You’ll lead a team of interaction designers who work closely with user researchers, content designers, developers and the product team, to design services focused on user needs.  
  
You’ll be someone who can guide your team comfortably through Service Standard assessments, support their interaction design decisions and explain those decisions to senior stakeholders.  
  
You’ll set the direction for what good interaction design looks like in a large government department. You’ll use your leadership experience to co-ordinate interaction design across the department, sharing advice and best practice and representing your community across government.

**Responsibilities**

Day to day you’ll:  
  
• set standards for interaction design quality, output and impact  
  
• plan and allocate resources, hiring new talent and upskilling where needed  
  
• lead a community of designers across multiple projects, providing performance feedback and supporting their learning and development goals  
  
• ensure services follow cross government design principles and assess them against the Government Service Standard  
  
• ensure project teams design for the full range of users who rely on government services  
  
• take an active role in the cross government design community, sharing best practice and new ideas  
  
**Skills and experience**  
  
Essential  
You’ll have demonstrable knowledge and passion for user centred design practices, with experience of:  
  
• setting design standards and leading a team to implement them  
  
• planning and allocating resources across multiple delivery teams  
  
• designing interactions professionally for the web and mobile in a range of design environments  
  
• designing accessible services, and the challenges of designing for a diverse audience  
  
• creating and testing workable prototypes and enabling others to do so  
  
• convincing stakeholders of the value of design and to take a user-centred approach, based on evidence  
  
  
Desirable  
Ideally you’ll also have experience of:  
  
• developing team members, supervising the work of others and coaching other designers  
  
• a degree in design, human-computer interaction or relevant industry experience  
  
• leading teams to design services that meet the Government Service Standard

**Behaviours**

We'll assess you against these behaviours during the selection process:

* Seeing the Big Picture
* Leadership
* Delivering at Pace
* Communicating and Influencing
* Changing and Improving
* Managing a Quality Service