

**JOB DESCRIPTION**

**Job Title:** Senior Lecturer in Games, 1.0 FTE

**School:**  Arts & Creative Industries

**Grade:**  Senior Lecturer

**Location:** Docklands Campus

**Responsible to:** Head of Department

**Liaison with:** Students, university staff, industry, other professional and academic organisations, Schools and colleges

**Never Not Moving Forward**

Build your career, follow your passion, be inspired by our environment of success. #BeTheChange

The University of East London is one of the most diverse and vibrant universities in the global capital. Our pioneering and forward-thinking vision is making a positive and significant impact to the communities we serve, inspiring both our staff and students to reach their full potential.

Born in 1898 to serve the skills needs of the 2nd industrial revolution, the University of East London has commenced Year 4 of its transformational 10-year Vision 2028 strategic plan led by our Vice-Chancellor & President, Professor Amanda Broderick, to advance Industry 4.0 careers-1st education. We have a clear route-map to provide a springboard for the jobs and opportunities of the future; drive diversity in the 4.0 talent pipeline - working in partnership to promote talent wherever it is found; and to create an inclusive and sustainable, green future.

We are looking for forward-thinking, innovative, curious, high-energy, self-aware people who are passionate about making a positive difference and who will thrive in an inclusive and diverse University community who are never not moving forwards.

As one of the most socially inclusive and international universities and comprising one of the most diverse staff populations in the UK (50% of our professoriate identify from black or minority ethnic backgrounds), we are hugely proud of our track record in reducing inequalities (ranked 1st in the UK & 2nd globally, Times Higher Education Global Impact Rankings, 2020) and our commitment to equality, diversity and inclusion is at the heart of Vision 2028.

We are building an environment of success where colleagues are supported to achieve, and our community can flourish and thrive. We are an accredited Investors in People Award Institution and have achieved the Investors in People Health and Wellbeing Award. With Athena Swan Awards and being one of a small number of universities to have achieved the Race Equality Charter Award, we continue on our journey to address and reduce barriers to opportunity.

So, if you are looking to build your career in a dynamic, inclusive and performance-focused team and are inspired by our environment and drive for success, we want you to apply to join the University of East London. We are looking for inspirational individuals who have a passion to make a positive difference to people and planet, creating a more sustainable future for everyone.

**JOB PURPOSE:**

* To effectively develop and deliver high quality, innovative and engaging teaching on academic programmes in the games area.
* To take on the role of Course Leader of Game Art and Game Design courses (if required and for a candidate with the necessary academic experience).
* To support the delivery of University & School strategy through contributing and engaging in relevant plans and initiatives.
* To engage in research, enterprise, knowledge transfer and/or professional activity to inform teaching practice and enhance the reputation of the university.
* To collaborate and work collegiately with colleagues in the School and from across the University to deliver on the above.

**MAIN DUTIES AND RESPONSIBILITIES:**

The following duties and responsibilities are intended to give a broad indication of the variety of tasks that a Lecturer may be expected to undertake. This is not an exhaustive list of activities and employees may be asked to undertake other duties commensurate with the grade. The job description may also be amended to take account of changed circumstances, in consultation with the employee.

**Teaching:**

* Design, develop, deliver and assess innovative teaching materials across a range of modules, programmes and courses in the subject area at undergraduate level.
* Collaborate with colleagues, management and industry on the development of existing and new programmes with the view of continuous improvement.
* Marking/assessing tasks, assignments and examinations and providing timely and constructive feedback to students.
* Respond to student feedback and take action as appropriate.
* Develop teaching strategies, materials and assessments which are inclusive and appropriate to the student population.
* Act as the module/course/programme leader, taking responsibility for allocated courses/programmes/modules, Moodle content, and coordinate activities, resources and assessments.
* Act as academic advisor to a group of allocated students, pro-actively engaging with all students ensuring feedback is provided in a timely and appropriate manner.
* Use listening, interpersonal and pastoral care skills to deal with sensitive issues concerning our diverse student body.

