

**Person Specification for the post of
Curriculum Leader for Digital Arts – Games Design and New Media**

Qualifications	<p><u>Essential</u></p> <ul style="list-style-type: none"> • Educated to degree level • Qualifications in Games Design/Development, New Media, New Media, or a relevant discipline <p><u>Desirable</u></p> <ul style="list-style-type: none"> • Experience of leading a department • Evidence of Continuing Professional Development e.g. involvement in Leading from the Middle • Qualified in teaching/training • Qualifications in Web Design
Experience	<p><u>Essential</u></p> <ul style="list-style-type: none"> • Recent experience of teaching Games Design and New Media in a KS4, Post-16 and/or HE environment. • Working in industry • Experience of designing and developing games and new media content • Experience of working with external providers to enhance curriculum delivery for students • Experience of leading a team • Experience of writing schemes of learning • Experience of working with Specialist Status • Experience of working on cross-curricular projects or events • Experience of effective deployment of staff or resources • Proven track record of outstanding teaching and excellent results <p><u>Desirable</u></p> <ul style="list-style-type: none"> • Experience of introducing a new initiative or of managing change • Experience of delivering vocational courses
Knowledge and Understanding:	<p><u>Essential</u></p> <ul style="list-style-type: none"> • Vocational Learning • Working with external providers to enhance curriculum delivery for students • Thorough subject knowledge (games, new media, interactive media, animation, 3D design) • An understanding of National Education issues • Understanding of effective teaching and learning strategies • Understanding of behaviour management strategies <p><u>Desirable</u></p> <ul style="list-style-type: none"> • School Improvement Planning • Monitoring, Evaluation and Review processes • Understanding of how to track student achievement using data and of intervention strategies to raise attainment

Skills and Disposition	<p><u>Essential</u></p> <ul style="list-style-type: none"> • Vision to develop the Games Design and New Media pathway within a specialised academy • Ability to motivate, lead and support staff and students • Vision to generate cross-curricular links which promote our specialism • Excellent communication and inter-personal skills • Personal organisation and time management skills
Personal Qualities	<p><u>Essential</u></p> <ul style="list-style-type: none"> • Ambitious and hard working • Commitment to pursue agreed short/medium and long-term strategies to completion • Dynamic with innovative ideas and a passion for teaching and learning • Energetic with a commitment to extra-curricular activities • A commitment to raising the aspirations of the whole school community • Sense of humour and resilience • Presence and approachability • Commitment to ongoing professional development, both as an educator and subject specialist.