

Job Description – Lecturer in Graphic Design and Digital Media	
College/Service Camberwell, Chelsea, and Wimbledon Colleges of Arts	Location Millbank
Contract Length Permanent	Hours per week/FTE 37/1.0
Accountable to Programme Director, Graphic Design	Weeks per year 52
Salary £39,275 - £47,120 pa	Grade 5

Job Description
<p>Purpose of the role:</p> <p>The Lecturer in Graphic Design and Digital Media is responsible for teaching, curriculum development, and on-going scholarship on the Graphic Design Programme at Camberwell, Chelsea, and Wimbledon Colleges of Art. The role will be focused on the development of Digital Media and Design skills (UX/UI, interactive and web design) in the Graphic Design Programme. The post-holder will have a sound knowledge of the theories and practices in Graphic Design and Digital Media and will be expected to develop these across the Programme. Candidates should possess a record of professional practice/research, with a proficiency in graphic design practice, theory and concepts including typography, digital and print media, conceptual problem solving, design research and thinking. Candidates should demonstrate knowledge of UX/UI (including digital product design), Web Design (HTML5, CSS and responsive design frameworks), Screen Typography, and skills and knowledge in Creative Coding (Processing or P5). Skills in 3D modelling/printing, JavaScript and usability testing are a bonus.</p> <p>The post-holder will work collaboratively across courses in the Graphic Design Programme, deploying specialist expertise to develop pedagogy and the curriculum in innovative and critical directions.</p>
<p>The post-holder will be expected to undertake</p> <ul style="list-style-type: none"> • Teaching and leading on units as determined by Programme Director/Course Leader. • Professional activities of a scholarly nature • Responsibility of students' pastoral support, progress, and attendance, maintaining records and liaising with colleagues as appropriate • Working with other academic staff faculty on course and curricular development. • Pedagogic and curriculum development that stimulate thought and practice that challenge the canon of design with the aim of promoting diversity and inclusivity • Expand the capacity of the course design to meet the need to expand the field of graphic design into digital <p>These responsibilities are of immediate strategic importance and may develop or change in the light of new priorities.</p> <p>The post-holder is expected to uphold and implement the policies and procedures of University of the Arts London and the College.</p>

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<u>Duties and Responsibilities</u>

Teaching and Learning:

- Undertake a portfolio of teaching, supervision, assessment, and personal tutoring duties at UG and/or PGT levels appropriate to your areas of expertise and the subject areas of the Course, Programme or College
- Take a role in planning, designing, and the delivery of teaching and assessment activities within the courses on the programme
- To stay abreast of research and practice in graphic design and digital media and design and to ensure that these developments are reflected in the curriculum in consultation with colleagues
- To extend the level of subject expertise and critical understanding on the Programme to keep the curriculum at the forefront of critical creative and professional practice and relevant to a diverse and international range of students.
- Ensure that the delivery of the curriculum is organised and resourced appropriately to the academic award, and to the learning styles and developmental stages of the students
- To provide both academic and pastoral support to students, monitoring progress and attendance, maintaining appropriate records, and ensuring that information provided to students is current, accessible, and consistent.

Professional and Research:

- To initiate or engage in pedagogic inquiry and teaching development as required with the specific focus of improving student engagement, experience, and progression.
- To enhance and extend the educational and creative links between the Course and other courses across the Programme, College, University and externally.
- To undertake scholarly activity (including research, knowledge exchange or teaching) relevant to the subject of Graphic Design and Digital Media.
- To contribute to the devising and delivery of activities (including income generation) which will benefit students' educational experience, graduate outcomes and to support individual and/or collaborative projects, as appropriate to the discipline and area of research
- Contribute to the academic mission of the Programme and its implementation as an active participant within the University and College committee structures, ensuring clarity of identity, currency of subject agendas, relevance of learning methods and the fulfilment of appropriate standards.
- Support and contribute to the Course, Programme, School, College and University's external profile.

Quality, Management and Enhancement

- To contribute as needed to the Programme's administration and strategic planning in areas such as student recruitment, the deployment of resources, research, and knowledge exchange.
- To contribute to the monitoring of the quality of teaching and learning 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 Courses and of such other committees as required by the Programme Director.

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- To contribute to the process of the course(s) including modifications, validation, revalidation and review by the University, external agencies, and professional bodies in liaison with relevant Deans/Associate Deans.

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 Staff Charter and Dignity at Work Policy, promoting equality, diversity, and inclusion 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 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).

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

- Dean of Design School, CCW
- Graphic Design Programme Director
- Graphic Design Programme Course Leaders
- Academic staff on Graphic Design Programme courses including Senior Lecturers, Lecturers, Associate Lecturers and Visiting Practitioners
- Graphic Design Programme Administrative Team
- Graphic Design Programme Technical Staff
- Student and Academic Support
- External partners
- Students

Signed



(Recruiting Manager)

Date of last review: Dec 2021

Person specification		
Means of testing - A=application I=interview T=selection task		
Specialist Knowledge/Qualifications	Undergraduate degree in Graphic Design, Digital Media, Digital Media, or relevant field (Essential)	A
	Master's Degree in Design, Digital Media, or relevant field (Essential)	A
	PhD in Design or Digital Media, or relevant field (Desirable).	A
	Teaching qualification (PG Cert or equivalent) (Desirable).	A
	Member of the Higher Education Academy (Desirable).	A
Teaching	Experience of teaching & assessment in a higher education environment (permanent, fractional, or hourly paid contract).	A, T, I
	Applies an inquiring, innovative and reflexive approach to teaching.	A, I
	Considers equality, diversity and inclusivity in all aspects of teaching and assessment.	A, I
	Shows commitment to understanding the range of students' experiences within a course.	A, I

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Leadership, Management and Teamwork	Collaborates and works effectively within team and across different professional groups.	A, I
	Works effectively and respectfully with a wide range of people.	A, I
Research, Knowledge Exchange and Professional Practice	Evidence of research, knowledge exchange and/ or professional practice that contributes to the advancement of graphic design activity and is relevant to the goals of the Programme, College and University.	A, I
	Evidence of using contacts within subject peer group to develop partnerships or collaboration.	A, I
Planning and Managing Resources	Plans, prioritises and manages resources effectively to achieve objectives.	A, I