



UNIVERSITY LIBRARY EMPLOYMENT OPPORTUNITY

Librarian for Immersive Learning Environments

McMaster University Libraries is seeking a creative, innovative and experienced librarian to provide leadership in establishing McMaster University Library as the premier North American academic library in the implementation of innovative, highly engaging, habitable environments for teaching and learning. This includes the development and support of educationally sound virtual worlds, simulations and games. While the position will be based at the Science and Engineering Library, the successful candidate will serve as a link between the libraries and the academic faculties involved in immersive learning environments (Engineering and Humanities). The successful candidate will play a key role in supporting ongoing research of faculty, staff and students; in collaboration with the Teaching and Learning Librarian, in facilitating the integration of library instruction into the curriculum; and in collaboration with the Digital Strategies Librarian, in providing leadership to the campus community with respect to providing access to, promoting, archiving and preserving locally produced instructional resources. The successful candidate will be responsible for conceiving, designing, implementing, operating, and evaluating innovative teaching and learning environments relevant to the campus community.

This is a full-time continuing appointment reporting to the Associate University Librarian, Library & Learning Technologies.

The successful candidate will:

- steward the creative development, implementation, and evaluation of immersive learning environments for the campus community.
- facilitate partnerships between librarians and interested faculty and students in the development of immersive learning environments that encourage 21st century fluencies including information fluency, numeracy, cultural fluency, media fluency, and spatial visualization.
- initiate both the implementation and the awareness of emerging learning environments that enhance student success and promote use of library resources and services.
- promote a broad understanding of current standards, issues, trends and real-world implementations of immersive learning environments.
- serve on Library, campus, regional and national organizations and initiatives related to immersive learning environments.
- identify, implement, promote and assess open source tools for development of reusable learning objects.
- determine traditional and digital collection and service needs in collaboration with students and faculty.
- provide 2-3 hours of general and research assistance to library users at Thode Reference Desk and contribute to the development of the Libraries virtual reference services.

- analyze trends in the research programs of assigned departments, keep current with the literature and scholarship in the disciplines themselves, and use this knowledge to help build the Libraries' collections to meet expressed needs.
- analyze trends in the instructional programs of assigned departments. Collaborate with the Teaching and Learning Librarian in promoting information literacy through program development and instructional support, including life-long learning.
- pursue external funding sources from governmental agencies and philanthropic foundations.
- work with faculty in a designated subject area as part of the Library Liaison Program.
- participate in marketing and other outreach activities.
- provide leadership for and contribute to library-wide projects.
- contribute to the knowledge base of the profession through research, publication, and professional engagement.

The successful candidate must hold a MLS from an ALA-accredited library school or information science program. She/he must have three to four years experience developing and supporting library technology in an academic research library and two to three year's classroom teaching experience in a post-secondary academic environment. She/he must be technically knowledgeable in the area of emerging technologies applicable to the academic teaching and learning environment and in particular with regard to technologies related to gaming and multimedia. The successful candidate must have a record of professional achievement at the national level, particularly in organizations promoting and supporting innovative technologies in support of teaching and learning.

The preferred candidate will hold an advanced degree in education.

The appointment will be made at Level 2 or 3. Salary will be commensurate with qualifications and experience. The position includes a competitive and comprehensive benefit package.

The Position Responsibility Statement is available from the Library Human Resources Office. Further information about the Library is available from its web site at <http://library.mcmaster.ca/>.

Applications must be received by February 2, 2007.

Librarians who wish to be considered for this opportunity should send their c.v. with a covering letter and the names of three references to:

Library Human Resources Office
Mills Memorial Library, Room 209
1280 Main Street West
Hamilton, Ontario L8S 4L6
Phone: 905-525-9140 ext. 24722
Fax: 905-522-0691
E-mail: libjobs@mcmaster.ca

All qualified candidates are encouraged to apply; however, Canadian citizens and permanent residents will be considered first for this position. McMaster University is strongly committed to employment equity within its community and to recruiting a diverse faculty and staff. The University encourages applications from all qualified candidates, including women, members of visible minorities, Aboriginal persons, members of sexual minorities and persons with disabilities.