

CALIFORNIA STATE UNIVERSITY, LONG BEACH
DEPARTMENT OF HUMAN DEVELOPMENT / Instructional Student Assistant 2024-2025

POSITION: Instructional Student Assistant . Human Development
RECRUITMENT #: 24/25-ISA-HDEV
EFFECTIVE DATE: August 19, 2024 / Fall Semester (Contingent on Budget)
January 21, 2025 / Spring Semester (Contingent on Budget)

SALARY RANGE: \$17.01 to \$22.70 per hour, up to 20 hours per week

MINIMUM QUALIFICATIONS: (1) Currently admitted or enrolled in a CSULB degree program and remain academically eligible during the semester of employment. (2) Cumulative GPA of 3.0 or higher in all courses at CSULB.

DESIRED/PREFERRED QUALIFICATIONS: Candidates must possess the ability to learn and perform assigned work; work cooperatively with faculty, staff, and other students; and accept responsibility.

DUTIES: Attend course lectures, read and evaluate student papers, proctor examinations, perform individual and /or assignments, tasks as assigned by faculty.

CSULB and the Department of Human Development seeks to recruit faculty who enthusiastically support the students with disabilities, students who are first generation to college, veterans, students with diverse socio-economic backgrounds, and students of diverse sexual orientations and gender expressions. CSULB seeks to recruit and retain a diverse workforce as a reflection of our commitment to serve the People of California, to maintain the excellence of the University, and to offer our students a rich variety of expertise, perspectives, and ways of knowing and learning.

The person holding this position is Reporting Act and is required to comply with the requirements set forth in CSU Executive Order 1083 Revised July 21, 2017 as a condition of employment.

REQUIRED DOCUMENTATION: (1) A letter of application addressing all qualifications for the position. (2) Resume with current E-mail address (3) Unofficial Transcripts (4) Instructional Student Assistant Application Form. <http://www.cla.csulb.edu/forms-policies-and-procedures/student-assistant->