**Research & Knowledge Exchange:**

* Develop, sustain and implement a personal research and development plan in consultation with your line manager and/or School senior management.
* To undertake research, publication and scholarly activities and contribute to the general research life and activities of the School.
* Contribute to knowledge transfer and dissemination of research findings and advance the academic debate in the area of expertise.
* Engage in continuing personal and professional development, gaining or maintaining relevant professional qualifications and accreditations.

**Other:**

* Contribute to university activities, particularly those intended to enhance the student experience and improving attainment gap.
* Participate and actively engage in university activities, including Open Days, school meetings, committees and assessment boards.
* Participate in and develop external networks, for example to contribute to student recruitment, secure student placements, and facilitate outreach work.
* Contribute to the planning and implementation of the organisational strategy at school and subject level.
* To work within the University’s equal opportunities policies and procedure and actively promote equality, diversity and inclusion.
* To undertake such duties as may be assigned by senior management

**PERSON SPECIFICATION**

**EDUCATIONAL QUALIFICATIONS AND ACHIEVEMENTS**

**Essential criteria:**

* Undergraduate degree or equivalent in a relevant discipline (A/C)
* Postgraduate qualification and/or significant relevant professional experience including significant component relevant to your discipline (A/C)

**Desirable criteria:**

* PGCE teaching qualification and/or Fellowship of the Higher Education Academy (A/C)

**KNOWLEDGE AND EXPERIENCE**

**Essential criteria:**

* Experience of teaching or training in Further and/or Higher Education with a specific focus on Game Art and/or Game Design and an understanding of this in diverse cultural contexts (A/I/T)
* Management experience in education or industry (A/I)

**Desirable criteria:**

* Knowledge/experience of one or more of the following (A/I):
  + Creating textures and materials using the Substance suite
  + Using real-time rendering engines and game engines such as Marmoset, Unreal Engine 5 and Unity in the context of the art pipeline as well as for presentation purposes
  + Developing game ready characters, environments and or hard-surface 3D models and sculpts
  + Scripting languages such as Python, C# and Unreal Engine 5 Blueprint
  + Version/source control using Git, Subversion or Perforce
  + Knowledge and experience of using project management methods such as SCRUM and using industry standard software such as Jira
  + Experience using game engines such as Unity/Unreal
  + Knowledge and/or professional practice of game art such as: environment, character, hard-surface and material and texture creation
  + Knowledge and/or professional practice of game design concepts such as: system design, level design and gameplay design
* Experience of designing innovative teaching curriculum including; student feedback and feedforward techniques and project-based assignments that link to industry (I)
* Understanding of new skills needed in the games industry and its future progression (I)
* Forward thinking and creative skills in game art and game design (A/I)
* Experience teaching the use of 3D Studio Max and Zbrush in the context of creating 3D models for games with enough experience to be able to map the use of these skills to equivalent roles in industry

**SKILLS AND ABILITIES**

**Essential criteria:**

* An inspirational teacher who collaborates well with colleagues and students to achieve the best possible outcomes for students (I/T)
* Ability to teach and convey ideas to students from a wide variety of backgrounds (T)
* Able to develop good professional relationships and work in a collegial, equitable and collaborative manner with students, colleagues, employers, and outside agencies. (I)

**Desirable criteria:**

* Commercial experience developing game art and or game design (A/I)
* Ability to undertake publishable research, knowledge transfer and/or consultancy (or demonstrate the potential to do so) (A/I)

**PERSONAL ATTRIBUTES/QUALITIES**

**Essential criteria:**

* Commitment to anti-racist practice, closing the award gap, gender equality, and LGBTQIA awareness/empowerment and creating an inclusive teaching and work environment (A/I)
* Self-motivated, able to undertake administrative work, successfully prioritise and meet deadlines and able to self-reflect and initiate personal improvements where needed (I)
* Empathy in pastoral care and student support. Professional approach in all student-facing communication (I)

**Criteria tested by key:**

A = Application form

C = Certification

I = Interview

P = Presentation

T = Test/Micro-teaching task