



Job Description

Lecturer Games– Grade 8 - 1.0FTE at the School of Digital Arts (SODA)

The ideal candidate should have experience of a creative approach to designing and delivering HE curriculum at foundation, undergraduate and postgraduate levels in subject specific and interdisciplinary contexts. This role requires a versatile approach and ability to contribute to a team that spans a wide range of digital arts disciplines, encompassing both academics and industry professionals.

The applicant should have experience of technical skills as applied to game practices and an understanding of technologies, games disciplines, and critical thinking practice within an industry context. Candidates should have excellent conceptual and technical digital skills in games production, demonstrating experience in technical art and/or animation skills using current industry standard techniques and processes with a proficiency in industry-standard 3D software such as Maya, 3ds Max, and using games engines such as Unreal and Unity within the game production pipeline.

The applicant should also have an in-depth understanding of current industry trends within this field and be able to conduct research and deliver programmes that are grounded in the present but offer space to explore the future – leading students to investigate what it means to be a creative media practitioner at the convergence of storytelling, technology, and innovation.

Research

Lecturers will plan and carry out research using appropriate methodology and techniques, which result in high quality publications submitted to the Research Excellence Framework (REF) at acceptable levels of volume and academic excellence. They will pursue personal research including developing research ideas and securing financial support for their subject area. They will:

- Successfully publish results of research to the REF, in peer reviewed journals or monographs, or publish/exhibit professional practice.
- Prepare successful proposals and applications to external bodies to secure funding.
- Develop novel methodologies and techniques appropriate for their research.
- Apply knowledge in a way that develops new intellectual understanding.

Knowledge Exchange and Enterprise

Lecturers will seek knowledge transfer and business engagement opportunities to support the development of knowledge in the relevant area, share best practice, and use knowledge to improve graduate employability with an overall aim to enhance the reputation of the University. They will:

- Build opportunities for partnership working and knowledge exchange.
- Develop internal and external partnerships in order to disseminate information, share best practice and establish opportunities for collaborative work.
- Develop, or use existing industry knowledge to develop the curriculum to enable relevant and up-to-date learning to enhance graduate employability.



Learning and Teaching

Lecturers will develop and deliver foundation, undergraduate and postgraduate programmes in line with the Faculty's teaching strategy and participate in the overall contribution to enhancing the reputation of the University for Teaching Quality and success. They will:

- Teach on courses at a range of levels within SODA; promoting skills in critical and rational thinking.
- Develop appropriate assessments, supervise, mark, and examine projects, student dissertations and practical work, providing support and guidance on academic and pastoral issues and act as a Personal Tutor to students.
- Embrace new technological developments that support learning and teaching and incorporate them into best practice.
- Review and support the development of high-quality programme content in response to student feedback and new developments in the relevant field.
- Contribute to the development of new programme proposals and the design of teaching programmes more widely in SODA.

Academic Citizenship and Leadership

Lecturers will promote the department, faculty, and University by supporting a range of departmental activities. They will:

- Contribute to management processes and planning to promote and incorporate the student voice into departmental decision-making.
- Contribute to widening participation, schools' outreach, and public understanding of the relevant area.
- Attend relevant meetings, panels, and boards to contribute to decision making and develop productive working relationships across teams.
- Support a range of departmental activities such as recruitment and admissions, open days and other student events and use these activities to gain a better understanding of student needs and expectations.
- Work collaboratively with colleagues to develop high quality working practices.
- Provide support and pastoral care to students.
- Engage in training programmes in the University (e.g., through Staff Development) which are consistent with your needs and aspirations and those of the department.
- Engage fully with the annual Performance and Development Review (PDR) process.
- Undertake such other duties as may be reasonably requested and that are commensurate with the nature and grade of the post.

What we are looking for

- Applicants that have experience of 3D modelling for games and understanding of technologies, Games Art disciplines, and critical thinking practice within an industry context. Candidates should have excellent conceptual and digital skills in games production, demonstrating experience in character art and/or environment art and the game production pipeline using current industry standard techniques and processes.



- A good first degree in a relevant discipline, with professional or higher-level qualifications such as PhD is desirable.
- A PGCE, Certificate of Education, PGCLTHE or membership of the Higher Education Academy (or commitment to obtain within three years of appointment).
- Membership of relevant Professional bodies, demonstrating professional standing.
- An in depth understanding of Games practices including recent developments in the discipline.
- Commitment to the University's strategic objectives, with a focus on supporting the student experience
- Commitment to the University's policies and procedures including promoting equality in own area of responsibility and in general conduct.

In some circumstances, we will consider applicants who do not have these qualifications but are committed to obtaining them and have equivalent significant attainment in their professional field.

What you will bring to the role

Research

- Experience of using initiative, creativity and judgement when undertaking research and scholarly activities in an area that fits with the University's Research/Practice Strategy such as:
 - Preparing successful proposals and applications to external bodies to secure funding.
 - Publishing results of research to the REF, in peer reviewed journals or monographs, or publishing or exhibiting professional practice.

Knowledge Exchange and Enterprise

- Demonstrable experience of knowledge exchange, enterprise, and similar activity.
- Experience of and commitment to develop partnerships to further research, research led teaching and knowledge exchange/enterprise in a competitive environment.

Learning and Teaching

- Experience of teaching effectively and providing a stimulating environment for learning and teaching to motivate, inspire and challenge.
- Ability to design, deliver, assess, and revise teaching programmes.
- Experience and success in developing new approaches to learning and teaching methods.

Academic Citizenship and Leadership

- Excellent communication skills with experience of developing networks and contributing to the development of better working practices.
- Ability to utilise knowledge and understanding of students' needs to promote and incorporate the student voice into Faculty decision making through management processes and planning.