1. POSITION SUMMARY

The Virtual Reality Youth Mental Health Clinician will work closely with the research team lead and youth early psychosis medical lead to inform the development and clinical implementation of new virtual reality treatments for youth mental health. The role will require the ability to work flexibly in a multidisciplinary team of software developers, psychologists, psychiatrists, peer workers and content creators (including young people with lived experience of mental health difficulties) to produce compelling, creative and engaging VR treatments designed to enhance youth mental health care.

With the ability to work independently, the Virtual Reality Youth Mental Health Clinician will be primarily responsible for contributing to the design of new VR interventions and assessments, including the creation of therapeutic content, and developing, executing and championing the implementation of VR treatments and assessments within Orygen clinical services (specialist and primary). This includes establishing procedures for a new Orygen VR Clinic, which will be housed in a purpose built, cutting edge and world-class VR development, research and clinical implementation space at Orygen Parkville. The VR team at Orygen Digital is a growing team comprising at present of two senior clinical academics, three post-doctoral researchers, a RA and project manager, two VR developers and a peer worker. We are designing and testing VR and virtual world prototypes to be used in the assessment and treatment of young people with mental health disorders.

This role is expected to operate with some autonomy and to show initiative and a sense of responsibility for the effective development, evaluation and implementation of VR treatments within Orygen. The role will report to the head of VR of Orygen Digital Professor Andrew Thompson.

2. POSITION CONTEXT

Orygen delivers cutting-edge research, policy development, innovative clinical services, and evidence-based training and education for the mental health workforce to ensure that there is continuous improvement in the treatments and care provided to young people experiencing mental ill-health.

We are a complex organisation. Our activities and workforce are diverse and include:

- Five headspace centres in Craigieburn, Glenroy, Melton, Sunshine and Werribee that deliver primary clinical services to young people and are operated by Orygen.
• The Centre for Youth Mental Health, a University of Melbourne research and teaching department that is wholly seconded into Orygen. Centre staff are provided with Orygen email addresses and have the use of Orygen systems.
• Orygen Special Services, a tertiary clinical service that is operated by North West Mental Health, co-located with us at Parkville and Sunshine and whilst not under the governance of Orygen, works in close partnership with us.
• Orygen Digital, which develops and rolls out online clinical platforms that are fully integrated with ‘in-person’ clinical services.
• A training and development unit providing online and face to face training for the mental health workforce both nationally and internationally.
• A policy think tank drawing on Orygen’s research and clinical expertise and partnering and collaborating with key content experts from Australia and around the world to advise government policymakers.
• Centralised professional support functions enabling the organisation to achieve strategic and operational objectives.

Orygen Digital, the digital mental health division of Orygen, designs, delivers and evaluates evidenced-based digital services for youth mental health, including Moderated Online Social Therapy (MOST), virtual reality and just-in-time mobile interventions. Orygen Digital requires an experienced individual to join a growing team of researchers, clinical psychologists, software engineers, writers, artists, young people and frontline mental health professionals to help design and provide clinical interventions to participants enrolled in our NHMRC funded trials through virtual reality or virtual world formats.

3. ABOUT ORYGEN

<table>
<thead>
<tr>
<th>VISION</th>
<th>Young people to enjoy optimal mental health as they grow into adulthood.</th>
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<tbody>
<tr>
<td>MISSION</td>
<td>Reduce the impact of mental ill-health on young people, their families and society.</td>
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<tr>
<td>VALUES</td>
<td>Respect, Accountability, Teamwork, Excellence &amp; Innovation.</td>
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<tr>
<td>COMMITMENTS</td>
<td>First Nations people of Australia, Young people and their families, LGBTIQA+ people &amp; Culturally and linguistically diverse people.</td>
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4. KEY RESPONSIBILITIES/OUTCOMES

The Virtual Reality Youth Mental Health Clinician’s key responsibilities includes:
• Contribute to the design of new VR interventions and assessments, especially the creation of therapeutic content;
• Deliver the created therapeutic interventions in conjunction with the research team;
• Contribute to the development and execution of an implementation and stakeholder engagement plan to champion the use of VR within Orygen clinical services;
• Establish clinical procedures for, and assist with the running of, a new Orygen VR Clinic at Orygen
• Work with the research team to plan and execute research to evaluate these prototypes, including the delivery of VR interventions with young people within the Orygen VR Clinic;
• Actively contribute to and participate in the developing of digital resources and services as the Orygen Digital evolves; and
• Any other duties as reasonably requested by the research and clinical leads at Orygen Digital.

5. SELECTION CRITERIA

The following criteria must be met for consideration for this position:

5.1 Essential
• A tertiary qualification in a relevant discipline including psychology, nursing, occupational therapy, social work;
Must have full general registration with AHPRA as a psychologist, nurse, OT and for a social worker will need to meet eligibility for registration with the AASW;

Experience working in clinical settings within the youth mental health system;

Strong working knowledge of the common mental health issues faced by young people, evidence-based treatments for high prevalence disorders (such as CBT for mood and anxiety disorders) and the literature underpinning such approaches;

An understanding of and commitment to ethics and confidentiality issues, particularly in relation to the health and allied-health professions;

Knowledge of substance use and other health and social problems faced by young people and the indicated evidence-based treatment/support options for these;

An understanding of youth mental health systems and an ability to apply this knowledge to the Orygen Digital context;

Excellent written and verbal communication skills and demonstrated ability to facilitate a therapeutic alliance via digital means;

Demonstrated sound ability to make decisions and problem solve;

Ability to work in a multi-skilled team and be comfortable with working with new technologies;

Excellent computer skills including databases as required;

6. SPECIAL REQUIREMENTS

Unrestricted right to live and work in Australia.

A current National Police Check will be required.

Any offer of employment is conditional upon receipt and maintenance of a satisfactory Working with Children Check.

After hours will be required and weekend work may be required.

Depending on current Government guidelines, this position may be required to work from home at times. As such a reliable internet connection will be required.

Manager:  
Date: 

Team member:  
Date: