

## Job Description

General Details	
Job title:	Lecturer Games Art (CDT16-07RA)
Faculty/School/Service:	Computing and Digital Technologies
Normal Workbase:	Stoke-on-Trent
Tenure:	Permanent
Hours/FTE:	1.0 fte
Grade/Salary:	7
Date Prepared:	28/02/17

Job Purpose
<p>To contribute to the development and delivery of academic provision in the Department of Games and Visual Effects including associated academic operational responsibilities as required.</p> <p>To support the development and implementation of strategic initiatives</p>

Relationships
<p>Reporting to: Dr Bobbie Fletcher</p> <p>Responsible for: n/a</p>

Main Activities
<ul style="list-style-type: none"> <li>• To teach and assess, as part of a teaching team, in the areas of knowledge appropriate to the aims of the provision within the Department of Games and Visual Effects and where appropriate, across other Departments/Schools of the University.</li> <li>• To contribute to the development of specialist teaching and learning provision, including short courses, in Games Design and associated disciplines.</li> <li>• 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.</li> <li>• 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.</li> <li>• 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.</li> <li>• To participate with other staff in the development of teaching, learning and assessment strategies.</li> <li>• To contribute to student support in administrative and pastoral roles, including advice to students on resits and to provide post-results counselling.</li> <li>• To represent both the courses and the School/Department/University in student recruitment activities, including participation in Clearing activities and in Open Days and Offer Holder Days throughout the year.</li> </ul>

- To attend and contribute to Student Liaison/School/Department/Theme meetings, project teams and working groups in line with strategic initiatives as required
- To contribute to the subject's activities and reputation both internally and externally
- To exercise a high standard of advanced scholarship activity both personally and as a member of a team, working with colleagues to develop an inclusive, team-orientated approach to such activities.
- To enhance the Department's and School'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 Department/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 both general Health & Safety responsibilities in accordance with the University's Health & Safety Policy and in addition, to provide such supervision as is necessary to ensure the health and safety of both Postgraduate and Undergraduate students.
  - To undertake appropriate professional development activities as required.
  - To undertake other such responsibilities as may reasonably be required by the relevant academic manager

## Special Conditions

### 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 School 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 Bobbie Fletcher [b.d.fletcher@staffs.ac.uk](mailto:b.d.fletcher@staffs.ac.uk) 01785353204

### 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 Games Art (CDT16-07RA)

**School:** Computing and Digital Technologies

*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	Have an excellent working knowledge of Games 3D Modelling in both 3DS Max and Maya	E	A/I
2	Have an excellent working knowledge of the art asset pipeline in UE4	E	A/I
3	Have an excellent portfolio of a variety of Games Art skills	E	A/I
4	Have worked on games developed in or for a AAA studios or an SME	E	A/I
5	Be qualified to doctoral level or willing to undertake part time MPhil/PhD study in a relevant subject area within three months of appointment	E	A/I
6	Demonstrate a dynamic character able to embrace the fast pace of the subject area, with a flexible and "can do" attitude	E	I
7	Demonstrate an active and current Research Profile	E	A/I
8	Demonstrate a willingness to become at least a Fellow of HEA either by completion of a PgCHPE or by application to the HEA	E	I
9	Have an good Honours Degree in a related subject	E	A/I
10	Experience in lecturing in Higher Education or Further Education	D	A/I

**\*Key**

[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.