

# Role Profile

<b>Role</b>	Instructional design learning developer	<b>Location</b>	Homebased
<b>Accountable for</b>	n/a	<b>Accountable to</b>	People Development and Resourcing Business Partner
<b>Core Anchor Level</b>	Deliver	<b>Travel</b>	Occasional travel will be required as part of this role (May include team meetings or other work related meetings)
<b>DBS check</b>	Not required	<b>Salary   Hours</b>	Circa £34,000 per annum, 35 hrs a week Flexible hours
<b>Contract Type</b>	12 month Fixed term (maternity Cover)	<b>Grade</b>	E

<b>Overall purpose and impact</b>	
This role is designed primarily to create engaging bespoke digital learning resources to be hosted on our learning management system. A key part of this role is to communicate with a range of different customers and audiences to rapidly produce content that is engaging and immersive for the end user. This role will align with our People Value proposition and People strategy including staff and volunteers	
<b>Responsibilities</b>	<b>Measured through delivery of</b>
Ensure you model competencies and behaviours at the relevant level	Annual objectives; 360 feedback and evaluation
To design, develop and maintain engaging scenario-based eLearning and digital content which supports the organisations core digital training needs. Creating content that integrates scenario and storytelling methodologies and is underpinned by the latest digital learning principles. Experience of video editing and creating infographics.	1-2-1 Performance objectives
Communicate positively openly and regularly with a range of different stakeholders and audiences. To ensure we understand and meet their' needs and make sure that professional digital programme content is created, tailored and delivered to meet those needs.	1-2-1 Performance objectives; 360 feedback
Focus on developing a positive user experience and user interface with a focus on accessibility for all our digital learning both from a design and learning perspective.	1-2-1 performance objectives; 360 feedback

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To encourage and support a learning culture, by actively communicating and marketing content and resources.	1-2-1 performance objectives; 360 feedback
Have experience of a full project lifecycle including gathering requirements, user testing, launch, evaluation, data analysis and continual improvement, while working within brand guidelines.	1-2-1 performance objectives; 360 feedback and evaluation
To promote a culture of development and champion learning in all communications with customers and stakeholders through conversations and feedback. Champion and embed our values, strategic principles, lived experience for those affected by stroke and new ways of working.	1-2-1 performance objectives; 360 feedback
To work as part of an integrated team across the People Directorate, supporting a culture of high performance and self-enabling.	1-2-1 performance objectives; 360 feedback and evaluation

### Person Specification

Evidence of experience in design of eLearning/using authoring tools (specifically articulate storyline) /instructional design/digital media
Experience of working in a learning and development environment.
Knowledge and experience of working with learning management systems, like Kallidus Learn
Experience of engaging with end users, stakeholders and organisational communities.
Good verbal and written communication for engaging with stakeholders and interpersonal skills within a team.
Some experience in marketing and championing a learning culture