

## Job Description

### General Details

Job title:	Lecturer in Computer Games Programming (CDT16/22)
School/Service:	School of Computing and Digital Technologies
Normal Workbase:	Stoke Campus
Tenure:	Permanent
Hours/FTE:	1.0fte
Grade/Salary:	Grade 7
Date Prepared:	March 2017

### Job Purpose

To contribute to the development, delivery, and research profile of academic provision in computer games programming and related disciplines including associated academic operational responsibilities as required.

### Relationships

Reporting to:	Dean via the Head of Department and Course Leader
Responsible for:	N/A

### Main Activities

- To teach and assess, as part of a teaching team, in the areas of knowledge appropriate to the aims of the provision within the School of Computing and Digital Technologies and where appropriate, across other Schools of the University.
- To contribute to the development of specialist teaching and learning provision, including short courses, in computer games programming and associated disciplines.
- To devise and deliver modules as determined by the relevant academic manager and to ensure that learning materials and methods of delivery meet defined learning objectives.
- To undertake operational responsibilities associated with the delivery of academic provision, including the leadership of modules/small awards, as directed by the relevant academic manager.
- To enhance the quality of teaching provision and programme development, drawing on leading practices from the HE and other sectors, and building e-learning into the delivery of teaching to students as appropriate.
- To participate with other staff in the development of teaching, learning and assessment strategies.
- To contribute to student support in administrative and pastoral roles, including availability to advise students on resits and to provide post-results counselling during the summer period
- To represent both the award and the Department in student recruitment activities, including participation in Clearing activities during the summer period and in Open Days throughout the year.

- To attend and contribute to Department and School meetings as required
- To contribute to the subject's activities and reputation both internally and externally
- To exercise a high standard of research and scholarship both personally and as a member of a team, working with colleagues to develop an inclusive, team-orientated approach to research activities.
- To enhance the Department's ability to engage with industrial and external partner contacts through effective networking to build relationships for future activities.
- To pursue enterprise and research activities which enhance the external revenue of the School and to deliver various forms of consultancy and other services as determined by the relevant academic manager.
- To maintain and develop areas of expertise under the general guidance and oversight of the relevant academic manager.
- To undertake appropriate staff development activities as required.
- To undertake other such responsibilities as may reasonably be required by the relevant academic manager and/or Head of Department and/or Dean of School.

*The above represents the range of generic activities which could typically be expected of a Lecturer in the University which is neither prescriptive nor exhaustive. Each individual post will have a particular emphasis and specific allocated responsibilities (see summary below) although these may of course change and develop according to the varying needs of the School and subject area and also the developing skills and experience of the individual.*

### **Specific Responsibilities of the Post**

It is expected that the post holder will actively engage in research in computer games programming and will pursue opportunities to foster and lead research in the area, including engaging with PhD supervision.

The post holder will be responsible for contributing to teaching and assessment:

- in subject areas that cover various areas of games programming, including graphical API's, physics, artificial intelligence, networking and business practices.

In addition, the post holder will be expected to:

- A subject specialism in one of the following areas of computer games development: Graphics API's (DirectX11 / DirectX12 / OpenGL 3+/ Vulkan), Artificial Intelligence, Virtual Reality, Console programming (PS3 / PS4 / Xbox 360 / Xbox One), Business practices / Studio management, Audio programming, Game Physics or 3D Mathematics.
- Understand industry practices (SOLID principles / Code Safety / Security) and software methodologies (SCRUM / SPIRAL / XP etc)
- continue their theoretical understanding of key programming concepts as and when required (C++17, .NET core 1)
- qualify in due course (if not already qualified), to act as a Principal Supervisor for PhD student supervision (through relevant research supervision training if necessary)
- engage in consultancy and short course training activities as required by the Dean or the Head of Department
- teach and assess, research, and support enterprise activity in any area of computing as the exigencies of the School/Department demands.

- support the delivery of bespoke enterprise funded programmes in their areas of expertise.

### Special Conditions

The role holder may be required to travel between sites from time to time in a cost effective manner, which may be through the use of a car.

To be committed to working with the University to further improve the carbon footprint/environmental issues.

#### External Activities

External activities which enhance the work of the post holder are encouraged within the overall provisions of the exclusivity of the service arrangements to which the post holder is subject. Additionally, the Institution encourages employees to take a cross University role e.g. through membership of Committees and Working Parties.

#### Professional Development

The University is keen to support staff in achieving high standards of teaching in order to facilitate effective student learning. All newly appointed full-time and fractional contracted members of academic staff who have less than three years teaching experience and do not have an equivalent qualification, are normally expected to undertake and complete the Post Graduate Certificate in Higher and Professional Education (PgCHPE) as a condition of their employment with Staffordshire University. Positive engagement in CPD in order to attain a high standard of teaching will be one of the factors considered at annual appraisals and when promotions are being made. Active involvement in the Post Graduate Certificate in Higher and Professional Education would be one source of evidence.

