



Charles Sturt
University

Group work for LDW

Promotions for Academic and Professional
staff.



Project Proposal



Aim:

To explore and consider the career development and promotion pathways for academic and professional general female employees.

Method:

Completed via several stakeholder interviews followed by thematic analysis and discussion.

Proposal:

Redesign the academic promotions process to include further ongoing support, mentoring and transparency enhancing the experience. A programme rather than a process.



Recommendations

1. The process be computerised.

Key benefits of computerising the programme include:

- Implementing the utilisation of gamification, which has been shown to increase employee engagement, motivation, creativity, innovation, and problem solving
- Calculation and application of adjustments for Equality Employment Opportunity factors;
- Data collection for valuable insights and deep real-time analysis, which would highlight trends and problems early on so that they could be course corrected
- Integration of existing programs, such as, the Research Productivity Index and the Standards of Teaching and Learning (SOTL);
- Increased efficiency and reduction of the administrative burden



Recommendations

2. Set objectives upfront to focus attention in the right areas and increases transparency
3. Provide focussed support and mentorship inbuilt into the program, to improve support and focus attention in the right areas



Recommendations

4. Adapt a version of the program for the professional sector to increase support and create a formalised structure for professional promotion



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The Learning Journey

Self Reflection on learnings from Group Work

Tabitha's Journey

Kirrily's Journey

Rebecca's Journey

Sam's Journey

The Team



Team list



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**LEADERS DON'T
FORCE PEOPLE
TO FOLLOW, THEY
INVITE THEM ON A
JOURNEY.**

A team is a group of people with different abilities, talents, experience, and backgrounds who have come together for a shared purpose.

Despite their individual differences, that common goal provides the thread that defines them as a team.



TOTAL TEAM BUILDING
Fun, Engaging Events