

**Job Description**

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| Job Title: | Lecturer in Game Design (Arts Focus) |
| Faculty/Professional Directorate: | Faculty of Arts, Cultures and Education |
| Subject Group/Team: | School of The Arts |
| Reporting to: | Head of School of the Arts |
| Duration: | Continuing |
| Job Family: | Academic |
| Pay Band: | 7 |
| Benchmark Profile: | Teaching and Scholarship Band 7 |
| DBS Disclosure requirement: | N/A |
| Vacancy Reference: | FA0319 |

**Details Specific to the Post**

**Background and Context**

The School of the Arts is looking to make an additional appointment within the Screen Subject in the area of Game Design. The School is made up of three main subject areas: Drama, Music (including production), and Screen (including Film Studies). This is an excellent opportunity to join this expanding team of academics and specialist support staff in our new Media Centre opened this year. The successful candidate will work within the Screen area but there are also opportunities to work across the School. The School benefits from strong industry links with organisations such as Game Republic, Screen Yorkshire, Opera North, and The Royal Philharmonic Orchestra. As well as the new Media Centre the School also benefits from a world-class concert hall, a Gulbenkian Centre, and a suite of industry-standard recording and AV studios equipped with Solid State Logic Consoles and PMC monitoring systems.

### Specific Duties and Responsibilities of the post

The role holder will be required to contribute to the delivery and continued development of a strong portfolio of programmes in game design and related digital media courses at under- and postgraduate level. The successful candidate will be expected to make a significant contribution to the academic support of student year groups through delivery of modules at all levels, and engaging in the development of high-profile scholarship and enterprise projects within the area.

The role involves classroom teaching in games design that will require familiarity with games engines and experience of game design. The role-holder will also support students during their independent creative projects and work placements, and so will have recent experience of and contacts within the games industry. We are particularly interested in candidates with design experience in the following areas:

* Knowledge and practical experience of 2D art forms including the use of digital tablet within game design.
* Design Principles, Sequence and Narrative, 2D Animation Principles, 2D into 3D Animation
* Knowledge of design theory in relation to video games and interactive entertainment media;
* 3D Sculpting, modelling and texturing (Substance Painter), Shader Creation, Concept Art
* Character Design
* Demonstrable knowledge of the use of game engines including Unity and Unreal.
* Interest in the game industries and related creative entertainment sectors.
* Experience working in the creative or professional industries

In your covering letter please refer directly to the criteria, given in the person specification below. Applications are assessed by the selection panel according to these criteria.

**GENERIC JOB DESCRIPTION**

The job duties and responsibilities listed below are intended to describe the general nature of the role. The duties and responsibilities and the balance between the elements in the role may change or vary over time depending on the specific needs at a specific point in time or due to changing needs in the department. Candidates should note that there may not be an immediate requirement to carry out all the activities listed below.

### Overall Purpose of the Role

The standard academic role at the University includes a combination of teaching, research, scholarship and administration. While all roles will combine these areas of work, the relative weight of each will vary from level to level and over time for individual role holders.

At this level post holders will provide teaching and undertake assessment in for a specified module or modules.

Staff at this level will teach as a member of a teaching team within an established programme of study, with the support of a mentor as per induction procedures.

The role holder may oversee postgraduate students and act as a personal tutor for students within the department.

**Main Work Activities**

### Teaching and Learning

* Teach in a variety of settings from small group tutorials to large lectures.
* Identify learning needs of students and define appropriate learning objectives.
* Ensure that content, methods of delivery and learning materials will meet the defined learning objectives.
* Develop own teaching materials, methods and approaches with guidance.
* Develop the skills of applying appropriate approaches to teaching.
* Seek ways of improving performance by reflecting on teaching design and delivery and obtaining and analysing feedback.
* Translate knowledge of advances in the subject area into the course of study.
* Select appropriate assessment instruments and criteria, assess the work and progress of students by reference to the criteria and provide constructive feedback to students.
* Supervise the work of students, provide advice on study skills and help them with learning problems.

**Relationships and Team Working**

* Build internal contacts and participate in internal networks for exchange of information and to form relationships for future collaboration, for example faculty committees.
* Join external networks to share information and identify potential sources of funds.
* Collaborate with academic colleagues on course development, curriculum changes and the development of research activity.
* Attend and contribute to subject group meetings.
* May be expected to act as Module leader.
* Contribute to collaborative decision-making with colleagues on academic content, and on the assessment of students’ work.
* Share responsibility in deciding how to deliver modules and assess students.

### Additionally the post holder will be required to:

* Fulfil the employees’ duties described in the University’s health and safety policies and co-operate with the health and safety arrangements in place within the department. May be required to undertake specific health and safety roles on request e.g. Display screen equipment assessor, departmental safety officer, fire warden
* Show a commitment to diversity, equal opportunities and anti-discriminatory practices. This includes undertaking mandatory equality and diversity training
* Comply with University regulations, policies and procedures
* Where a candidate cannot demonstrate experience of teaching and /or they do not already hold a Postgraduate Certificate in Academic Practice, they will be required to undertake a Postgraduate Certificate in Academic Practice if successful. Proven experience of teaching would include sufficient breadth or depth of specialist knowledge in the discipline and of teaching methods and techniques

**PERSON SPECIFICATION – Teaching and Scholarship Band 7**

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| **Specification** | **Essential** | **Desirable** | **Examples Measured by** |
| **Education and Training**  Formal qualifications and relevant training | * A good degree in Digital Media, Games Design or a related area and a PhD or relevant industry experience. * Expected to undertake PCAP within 2 years if limited teaching experience, unless already has a relevant qualification. | * A teaching qualification and/or HEA recognition. | Application  Interview |
| **Work Experience**  Ability to undertake duties of the post | **Evidence of:**   * Recent professional experience in the game industry. * Ability to teach effectively in higher education. | * Experience of teaching at undergraduate and postgraduate levels. * Portfolio of original game designs and implementations. | Application  Interview |
| **Skills and Knowledge**  Includes abilities and intellect | **Evidence of:**   * An active contribution to University activities such as committees. * Knowledge and understanding of game design and associated software, including 3D software. * An ability to communicate complex conceptual ideas to widely divergent audiences. | * Knowledge and understanding of virtual-augmented-, and/or mixed-reality platforms. * Ability to construct 3D assets and import them into game engines. | Application  Interview |
| **Personal Qualities**  Includes any specific physical requirements of the post – (subject to the provisions of the Equality Act 2010) | **Evidence of**:   * Willingness to make a positive contribution to University activities and initiatives including open days, graduation ceremonies etc. and to undertake administrative activities. * Working in an open and transparent way, providing information and communicating effectively with colleagues. * Collaborative working, particularly on interdisciplinary activities. * Continuous Professional Development. |  | Application  Interview |