Experimental Learning and Engagement Librarian – Grainger Engineering Library and Information Center (GELIC)

The University Library at the University of Illinois at Urbana-Champaign is seeking an Experimental Learning and Engagement Librarian to join the GELIC IDEA Lab to provide access to research and instruction support through the innovative application of emerging technologies services and technology-rich spaces. This position serves as part of the Grainger Engineering Library and Information Center and reports to the faculty lead for the GELIC IDEA Lab.

Specifically, this position will focus on addressing the ongoing issues of equity, diversity, inclusion, and access in academic technology-rich spaces and services by engaging with diverse student and faculty populations by both building on existing work in the GELIC IDEA Lab and innovating new services. The incumbent will play an important role in helping the library address the lack of a sense of "belonging" some communities feel in technology-rich spaces, as well as overall improving on the environment in library spaces to make them more welcoming.

While the incumbent is not required to be an expert with emerging technologies, having a strong interest will be important in succeeding in this role as they will receive training and mentorship in providing consultations and instruction on the application of emerging and immersive technologies in higher education. The incumbent will assist with overall operations of the GELIC IDEA Lab, and will gain deeper experience and build skills around managing and leading technology-rich spaces and services.

Specific duties include but are not limited to:

- Examine and bridge the subject and functional domains to identify the technical requirements as well as the pedagogical, instructional, and research affordances and impact of emerging technologies in higher education in a consorted effort to study and enhance the outreach and engagement mission of the lab and its various campus partners.
- Serve as liaison to designated departments, such as the C-U Community FabLab, the Siebel Center for Design, and other units across campus
- Build relationships with diverse student populations through engagement and outreach to campus groups such as (but not limited to): African American Cultural Center, DRES, La Casa Cultural Latina, National Society of Black Engineers, Native American House, oSTEM, Society of Hispanic Professional Engineers, and Women in Engineering
- Develop, implement, and assess instructional and research support services for emerging immersive technologies with an emphasis on reaching underserved and underrepresented communities such as those with visible and invisible disabilities, BIPOC, first generation students, women in STEM, LGBTQIA+, international students, non-traditional students, and many more.

- Provide consultations, instruction, workshops, research support, and reference services to faculty, students, and staff on the application and integration of emerging technologies in research and course content
- Build and maintain an understanding and awareness of the changing ecosystem of emerging technologies

Qualifications

Required:

- Master's degree from an ALA-accredited Library and Information Science program (or an equivalent degree); OR Ph.D. in a relevant field earned between 2018-2022.
    - Degree conferral for Master's or Ph.D. must be by August 2022.
- Demonstrated ability to exercise independent judgment.
- Demonstrated ability to work collegially and cooperatively with others in a team environment.
- Demonstrated excellent written, verbal and interpersonal communication skills.
- Demonstrated awareness of diversity, equity, inclusion and accessibility best practices.
- Potential to contribute to the national and international reputation of the University Library through professional research, service, and collaboration with colleagues and organizations.
- Familiarity with or demonstrated interest in the area(s) of librarianship relevant to the specific residency position(s) for which the candidate is applying.

Preferred

- Demonstrated interest, experience, or coursework in one or more of the following emerging technologies: Extended Reality (XR), 3D Printing, 3D media capture and asset management, usability technologies, visualization, artificial intelligence, or machine learning.
- Ability to develop an understanding of the pedagogical impact, affordances, and best practices of emerging and immersive technologies on research and instruction in higher education.
- Demonstrated interest or experience supporting emerging technologies in an academic institution or library or research center.