

**Salary:** Up to £60k depending on skills & experience

**Contract type:** 2-year fixed term appointment

**Grade:** MoJ Band A

**Number of open roles:** 1

**Locations:** Birmingham, Nottingham

**Hours:** 37 hours/week (42 hours incl. lunch)

**Working pattern:** flexible working, full time, part time

**Closing date for applications:** 20 October 2019

**Interviews:** w/c 28th October 2019

**Interview locations:** Birmingham, Nottingham

## Introduction

These are exciting times at [MOJ Digital and Technology](#). We have a clear vision - to develop a digitally-enabled justice system that works more simply for users - and we're looking for talented people to help us achieve it.

We're making things better by building adaptable, effective services and making systems that are simple to use for staff and citizens. It can be challenging but it's also important and rewarding.

As well as doing great work, we're creating a place that's great to do work in. We offer top kit, brilliant training opportunities and support from expert colleagues. On top of that, you'll find flexible working, an inclusive culture and a place where your opinion is valued.

Do you want the chance to work on products that matter, with people who value design and create work you're proud to talk about? Do you look to the future while designing for the now, immersing yourself in trends and constantly challenging the status quo? If you are a designer who is passionate about understanding how users behave with a knack for designing simple interactions and intuitive products, we might be the right fit for you?

At the Ministry of Justice Digital & Technology, you'll be welcomed into a large family of interaction, service and visual designers. You'll work in a multidisciplinary team, alongside user researchers, service designers, business analysts, content designers, product owners, delivery managers and developers to deliver world-class, user-centred services.

## Role responsibilities

As a senior interaction designer, your job will be to design and lead on accessible public and internal services that are simple enough for everyone to use. You'll be excited by the challenge of creating digital services that work across multiple channels, devices, browsers and platforms and helping to lead on the direction of new patterns and standards. You'll be able to see the bigger picture as well as the fine detail, and have a range of experience sketching and prototyping in code as well as the ability to communicate your ideas clearly and succinctly on paper. You'll understand how the internet works and how to design in an agile environment.

You'll want to help the government transform the way it delivers services, so that they're more efficient, simpler, faster and easier to use.

You will also be expected to participate and lead an active role in the design community both internally and across the government. You will also be expected to represent design in internal and cross government assessments.

**As a senior interaction designer you will:**

- Work with the team and stakeholders to capture the entire perspective of your service, set the vision and build a roadmap for the future
- Capture, document and present holistic user journeys in a clear, engaging way
- Lead the design perspective in discussions with teams and stakeholders
- Understand user needs and track interactions across departmental and organisational boundaries
- Arrange all interactions into rational user journeys with an awareness of how they affect/can be reused across services
- Create and rapidly iterate digital service prototypes
- Utilise, iterate and introduce interaction patterns and standards that scale
- Welcome constructive criticism and be able to constructively review the work of others
- Be excited about the future and bring new trends and technology into services
- Measure recently released product features to establish benchmarks and to identify potential areas of improvement
- Work with user researchers and front-end developers to turn concepts into user-centred services
- Ensure that the design of both staff and public-facing services are consistent, both internally and with the rest of GOV.UK
- Contribute to cross government interaction design patterns and standards

**Skills and experience**

The ideal candidates will be able to demonstrate the following:

- A design-related degree (preferable) and demonstrable interaction and user interface design experience
- Know how the internet works and what digital transformation means
- Demonstrate an active interest in and be up to speed with current design trends in both the public and private sector
- Extensive experience of prototyping in HTML and solving problems on paper
- Experience of building and maintaining interaction pattern libraries
- Extensive experience with a wide range of design software (eg Sketch, Creative Suite)
- Extensive experience of working quickly in an agile environment
- Be able to explain ideas in a way that other people understand

- Know how to use data and research to influence design thinking
- Understand how form and function work together
- Know how to remove complexity from services
- Be able to write for user interfaces
- Explain design decisions and be able to represent a service at a service assessment
- Assess a service and give constructive feedback
- Put forward the case for design with a product manager
- Collaborate on designs with a developer
- Engage the whole multidisciplinary team with the design process
- Lead a workshop
- Ability to mentor other designers

Throughout the process we will assess your technical specialist skills and experience on the above requirements

### **Interview**

If selected for interview, be prepared to show a strong portfolio of interaction design and prototype output that demonstrates effective user-centred design and be able to explain previous examples of the following:

- How you used data and research to influence design thinking
- Show how they have validated and iterated prototypes
- The ability to communicate the vision and roadmap for a service you have worked on
- How you influenced stakeholders to make positive change
- Experience of working in agile teams
- Show how you have captured and synthesised output from workshops
- Be able to talk about how you encouraged collaboration in a previous team
- There will also be a 15 minute design task

We are an equal opportunity employer and value diversity at our company. We do not discriminate on the basis of race, religion, colour, national origin, gender, sexual orientation, age, marital status or disability status.