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JOB DESCRIPTION AND PERSON SPECIFICATION

Job Title: Lecturer in Computational Arts, Fine Art Programme	**Accountable to**: Course Leader, Computational Arts
Contract Length: Permanent	**Hours per week/ FTE:** 0.4 14.80 hrs per week
Salary: £40,454 - £48,534 pa pro rata	**Grade**: 5
College/ Service: Camberwell College of Arts, School of Art	**Location**: Peckham Road

Purpose of role:

The Lecturer in Computational Arts is responsible for teaching, course development, academic delivery within the course programmes relating to designated units, involving creative research practice and is responsible for on-going scholarship relating to Computational Arts. The BA Fine Art: Computational Arts courses are within the Fine Art programme at Camberwell College of Arts. The post-holder will work collaboratively within the course team, deploying specialist expertise to develop pedagogy and the curriculum in innovative and critical directions.

The post-holder will be expected to undertake the following duties:

- Responsibility for academic delivery and curriculum development of the Computational Arts undergraduate BA, ensuring that the policies and procedures of the College and University are upheld and implemented.
- Overseeing students' pastoral support, progress and attendance, assessment processes and maintaining records and coordinating the delivery standards for the core teams working in the programme.
- To oversee and lead the delivery of Computational Arts and support the specialist course areas through supporting research, knowledge exchange and pedagogic agendas within the Fine Art Programme.
- Delivering pedagogic and curriculum development which stimulates thought and practices, engaging in studio and critical thought that can challenge the contexts and practices of Computational Arts with the aim of promoting diversity and inclusivity.
- Expand the capacity of Computational Arts to promote innovative teaching, knowledge exchange and research and industry development opportunities.

This responsibility is of immediate strategic importance and may develop or change in the light of new priorities.

The post-holder is expected to uphold and implement the policies and procedures of University of the Arts London and the College.

Duties and responsibilities:
Teaching:
- To undertake teaching as appropriate to your areas of expertise and the subject areas of the Course, Programme or College.
- To stay abreast of research and other developments in Computational Arts education and to ensure that these developments are reflected in the course design in consultation with colleagues and within the structures and mechanisms established by the University and the College.

- To extend the level of subject expertise and critical understanding within the programme's courses so as to keep courses at the forefront of critical, creative and professional Computational Arts practice and relevant to a diverse and international range of students.
- To conduct assessment, formative and summative, which is rigorous, fair and clear and complies with the policies established by the University and the College.
- To provide both academic and pastoral support to students, monitoring progress and attendance, and maintaining appropriate records.

Professional
- To initiate or engage in pedagogic inquiry and teaching development as required with the specific focus of improving student engagement, experience and progression.
- To participate in the engagement of students in feedback processes, and in consultation with the course team and course leader, respond to the issues raised through this engagement.
- To devise and organise activities for the creative research team that contribute to the strategic development of the course design and pedagogy
- In consultation with the Course Leaders, Pathway Leaders to liaise with other staff to enhance and extend the educational and creative links between the Courses and other courses across the Programme, College and University.
- To undertake scholarly activity (including research, knowledge exchange or teaching) relevant to the subject area of Computational Arts.
- To contribute to the devising and delivery of activities (including income generation) which will benefit students' educational experience and graduate outcomes.
- Familiar with debates and research relating to decolonising the curriculum and awarding gaps within the HE Sector.

Quality, Management and Enhancement
- To contribute to strategic planning in relation to the course/programme in areas such as student recruitment, the deployment of resources, research and knowledge exchange
- To contribute to curriculum design developments in the context of revalidation, in consultation with the course leader, in order to further strategic objectives at course and college level
- To contribute to the monitoring of the quality of teaching and learning through continuous course monitoring and to contribute to quality, management and enhancement activities across the School, College and University.
- To be a member of the Course Committee of the Course and of such other committees, including other course committees and examination boards, as the Dean of School or Head of College require.
- To represent the subject at college and university levels and externally, including acting as a consultant to other courses.

General
- To perform such duties consistent with your role as may from time to time be assigned to you anywhere within the University
- To undertake health and safety duties and responsibilities appropriate to the role
- To work in accordance with the University's Equal Opportunities Policy and the Staff Charter, promoting equality and diversity in your work
- To undertake continuous personal and professional development, and to support it for any staff you manage through effective use of the University's Planning, Review and Appraisal scheme and staff development opportunities
- To make full use of all information and communication technologies to meet the requirements of the role and to promote organisational effectiveness
- To conduct all financial matters associated with the role in accordance with the University's policies and procedures, as laid down in the Financial Regulations
- To personally contribute towards reducing the university's impact on the environment and support actions associated with the UAL Sustainability Manifesto (2016 – 2022)

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Key Working Relationships: Managers and other staff, and external partners, suppliers etc; with whom regular contact is required.

- Students
- Course/Pathway Leader & Course Team including Hourly Paid Lecturers
- Programme Director
- Assistant Deans
- Programme Administration Manager
- Technical Staff
- Student and Academic Support
- Language Centre
- Counselling Service

Signed:

 (Recruiting Manager):

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Job Title: Lecturer in Fine Art: Computational Arts, (Fine Art Programme)
Grade: 5

Person Specification A=application I=interview S=selection task		
Specialist Knowledge/Qualifications	Undergraduate degree in relevant subject.	A
	Higher degree (e.g. MA) in a relevant subject such as Cultural Studies, Computation, Coding, Fine Art and/ or Screen based design practice, or equivalent demonstrated through professional practice	A
	PhD or Higher level research degree. (desirable)	A
	Teaching qualification (PG Cert of equivalent). (desirable)	A
	Understanding of the issues relating to theory, practice and research in computational arts based education	A
	Senior Fellowship of the Higher Education Academy. (desirable)	
Teaching	Experience of teaching & assessment in a Higher Education environment (permanent, fractional, or hourly paid contract).	A
	Applies an inquiring, innovative and reflexive approach to teaching.	SI
	Considers and promotes equality, diversity and inclusivity in all aspects of teaching and assessment.	IA
	Shows commitment to understanding the range of students' experiences within a course.	IA
Leadership, management and teamwork	Collaborates and works effectively within team and across professional groups	IA
	Works effectively and respectfully with a wide range of people.	IA
	Fosters inclusive and constructive team work and problem-solving.	

Research, Knowledge Exchange and Professional Practice	Evidence of research, knowledge exchange and/ or professional practice that contributes to the advancement of Computational Arts activity within an Arts context and is relevant to the goals of the Programme, College and University.	IA
	Evidence of using contacts within subject peer group to develop partnerships or collaboration.	IA
Planning and managing resources	Plans, prioritises and manages resources effectively to achieve objectives.	IA