

## Job Description

<b>Position:</b>	Lecturer in Games Design
<b>School/Service:</b>	School of Creative Technologies
<b>Reference:</b>	CRT-0159/A
<b>Grade:</b>	AC2/Grade 7
<b>Status:</b>	Permanent
<b>Hours:</b>	37 hours
<b>Reporting to:</b>	Head of School

### Main Function of the Position:

This position has arisen out of the growth and development of the Games portfolio of programmes within the School of Creative Technologies (CRT). The key duties of the role-holder will be to contribute to the delivery, development and administrative support to the Games programmes. The role will involve academic and personal support of students. The role-holder will also be expected to undertake research in the field of Games Design and related areas.

It is expected that the role-holder should have knowledge and experience of some of the following: Unity scripting; UE4 Blueprints; ability to learn and script using new game engines; ability to design, develop and implement various types of games mechanics; working professionally in the games industry in a Technical Designer role or similar.

### Principal Duties and Responsibilities:

1. To contribute to the development and delivery of taught programmes and research activities of the CRT School, with a specific focus on Games Design.
2. To lead, develop, plan, deliver and assess games modules.
3. To undertake the role of Module leader and Personal tutor on the Games Design programme(s).
4. To undertake research in the field of Games Design, or related areas. Carry out personal and professional development to enhance subject authority and to contribute to the CRT School's reputation for academic and professional excellence.
5. To undertake administrative and course management duties and other non-teaching tasks as determined by the Head of School.
6. To participate and contribute to the on-going curriculum development with an emphasis on innovation in teaching, learning and assessment.
7. Form partnerships with the Games industry and with relevant professional bodies.
8. Undertake appropriate student support roles such as personal tutoring and other pastoral functions.

9. To work within the Health & Safety at Work act; to take part in risk assessment procedures and implementation of agreed working practices within the area.
10. To represent and be an advocate for the School amongst relevant professional groups.
11. Develop learning material for the respective modules and ensure their availability through a Virtual Learning Environment, including module handbooks (Study Guide) as per School / course guidelines.
12. To monitor student feedback and programme quality especially with respect to innovative forms of student learning and assessment.
13. To be flexible in the role and to undertake relevant academic and administrative duties as assigned by the Head of School.

**NB:** To undertake other duties and responsibilities commensurate with the level of the role, as determined by the Head of School.

**Note:**

This is a description of the position requirements as it is presently constituted. It is the University's practice to periodically review job descriptions to ensure that they accurately reflect the role requirements to be performed and if necessary update to incorporate changes were appropriate. The review process will be conducted by the relevant manager in consultation with the position holder.

## Person Specification

<b>Position:</b> Lecturer in Games Design <b>School /Service:</b> School of Creative Technologies		<b>Reference:</b> CRT-059/A	
<b>Criteria</b>		<b>Priority (1/2)</b>	<b>Method of Assessment</b>
<b>1 Qualifications</b>			
1 a)	Honours degree in a relevant subject area	1	Application Form/ Documentation
1 b)	A postgraduate qualification in relevant subject area	2	Application Form/ Documentation
1 c)	A relevant teaching qualification and/or fellowship status of the Higher Education Academy (HEA), or a willingness to obtain fellowship membership of the HEA within a specified time frame	1	Application Form/ Documentation
1 d)*	Hold or willing to obtain a PhD, within a specified time frame.	2	Application Form/ Documentation
<b>2 Skills / Knowledge</b>			
2 a)	Awareness of the principles of the Data Protection Act and Freedom of Information Act	1	Application Form/Interview
2 b)	Awareness of the requirements of Health and Safety within the work environment.	1	Application Form/Interview
2 c)	Awareness of academic and professional developments in the area of technical Games Design (ie scripting, implementation of mechanics etc).	1	Application Form/Interview / Presentation
2 d)	Awareness of professional developments in learning and teaching relevant to the subject area.	1	Application Form/Interview
2 e)	Negotiating and influencing skills to establish effective working relationships.	1	Application Form/Interview
2 f)	Able to propose, plan and implement new processes and approaches for teaching related duties.	1	Application Form/Interview/ Presentation
2 g)	Competent in the use of appropriate technology and industry standard software.	1	Application Form/Interview
<b>3 Experience</b>			
3 a)	Relevant teaching and course delivery experience.	2	Application Form/Interview
3 b)	Relevant experience or capability to supervise undergraduate and/or postgraduate dissertations.	1	Application Form/Interview
3 c)	Experience or capability in quality assurance improvements.	1	Application Form/Interview
3 d)	Experience in teaching and capability to achieve learning improvements.	2	Application Form/Interview
3 e)	Experience in using technology enhanced learning in subject delivery.	1	Application Form/Interview
3 f)	Experience of conducting qualitative and quantitative research.	2	Application Form/Interview
3 g)	Experience of providing remote support to students using Virtual Learning Environments	2	Application Form/Interview
3 h)	A publication record in the focus subject area in peer reviewed journals and conferences.	2	Application Form/Interview

<b>Position:</b> Lecturer in Games Design		<b>Reference:</b> CRT-059/A	
<b>School /Service:</b> School of Creative Technologies		<b>Priority (1/2)</b>	<b>Method of Assessment</b>
<b>Criteria</b>			
<b>4</b>	<b>Personal Qualities</b>		
4 a)	Awareness of the requirements associated with operating within a customer service environment	1	Interview
4 b)	Able to work as part of a team in a dynamic and challenging environment	1	Interview
4 c)	Ability, competence and confidence to supervise students on directed projects.	1	Interview
4 d)	Able to critically reflect on all aspects of own contribution on a project.	1	Interview
4 e)	Efficient and well organised; capable of working under pressure and to deadlines.	1	Interview
4 f)	Able to work cooperatively and sensitively with colleagues and students.	1	Interview
4 g)	Independence of thought, judgement and argument.	1	Interview
4 h)	Expertise in oral and written communication.	1	Interview
4 i)	Commitment to continuous improvement and creative ways of working	1	Interview
<b>5</b>	<b>Other</b>		
5 a)	Willing to undertake staff development, which may take place outside the University	1	Interview
5 b)	Adherence to the requirements of the Bribery Act	1	Interview
5 c)	Commitment to the University's policy on equal opportunities and diversity	1	Interview
5 d)	Available to work evenings and outside the normal academic year	1	Interview
5 e)	Able to travel nationally and internationally in order to meet the requirements of the service	1	Interview
5 f)	Able to maintain and develop an appropriate professional network to support the delivery and development of the Games programmes	1	Interview

**Note:**

1. **Priority 1** indicates **essential** criterion – an applicant would be unsuccessful if unable to satisfy all Priority 1 criterion.
2. **Priority 2** indicates **desirable** criterion - applicants failing to satisfy a number of these are unlikely to be successful.
3. \*The role-holder is required to hold a PhD/Professional Doctorate qualification. However, those without a PhD/Professional Doctorate but with equivalent level qualifications or outstanding achievements in the professional field will be expected to complete a PhD/Professional Doctorate within four years from the date of commencement.
4. It is the responsibility of the employee to ensure any professional accreditation/membership remains current
5. Please note it is normally expected that a new appointee will commence at the bottom of grade.