Job Description

Position: Lecturer – Games Programming

School: Arts & Creative Technologies

Reference: CRT-115/A

Grade: Grade 7

Status: Permanent

Hours: Full Time

Responsible to: Head of School

Responsible for: Delivery of teaching, assessment, curriculum development, programme promotion/recruitment activities, administration and associated research and enterprise initiatives.

Main Function of the Post:

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 or creative development in the field of Games Programming and related areas.

It is expected that the role-holder should have knowledge and experience of a number of the following: C++ programming within games programs; ability to use and develop game engines; ability to use and apply appropriate data structures, algorithms and software engineering techniques; advanced programming techniques, as appropriate for games programming; working professionally in the games industry in a Games Programming role or similar. Prior knowledge of working with Unreal Engine 4, with C++, and / or, Unity with C#, would be particularly advantageous.

Principal Duties and Responsibilities:

1. To contribute to the development and delivery of taught programmes and research activities of the School, with a specific focus on Games Programming.

2. To lead, develop, plan, deliver and assess games modules.

3. To undertake the role of Module leader and Personal tutor on the Games programme(s).

4. To undertake research in the field of Games Programming or related areas. Carry out personal and professional development to enhance subject authority and to contribute to the 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.

14. Ensure and maintain integrity and confidentiality of data and associated data protection requirements in line with statutory and corporate requirements

15. Ensure a safe working environment and abide by University health and safety policies and practices and to observe the University's Equal Opportunities policy and Dignity at Work policy at all times.

16. Awareness of environmental and sustainability issues and a commitment to the University's associated strategy with respect to the performance / delivery of key responsibilities of the role

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.

Please note that this appointment is subject to Disclosure and Barring Clearance.

Person Specification

Position:	Lecturer – Games Programming	Reference:	CRT-115/A
School:	Arts & Creative Technologies	**Priority**	**Method of**
Criteria		**(1/2)**	**Assessment**
1	**Qualifications**		
1 a)	Honours degree in relevant subject area	1	Application / Documentation
1 b)	A postgraduate qualification in relevant subject area	1	Application / 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 / Documentation
1 d)*	PhD/Professional Doctorate or within final year of submission, or equivalent level qualification or exceptional achievements in the professional field **see note 4***	2	Application / Documentation
2	**Skills / Knowledge**		
2 a)	Awareness of the principles of the Data Protection Act and Freedom of Information Act	1	Application / Interview
2 b)	Awareness of the requirements of Health and Safety within the work environment.	1	Application / Interview
2 c)	Awareness of academic and professional developments in the area of technical Games Programming	1	Application / Interview / Presentation
2 d)	Awareness of professional developments in learning and teaching relevant to the subject area.	1	Application / Interview
2 e)	Negotiating and influencing skills to establish effective working relationships.	1	Application / Interview
2 f)	Able to propose, plan and implement new processes and approaches for teaching related duties.	1	Application / Interview / Presentation
2 g)	Competent in the use of appropriate technology and industry standard software.	1	Application / Interview

Position:	Lecturer – Games Programming	Reference:	CRT-115/A
School:	Arts & Creative Technologies	Priority (1/2)	Method of Assessment
Criteria			
3	**Experience**		
3 a)	Relevant teaching and course delivery experience.	2	Application / Interview
3 b)	Relevant experience or capability to supervise undergraduate and/or postgraduate dissertations.	2	Application / Interview
3 c)	Experience or capability in quality assurance improvements.	1	Application / Interview
3 d)	Experience in teaching and capability to achieve learning improvements.	2	Application / Interview
3 e)	Experience in using technology enhanced learning in subject delivery.	1	Application / Interview
3 f)	Experience of conducting qualitative and quantitative research.	2	Application / Interview
3 g)	Experience of providing remote support to students using Virtual Learning Environments	2	Application / Interview
3 h)	A publication record in the focus subject area in peer reviewed journals and conferences.	2	Application / Interview
4	**Personal Qualities**		
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

Position:	Lecturer – Games Programming	Reference:	CRT-115/A
School:	Arts & Creative Technologies	**Priority**	**Method of**
Criteria		**(1/2)**	**Assessment**
5 Other			
5 a)	Willing to undertake staff development, which may take place outside the University	1	Interview
5 b)	Awareness of the principles of the Data Protection Act, Health and Safety, Freedom of Information Act and Bribery Act	1	Interview
5 c)	Commitment to the University's policy on equal opportunities and diversity	1	Interview
5 d)	Available to work flexibly and travel as appropriate in order to meet the needs of the service.	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. *It is the responsibility of the employee to ensure any professional accreditation/membership remains current
4. *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.
   It is the responsibility of the employee to ensure any professional accreditation/membership remains current
5. Employees are expected to have access to suitable IT equipment and broadband internet access at home to work remotely if required