If, because of your previous teaching experience and/or an equivalence in terms of a teaching qualification you are not required to complete the PgCHPE, you would still be required to gain Fellowship of the HEA if you have not already done so. An internal 'Routes to Fellowship' scheme, which consists of a portfolio and reflective discussion, is available to enable staff to work towards the relevant level of HE Academy Fellowship.

#### Research and Scholarly Activity

The duties of lecturing posts include participation in appropriate research and scholarly activity indicated in the Research Policy of the University. The extent of involvement in research and scholarly activity may vary with the balance between teaching, administration and research appropriate to particular posts. This will be determined by your Dean of Faculty in consultation with you, and will be reviewed regularly through the staff appraisal system. While it is in the nature of research and scholarly activity that it will often take place throughout the year and be integrated into the overall pattern of activities, it is envisaged that the periods of the year outside normal teaching weeks and the holiday entitlement will primarily be devoted to research and scholarly activity.

### Variation to Job Description

Staffordshire University reserves the right to vary the duties and responsibilities of its employees within the general conditions of the Scheme of pay and conditions and employment related matters. Thus it must be appreciated that the duties and responsibilities outlined above may be altered as the changing needs of the service may require.

### Conditions of Service

The post is subject to such terms and conditions of employment as negotiated between the Board of Governors of the University and the recognised trade unions, and/or the employees of the University. In negotiating such terms and conditions the Board of Governors will consider any appropriate advice received from the Universities and Colleges Employers Association (UCEA).

### Informal Discussion

Should you wish to discuss this vacancy informally before making an application please contact:

Dr Russell Campion [r.j.campion@staffs.ac.uk](mailto:r.j.campion@staffs.ac.uk)

### Application Procedure

We encourage you to apply on-line at our website <http://jobs.staffs.ac.uk> as the system is user friendly and simple to complete.

Please note that the University will not consider a Curriculum Vitae attached in support of your application and will not use this document in the shortlisting process. Consequently, we would ask all applicants to ensure that they have provided comprehensive information under each criteria in the Supporting Statements section of the application form and, if necessary, add any relevant additional information in the Additional Information Section.

## Person Specification

**Job Title:** Lecturer in Computer Games Programming (CDT16/22)

**School/Service:** School of Computing and Digital Technologies  
Department of Computing

*The qualifications, experience, knowledge, skills and personal qualities outlined below provide a summary of what is required to carry out this job effectively. They also form the selection criteria on which a decision to appoint will be made. Please ensure that you provide evidence of how you meet the criteria in your application.*

No	Selection Criteria Description	Essential [E] or Desirable [D]	Assessed by *
1	Subject expertise in one of the following areas of computer games programming: Graphics, AI, Physics, Console development, Networking, Tools development, Virtual Reality or Business practices.	E	A/I
2	To complement the area of expertise highlighted in (1), a knowledge and understanding of further areas of computer games programming: Graphics, AI, Physics, Console development, Networking, Tools development, Virtual Reality or Business practices.	E	A/I
3	A creative, innovative and flexible approach to facilitating learning, with commitment to ensuring and excellent student experience	E	I/TE
4	Experience of providing pastoral and academic support to students	E	A/I
5	Excellent verbal and written communication skills with the ability to engage a diverse audience	E	A/I/TE
6	An effective team player who is self-motivated and with good organisational skills and able to work on own initiative.	E	A/I
7	Recent experience in the supervision of research projects within areas of specialism	E	A/I
8	A demonstrable record of engagement in research and/or scholarship as evidenced by publication in peer reviewed journals within area of specialism.	E	A/I
9	A commitment to scholarship, learning and teaching, and delivering graduate employability skills through curriculum content.	E	A/I
10	Evidence of an ability to engage in consultancy and enterprise activities in the area of games, to include delivery of bespoke programmes and short course training activities.	E	A/I
11	The ability to contribute professionally in internal and external meetings, acting as a representative of the University and a champion of the subject specialism.	E	A/I
12	An understanding of the University's strategy and values, with the ability to demonstrate behaviours that align to the values	E	I

13	Educated to Doctoral or professional equivalent level in a relevant subject area.	D	A
14	Previous experience of teaching in HE and developing specialist teaching materials, with membership of the HE Academy or other equivalent teaching qualification.	D	A/I
15	An understanding of the key issues and challenges in the HE environment	D	I

<b>*Key</b>	
[A] Application form	To be assessed against the information provided in the relevant steps of the application form and the evidence required under Section 4, 'Supporting Statements'
[I] Interview	To be assessed during the formal interview process
[TE] Teaching Exercise	To be assessed during the teaching exercise taking account of the candidate's communication skills, subject knowledge, creativity and innovation in teaching methods, and engagement and interaction with the audience.