



## OBSIDIAN FLEET

Director of the Academy



### Role Description & Competencies 2017

Obsidian Fleet has been a leading community in Star Trek fiction writing for over 16 years; during that time the Academy has played a pivotal role in providing players with resources and material to develop their writing skills and knowledge around important aspects of the community.

The exact function of the Academy is to provide a centre of excellence in learning, not only about topics to the Universe our writers play in but in leadership and technical skills. The vision of the Academy is that it should be a place that all players can go to learn new skills and refresh old, to hold workshops to share their knowledge in a safe and trusted environment to bring the Academy into a new era of excellence [and something else.]

#### Role Description

The Director of the Academy will hold Specific Executive Authority to operate and manage their department to the best of their abilities. The Director will be the point of contact for all members of the Fleet and should be able to answer all queries regarding their department in a timely fashion. The role will include, but not be limited to:

- Processing of all students to suitable Instructors,
- Ensuring that all deadlines are adhered to,
- Continuous development and assessment of courses and their materials to the needs of the community.
- Continuous development and training of Academy personnel,
- Adherence to Fleet Law and Policy at all times,
- Development of easier, leaner and modern learning tools,
- Always having the best interests of the Fleet at heart,
- Liaising with Fleet Operations to meet goals and development strategy,
- Other duties as determined by the Joint Fleet Command from time to time.

#### The Individual

The role of Academy Director is one that will be central to the development of the Fleet and Community; they will need to have some essential skills to enable them to achieve the most from their role and department. These essential qualities are;

- Strong communication & interpersonal skills focused on the development of friendships and communities,
- Deep knowledge of the gaming environment,

- Ability to determine needs for, design and prepare training packages in anticipation of future need (for example, to prepare an Executive Officer to be ready for command, or for TGCOs to develop to TFCOs)
- Must be able to clearly demonstrate commitment to large-scale reform and delivery of reform,
- Passion for continuous learning
- Innovative thinking
- The capacity to embrace efficiency & change
- An understanding of fleet rules and policies and the desire and commitment to following them
- Ability to communicate with members of the Fleet at all levels.

### Requirements

- Clean Fleet Record
- Good IT Skills
- At least 6 months' active experience as a member of Obsidian Fleet
- A good amount of chocolate (to be used for bribing JFC/the FC)