

**Job Description**

**Lecturer in Games Development**

**Creative Industries & Humanities**

**The role**

the post holder will be required to deliver high quality teaching, learning, assessment and tutorial support to learners so as to maximise achievement and continuous improvement. Lead a study programme or group(s) in the curriculum area.

**Responsible to:** Curriculum Manager – Media, Digital Arts, Music and Performing Arts

**Main Purposes and Responsibilities**

The main purpose of the role is to:

* Plan and prepares assignments and projects, delivers teaching and conducts tutorials and assessments for students within the School. Teaching up to 864 hours per annum (pro rata).
* Creates and implements innovative teaching, learning and assessment. Effective learning support material, methods and applications.
* Undertakes induction and sets smart targets for attendance and punctuality ensuring student attendance, retention and progress on courses. Taking responsibility for the achievement and success data of the course.
* Actively contribute to the school community, identifying opportunities for employment and skills focused study for learners.
* Undertakes as required the necessary administrative duties, for example the examinations process, and all other aspects of Quality Assurance including assessment of student work, undertaking progress reviews and maintaining student records, Internal Verification and Assessment Boards.
* Liaises with parents / carers and work experience providers as required including attending parents’ meetings.
* Participates in the student recruitment and admissions process, open evenings, and competitions with an interest to develop wider collaborative dept./college opportunities
* Maintain an up-to-date knowledge of developments in the relevant subject/course Develop and maintain and co-ordinate effective industrial links
* Organise and participate in relevant industrial visits and with the art and design exhibitions and end of year shows.
* Attend, contribute to and co-ordinate where necessary relevant college events, including guidance, enrolment, open events, Parents’ Evenings and Awards Evening as appropriate
* Participate, as a team member, in the development of teaching methods and strategies towards an ethos of continuing improvement
* Carry out Quality Assurance and Self-Assessment procedures in line with the College’s Quality Policy
* Contribute to the Faculty Development Plans Participate in the College’s Lesson Observation Scheme

**General Duties**

The post holder will assist with or undertake the following:

* To keep up-to-date with Quality Assurance initiatives and to develop and meet service standards for the area of work.
* To participate in the Professional Development Programme and undertake training as required including all relevant areas of technology.
* To propose any ideas which may help to promote and extend the Group's reputation and efficient running of the Group.
* To work safely, consider the safety of others and work within the guidelines stated in the Group Health and Safety Policy
* To be available to assist in enrolment and other procedures, which may require occasional evening and weekend work.
* Undertake other duties as may be required by the Group Leadership Team or their representatives, in order to ensure the efficient functioning of the Group.

As a list of general duties, the above is not exhaustive. The work of the Group as a whole is expected to develop and the holder of the post will be required to work flexibly with colleagues to facilitate this development.

**Additional Information**

This Job Description / Specification is subject to periodic review.

**Salary scale**: £10,711 to 19,341 p.a. inc. London Weighting pro rata (£21,422 to £38,682 p.a. inc. London weighting Full Time Equivalent)

**Person Specification**

**Lecturer in Games Development**

**Person Specification, Experience and Qualifications**

|  | **Personal Skills Characteristics** | **Essential** | **Desirable** |
| --- | --- | --- | --- |
|  | Successful recent experience of teaching 16-18 year-olds and 19+ learners on the Creative Media UAL curriculum (or similar). Delivering multi-skills disciplines which may include some or all of the following 3D Modelling, Texturing using modern workflows such as Substance, Game Engines such as UE4 or Unity, Scripting, Art and Digital Art. | ✓ |  |
|  | Successful record of tutoring and supporting 16-18 year olds and/or adult learners. | ✓ |  |
|  | Successful record of setting and implementing target setting, monitoring and reviewing learner progress. | ✓ |  |
|  | Strong evidence of teaching, learning, assessment and tracking. | ✓ |  |
|  | Educated to Masters level equivalent in an appropriate creative arts subjects; such as but not limited to Games Design of Art, Media or Creative Tech. | ✓ |  |
|  | Teaching qualification – PGCE or equivalent or a willingness to work towards completion of qualification within 12 months of starting post. | ✓ |  |
|  | Working knowledge from a technical and visual arts, design or development (or similar) background, e.g. Digital design, 3D design, Adobe CC, Unreal 4, Coding, VR, training and modelling. | ✓ |  |
|  | High level of computer literacy | ✓ |  |
|  | Able to work under pressure and to strict deadlines | ✓ |  |
|  | Able to use initiative, organise and prioritise | ✓ |  |
|  | Able to identify and implement improvements in existing systems | ✓ |  |
|  | Able to communicate effectively at all levels | ✓ |  |
|  | Able to produce and present reports to a variety of audiences | ✓ |  |
|  | Commitment to establishing and maintaining good working relations with colleagues and students | ✓ |  |
|  | Evidence of commitment to the safeguarding and promotion of the welfare of children and vulnerable adults | ✓ |  |
|  | Commitment to the provision of a quality service and the implementation of quality improvements | ✓ |  |
|  | Commitment to valuing diversity | ✓ |  |
|  | Able to work flexibly throughout the week/over the year by prior agreement | ✓ |  |