



Central University of
Technology, Free State

JOIN THE TEAM

Customer service

Integrity

Diversity

Innovation

Excellence

Central University of
Technology, Free State



Bloemfontein Campus

Lecturer: Built Environment

FACULTY OF ENGINEERING, BUILT ENVIRONMENT & INFORMATION TECHNOLOGY |

Department of Built Environment | Ref 2757



About the
position

Main purpose of the job

To develop academic material and lecture in allocated subjects for own and other programmes and to execute appropriate community projects

Main tasks

1. Teaching, learning & assessment	2. Student evaluation
3. Research	4. Administration
5. Control and organisation	6. Community service

Subject field(s)

Urban Development | Sustainability | Urban Planning | Built Environment



About the
appointment

Nature of appointment

Permanent academic

Minimum salary scale (Total Cost to Company)

R 614 250 per annum

Note: CUT applies an internal parity model to determine remuneration that complies with the principle of "equal pay for work of equal value". Accordingly, the preferred candidate may expect an offer that is in line with their qualifications and years of similar experience. Please contact the Recruitment office for more information on the applicable salary scale.



What are we
looking for?

Minimum Qualification/ Knowledge and/or Experience

- A relevant Master's-level degree (i.e. M Tech/MSc/NQF 9 or equivalent)
- At least two years' teaching/lecturing/industry experience relevant to the subject field(s)

Desired Qualification, Knowledge and/or Experience

- Evidence of progress towards a Doctorate in Urban Planning and Development field
- Any acknowledged publication, research, innovation or creative output



Interested?

Job-Related Enquiries

Prof FA Emuze

✉ femuze@cut.ac.za

Remuneration, Benefits and Process Enquiries

Recruitment Office

✉ jobs@cut.ac.za

To find out more or to apply, visit www.cut.ac.za/careers or
<https://cut.jb.skillsmapafrica.com/>

CLOSING DATE FOR APPLICATIONS – 7 May 2021

THINKING BEYOND