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| **Job Title** | Lecturer/Senior Lecturer in Games |
| **School / Service** | School of Arts and Creative Industries |
| **Location and Hybrid working status** | Docklands Campus |
| **Reporting to** | Head of Department of Media |
| **Liaison with** | Students, university staff, industry, other professional and academic organisations, schools, and colleges |
| **Contract type** | Permanent, full time |

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

**THE UNIVERSITY OF EAST LONDON**

If you are seeking a career that combines innovative education with a passion for crafting positive change, look no further than the University of East London. Founded in 1898 to meet the skills needs of the 2nd industrial revolution, we’re now in Year 5 of our ground-breaking 10-year Vision 2028 strategic plan, orchestrated by our Vice-Chancellor and President, Professor Amanda Broderick.

Our goal is to advance industry 5.0 careers-first education and provide a clear path to the jobs and opportunities of the future. We are committed to driving diversity in the 5.0 talent pipeline, working in partnership to promote talent wherever it is found and creating a sustainable, inclusive, and green future.

But we can't achieve this goal alone. We need forward-thinking, innovative, and curious individuals like you to join our community and help us shape the future. As part of our team, you'll have the opportunity to work with a diverse range of people who share your passion for generating positive change. We’re an inclusive and welcoming community that is constantly moving forward, never satisfied with the status quo.

If you're ready to join a team that values your outstanding skills and perspectives and is dedicated to making a difference, we invite you to explore a career with us. We are excited to welcome versatile individuals who are committed to advancing their careers while making a positive impact on the world.

**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 (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.

**KEY DUTIES AND RESPONSIBILITIES**

The following duties and responsibilities are intended to give a broad indication of the variety of tasks that a Lecturer or Senior 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 teaching materials across a range of modules, programmes and courses in the subject area at undergraduate level.
* Collaborate with colleagues and management 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/modules and coordinating 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 the 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 and actively promote UEL’s Equality, Diversity and inclusion policy.
* To undertake such duties as may be assigned by senior management.

**PERSON SPECIFICATION**

**KNOWLEDGE, SKILLS AND EXPERIENCE**

**Essential**

* Experience of teaching or training in Further and/or Higher Education with a specific focus on Games Design and development with an understanding of Games Design and development in diverse cultural contexts and experience of designing project-based assignments that link to industry.
* Knowledge and experience of working in current Games industry and/or freelance practice with expertise in one or more of the following areas taught at UEL:
  + Games Design and Development
  + C#, Python or similar
  + 3D Modelling, texturing real-time 3D art techniques
  + Experience in Maya and/or 3ds Max, Adobe Creative Suite, Substance 3D, Unreal and/or Unity.
* Excellent contacts in the relevant Games industries and an ability to build networks for the benefit of the courses.
* Ability to design and develop innovative and career-relevant courses in Games.
* Academic and creative expertise in application of production workflows and practices for Games Development.
* An inspirational teacher who collaborates well with colleagues and students to achieve the best possible outcomes for students.
* Ability to teach and convey ideas to students from a wide variety of backgrounds and a deep commitment to closing the award gap, gender equality, and LGBTQIA awareness/visibility/empowerment.
* Able to develop good professional relationships and work in a collegial, equitable and collaborative manner with students, colleagues, employers, and outside agencies.
* Ability to undertake publishable research, knowledge transfer and/or consultancy (or demonstrate the potential to do so).

**Desirable**

* Experience in VR/360 content production.
* Forward thinking and creative skills in digital and emerging technologies.
* Experience in project management.
* Management experience in industry or education.
* Innovation in interactive blended learning.

**COMPETENCIES REQUIRED**

* Highly organised and motivated self-starter.
* Ability to communicate at all levels with effective interpersonal skills with both staff and students.
* Highly collaborative: Ability to work positively within a multi-disciplinary technical staff team and academics.
* Values-driven: you act with integrity and committed to embedding the values of equal opportunities issues within a diverse and multicultural environment in all that you do.
* Committed to continuous learning and self-reflection; You will welcome feedback and continually seek to develop your own knowledge and skills.
* Excellent communication skills.

**EDUCATION, QUALIFICATIONS AND ACHIEVEMENTS**

**Essential**

* Degree in a relevant discipline and/or sustained professional experience relevant to Game Design.
* Postgraduate qualification and/or significant relevant professional experience, including significant component relevant to games design or game art.

**Desirable**

* PGCE teaching qualification and/or Fellowship of the Higher Education Academy.

UEL is an inclusive equal opportunities employer and are proud of our Equality, Diversity and Inclusivity achievements. We expect all employees of UEL to accept our EDI policy and will not tolerate discrimination in any form. As an employee of UEL, we expect you to follow all relevant Health & Safety policies.

So, if you’d like to take your career to the next level with us here at the University of East London and are passionate about our environment and commit to success, we want you to apply today!