

JOB DESCRIPTION

Job Title: Lecturer in Games Development

Grade: AC2

Department: FES, School of Computing & Mathematical Sciences

Responsible to: Head of School

Responsible for: N/A

Key Contacts:

Head of School, Deputy Head of School, Associate Head of School for Student Success, Programme Leader, School Professional Services Team

Standard Occupational Classification (SoC Code): TBC

Non-Contractual Nature of Role Profile: This role profile is non-contractual and provided for guidance. It will be updated and amended from time to time in accordance with the changing needs of the University and the requirements of the job.

PURPOSE OF ROLE

To conduct high quality research and teaching on undergraduate and postgraduate programmes in the area of games development. The role will focus on delivering high quality education in a variety of formats as well as research and enterprise activities. The person appointed will be expected to:

- Contribute to the delivery of existing teaching, course development, and to participate in the research carried out in the department.
- Contribute more widely to the design and delivery of teaching activities, reflecting the successfully candidate's own subject specialism appropriate for the needs of a diverse student body; across the range of courses offered by the department.
- Engage in professional practice across the subject area

KEY ACCOUNTABILITIES

Team Specific:

- Contribution to the continuous improvement of the student experience or lead modules effectively including adopting a responsive approach to students.
- Effective cross working with Professional Services to support students.
- Maintain effective, high quality and productive working relationships with professional bodies and employers.
- Supervision of undergraduate students.
- Work with other academics and the administrative teams to deliver excellent student care and support student success and employability.
- Contribute to the general academic administrative work of the Department and Faculty.

Generic:

- Assist the Games Team in achieving the Department's KPIs.

- Contribute to achieving the University's mission of Education Without Boundaries and values (Inclusive, Collaborative, Impactful) through teaching practice and / or engagement with university initiatives.
- Contribute to peer review and departmentally based teaching development activities.
- Promote your work and represent your discipline and the work of the University internally and externally, and take a proactive approach to ethical, good practice.

Managing Self:

- Develop expertise in inquiry/research-informed teaching with an increasing degree of autonomy.
- Keep abreast of developments within the field and seek continuous improvement of own professional practice.
- Actively participate in established professional development framework activities.
- Behave in a manner which reflects the University values and creates a positive environment for work and study.
- Maintain a high standard of student engagement and satisfaction.
- Seek to maximise the learning outcomes of students.

Core Requirements:

- Adhere to the University's policies on Equality, Diversity and Inclusion and Information Security.
- Ensure compliance with Health & Safety, Data Protection and Equality Legislation.
- Adhere to the University's Sustainability policies, including the Carbon Management Plan, and carry out duties in a resource efficient way, reflecting the shared responsibility of minimising the University's negative environmental impacts wherever possible.
- Adhere to current legal requirements and best practice relating to digital content and accessibility, including Web Content Accessibility Guidelines when creating digital content.

Additional Requirements:

Undertake any other duties as requested by the line manager or appropriate senior manager, commensurate with the grade.

This is a professional, demanding role within a complex organisation with an ambitious strategic plan and agenda for change. The role holder will be expected to show flexibility in working arrangements, including working hours, to ensure that the games team delivers the required level of service.

Freedom of speech and academic freedom:

In any matter falling under this job description, the university will have particular regard to, and place significant weight on, the importance of freedom of speech within the law, academic freedom and tolerance for controversial views in an educational context or environment. The University's commitments to freedom of speech and academic freedom are set out in the [Freedom of Speech Code of Practice](#). In the event of any conflict between this job description and the Freedom of Speech Code of Practice, the Freedom of Speech Code of Practice will take precedence.

KEY PERFORMANCE INDICATORS:

Performance Indicators will be established in consultation with the Head of Department as part of the post-holder's annual Appraisal and Professional Development Review.

KEY RELATIONSHIPS (Internal & External):

Programme Leader of Games Development, Head of School, Deputy Head of School, Associate Head of School (Student Success).

PERSON SPECIFICATION

EXPERIENCE:

Essential Criteria

- Delivery and/or leading at undergraduate and/or postgraduate level in the field of 3D modelling and animation for games development or industrial experience.
- An excellent theoretical understanding of the game development pipeline.
- Excellent verbal, visual and written communication skills to disseminate theoretical and practical knowledge to learners from a diverse range of background.

Desirable Criteria

- Conducting high quality, innovative and effective teaching on postgraduate and undergraduate programmes.
- Leading courses/modules effectively including adopting a responsive approach to students.
- Leading and contributing to subject, professional and/or pedagogical research and other scholarly activities in the field of games development.
- Student care and pastoral provision.
- Postgraduate teaching /supervision.
- Creating professional/community partnerships.
- Ability to teach across disciplines.

SKILLS:

Essential Criteria

- Ability to engaged with and respond to student feedback.
- Outstanding organisational, IT communication and interpersonal skills.
- Autodesk Maya and/or Blender.
- Motion Capture acquisition.
- Unity and Unreal.

Desirable Criteria

- Curriculum development in games development.
- Individual and/or collaborative consultancy work.

QUALIFICATIONS:

Essential Criteria

- PhD Masters Level in Games, Arts or Software Development **OR** relevant industry experience.

Desirable Criteria

- Teaching qualification.

PERSONAL ATTRIBUTES:

Essential Criteria

- We are looking for people who can help us deliver the [values](#) of the University of Greenwich: Inclusive, Collaborative and Impactful.

Desirable Criteria

- N/A