar
3. Member of the Association of Learning Technologists or similar external professional organization
4. Background in Graphic Design and/or animation D Application, Interview
5. A working knowledge of HTML5 and JavaScript D Application, Interview
6. Expertise in the development of high quality multimedia resources, including video, audio and web development

7. Experience in the use of Educational Technologies such as Virtual Learning Environments in support of L&T
8. Experience of designing learning resources enabling students to achieve the intended learning outcomes
9. Experience of working with academic colleagues in a HE setting
10. Experience of designing learning resources for use in low resource settings
11. Experience of developing and delivering staff development opportunities in the use of technology to support T&L
12. Ability to work alongside a variety of stakeholders to ensure the design and development of quality online content (covering both technical and pedagogical aspects)

7. Method of Selection

The consultant will be shortlisted respective to their qualifications and be selected on the basis of their performance at the interview.

8. Total payment and method of payment

A total payment of LKR 1,000,000.00 disbursed on completion of deliverables as follows:

1. 20% upon the signing of the contract
2. 30% upon completion of first 6 months
3. Balance 50% upon completion of the consultancy

Instructions for Application

Candidates who are interested are invited to submit their Curriculum Vitae under registered cover to reach the Coordinator, AHEAD Project Office, Faculty of Arts, University of Colombo, No. 94, Cumaratunga Munidasa Mawatha, Colombo 03, or email your CV to arts@ahead.cmb.ac.lk, on or before 14th of February 2020.

University of Colombo, No. 94, Cumaratunga Munidasa Mawatha, Colombo 03

30th January 2020