

## Educational engineer ingénieur pédagogique

field	e-learning – biology courses
location	Banyuls-sur-Mer (France)
compagny	Sorbonne Université - Erasmus + programme
job statut	full time
type of contract	temporary (1 nov 2018 to 31 aug 2021)
application deadline	8 oct 2018
contact persons	Agnès BOUTET ( <a href="mailto:agnes.boutet@sb-roscoff.fr">agnes.boutet@sb-roscoff.fr</a> ), Yves Desdevises ( <a href="mailto:desdevises@obs-banyuls.fr">desdevises@obs-banyuls.fr</a> ), Raphaël Lami ( <a href="mailto:raphael.lami@obs-banyuls.fr">raphael.lami@obs-banyuls.fr</a> )

An educational engineer is required for the European-funded project *Digitalmarine* (Erasmus + programme). *Digitalmarine* is a strategic partnership gathering several European and non-European universities to develop online distant resource related to the use of marine models in life science for master students. The creation of digital learning tools on an online platform will contribute to the advancement of new teaching methods such as flipped classroom.

### The required educational engineer will have specific roles

- Supervise the team work on the platform and interact with the contributing scientists
- Help the scientists to scenarize and digitalize their teaching content and make it available on the platform
- Supervise the digital capture of the different lessons
- Make the link between the scientists involved in the project, the coordinator of the platform, and the graphic designer/multimedia integrator
- Elaborate tools for decision making (indicators, dashboards, statistics)
- Respect and enforce the laws related to copyright for all contents used
- Support teaching within teaching mediation, then help the scientists 1/ to convert training objectives into educational objectives, 2/ to choose educational bias and educational methods, 3/ to assess learner achievement, 4/ to design and organize the educational sequence, 5/ to choose and design educational support
- Lead dissemination activities, advices and training to promote the uses of ICT (information and communication technology)

### Skills required

Good knowledge in ICT (information and communication technology), in open source, tools, multimedia, software, expert system

Basic knowledge in video recording

Ability to work in team, to give advices and help decision, sense of organization, good relationship skills, reactivity, rigor, reliability

Fluent English

### Prerequisites

Professional experience in e-learning and on-line and/or distant teaching

Professional experience or good knowledge in digital teaching platform

The recruited person will have a training in educational engineering

A complementary training in biology is an ad



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