

JOB DESCRIPTION

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| Job Title: | LECTURER (L)/SENIOR LECTURER (SL) in Games Development | Grade: | AC2/3 |
| Department: | School of Computing and Mathematical Sciences | Date of Job Evaluation: | Nov 2021 |
| Role reports to: | Head of School of Computing and Mathematical Sciences | | |
| Direct Reports | None | | |
| Indirect Reports: | Programme Leaders | | |
| Other Key contacts: | School Management Team, Faculty administration, School partner institutions | | |
| 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 Games Design and Development and related areas. The role will focus on delivering high quality education in a variety of formats as well as research and enterprise activities, whilst ensuring the modules adhere to the criteria for British Computing Society accreditation.

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 School.
- 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 School.
- Develop enterprise projects within the Games and Digital Media subjects, or be involved with research and scholarship as evidenced by publications, research bids, participation in technical programme committees (TPCs) of reputable conferences, journal editorial board memberships, or similar.
- Engage in research and professional practice across the subject area and contribute to the research profile of the School and to the UoA 11 REF submission of the School.

Candidates appointed at Senior Lecturer level are expected to demonstrate emerging leadership in a subject area and a growing reputation and impact across the Faculty, University, and more widely.

KEY ACCOUNTABILITIES:**Team Specific:**

- Contribute to/lead the delivery of high quality, innovative and effective teaching and new teaching initiatives, including inclusive approaches to setting and marking assessment. (SL)
- Work proactively on specific research topics aligned to your own and the School's research interests. (SL)
- Lead on personal and academic tutoring of undergraduates.
- Lead and support others in the design and develop of new courses/modules demonstrating excellent curriculum design.
- Contribute/lead to curriculum development within the School. (SL)
- Lead on the delivery of external accreditation activity. (SL)
- Contribution to the integration of enterprise work/research and scholarship and activities into teaching or professional training materials. (SL)
- Participation in the delivery of new courses, including CPD and degree apprenticeships, integrating enterprise, innovation or external engagement activities. (SL)
- Contribute to subject, professional and/or pedagogical research leading to the publication and/or dissemination of original work.
- To contribute and/or initiate (SL) the development of funding bids which contribute to the acquisition of internal and external resources to fund research, enterprise or teaching projects.
- Contribution 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.
- Supervision of undergraduate and postgraduate students.
- Work with other academics and lead the development of new courses, programmes and learning experiences in the School's discipline areas, developing the subject area and sharing best practice across the Faculty and University. (SL)
- 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 School and Faculty.

Generic:

- Assist the Management Team in achieving the School's KPIs.

- Contribute to the School's plans, activities and efficient working practices
- Participate in visit to secondary schools, local community groups, public engagements and related activity.
- Demonstrate a commitment to equality, diversity and inclusion through teaching practice and / or engagement with University initiatives
- Contribute to peer review and School-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 and promote the University's policies on Equality and Diversity and Information Security. Ensure compliance with Health and Safety regulations 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 Management Team, Faculty administration, School partner institutions.

PERSON SPECIFICATION

| Essential | Desirable |
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| <p>Experience</p> <ul style="list-style-type: none"> • Delivery and/or leading at undergraduate and/or postgraduate level in the field of Games Design and Development or related. • 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 Design and Development. • Student care and pastoral provision. <p>Skills</p> <ul style="list-style-type: none"> • Ability to engaged with and respond to student feedback • Outstanding organisational, IT communication and interpersonal skills • Good general game development skills, with experience in Unity and Unreal. A high standard of C# and/or C++ as well as game development design concepts. <p>Qualifications</p> <ul style="list-style-type: none"> • PHD in Computer Science, Games, Digital Media or related field OR substantial industry experience with appropriate professional qualification OR substantial teaching experience. <p>Personal attributes</p> <ul style="list-style-type: none"> • We are looking for people who can help us deliver the <u>values</u> of the University of Greenwich: Excellence, Determination, Inclusivity, Ambition and Creativity | <p>Experience</p> <ul style="list-style-type: none"> • Postgraduate teaching /supervision • Creating professional/community partnerships • Ability to teach across disciplines • Leading on external accreditation activity (SL - essential) • Designing and leading significant teaching and assessment activity (SL – essential) • High quality publications (SL – essential) • Initiating the development of Research bids (SL - essential) • Experience with VR, AR, Shaders, Multiplayer Networking, Technical Artistry, Mobile Development, AI and Pathfinding Techniques. <p>Skills</p> <ul style="list-style-type: none"> • Curriculum development in one or more relevant areas of Games or Digital Media. • Individual and /or collaborative income generation. • Application for research funding and other bids (SL – essential). • Individual and/or collaborative consultancy work. <p>Qualifications</p> <ul style="list-style-type: none"> • Teaching qualification. <p>Personal attributes</p> <ul style="list-style-type: none"> • N/A |