

JOB DESCRIPTION

Job Title:	Lecturer in Virtual/Augmented Reality	Grade:	AC2
Department:	School of Computing and Mathematical Sciences	Date of Job Evaluation:	xxx
Role reports to:	Head of School		
Direct Reports	Head of School		
Indirect Reports:	Programme Leader(s)		
Other Key contacts:			
<p>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.</p>			

PURPOSE OF ROLE:

To conduct high quality research and teaching on undergraduate and postgraduate programmes in Computer Science and in Games and Digital Media. 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 research and professional practice across the subject area or contribute to the enterprise activities of the School.

KEY ACCOUNTABILITIES:

Team Specific:

- Contribute to the delivery of high quality, innovative and effective teaching and new teaching initiatives, including inclusive approaches to setting and marking assessment
- Supervise undergraduate and postgraduate students
- Lead on personal and academic tutoring of undergraduates
- Contribute to the design and develop of new courses/modules demonstrating

excellent curriculum design;

- Contribute to relevant curriculum development within the Department
- Contribute to the delivery of external accreditation activity
- Work proactively on specific research topics aligned to your own and the department's research interests
- Contribution to the integration of enterprise work/research and scholarship and activities into teaching or professional training materials
- Participation in the delivery of new courses, including CPD and degree apprenticeships, integrating enterprise, innovation or external engagement activities
- Contribute to subject, professional and/or pedagogical research leading to the publication and/or dissemination of original work
- Contribute to the continuous improvement of the student experience or Lead courses/modules effectively including adopting a responsive approach to students
- Effective cross working with Professional Services to support students
- Contribute to relationship management and engagement with key external bodies for teaching at a regional and national level; the national or regional public/cultural sectors/business, industry/professional bodies in relation to teaching, research or enterprise
- Maintain effective, high quality and productive working relationships with professional bodies and employers
- Work with other academics and lead the development of new courses, programmes and learning experiences in the department's discipline areas, developing the subject area and sharing best practice across the Faculty and University
- 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 School Management Team in achieving the Department's KPIs
- Contribute to departmental plans, activities and efficient working practices
- Demonstrate a commitment to equality, diversity and inclusion 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
- Participate in visit to schools, local community groups, public engagements and related activity

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 and promote the University's policies on Equality and Diversity and Information Security;
- Ensure compliance with Health & Safety and Data Protection Legislation;
- Support and promote the University's Sustainability policies, including the Carbon Management Plan, and carry out duties in a resource efficient way, recognising the shared responsibility of minimising the university's negative environmental impacts wherever possible.

Additional Requirements:

Any other duties commensurate with the post and grade as agreed with the Head of School and the PVC of the Faculty.

KEY PERFORMANCE INDICATORS:

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

KEY RELATIONSHIPS (Internal & External):

School Colleagues, School and Faculty leads in Research, Teaching Quality and Student Experience; Faculty officers in Research, Enterprise, Marketing and Student Employability

PERSON SPECIFICATION	
Essential	Desirable
<p>Experience</p> <ul style="list-style-type: none"> • Contribution to course delivery at undergraduate and/or postgraduate level in any relevant field of Computer Science • Contributing to research in a relevant field: Virtual, Augmented Reality (including mobile) • Student care and pastoral provision • Postgraduate teaching • Ability to teach across disciplines <p>Skills</p> <ul style="list-style-type: none"> • Proficiency in one or more programming languages (Python, Java, C# / C++ ...) • Practical knowledge of two of the following: Unity, UE4, Vuforia, Unreal4AR, Hololens, Spark AR Studio... • Ability to engage with and respond to student feedback • Outstanding organisational, IT communication and interpersonal skills • Individual and /or collaborative income generation <p>Qualifications</p> <ul style="list-style-type: none"> • PhD in a relevant field of Computer Science <p>Personal attributes</p> <ul style="list-style-type: none"> • We are looking for people who can help us deliver the values of the University of Greenwich: Excellence, Determination, Inclusivity, Ambition and Creativity 	<p>Experience</p> <ul style="list-style-type: none"> • Track record of high quality publications • Postgraduate supervision <p>Skills</p> <ul style="list-style-type: none"> • Leading at undergraduate and/or postgraduate level in any relevant field of Computer Science • Conducting high quality, innovative and effective teaching on postgraduate and undergraduate programmes • Leading courses/modules effectively including adopting a responsive approach to students • Curriculum development in a relevant area of Computer Science • Individual and/or collaborative consultancy work • Experience of collaborative research projects, including Task/Work Package management <p>Qualifications</p> <ul style="list-style-type: none"> • Teaching qualification <p>Personal attributes</p> <ul style="list-style-type: none"> • N/A