

## JOB DESCRIPTION & PERSON SPECIFICATION

<b>Job Title:</b> Lecturer in Games Design	<b>Salary:</b> £37,265 - £44,708
<b>Contract Length:</b> Permanent	<b>Hours/FTE:</b> 1.0 FT
<b>Grade:</b> 5	<b>Location:</b> Elephant and Castle
<b>Accountable to:</b> Course Leader	<b>College/Service:</b> London College of Communication

### Purpose of Role:

- To undertake the role of lecturer principally on BA (Hons) Games Design, taking responsibility for the management and coordination of relevant units and other related duties as determined by the Course Leader and/or Programme Director.
- Provide course level expertise in relevant software and programming languages in addition to providing relevant digital pedagogy across a range of visual practice.
- To undertake teaching, unit management, curriculum development and research within the subject specialism of games design.
- Contribute to ensuring that a high quality student experience is delivered on the course
- Contribute to the development of games and/or related disciplines in the curriculum through research, professional and/or scholarly practice and engage in the wider research and educational community of the Screen School

### Duties and Responsibilities

#### **Academic**

##### *Curriculum Design, Content Organisation and Quality Enhancement*

- Responsible for lesson planning, teaching, assessing and contributing to curriculum development and new course initiatives within their area of specialism.
- Contributes to curriculum development and the regular monitoring and review of courses and the quality of the teaching and learning provision.

##### *Learning, Teaching and Assessment*

- Take responsibility for the learning, teaching and assessment of students they teach, providing academic and pastoral support as necessary, monitoring student progress and maintaining appropriate records.
- Monitors the attendance and performance of students through appropriate systems of tracking and assessment
- Contributes to the writing of assignments/project-briefs and teaching and learning materials including course handbooks

##### *Student Support, Guidance, Progression and Achievement*

- Participates in the recruitment, selection, induction and briefing of students in relation to the content and context of the course.

### ***Managerial***

- Work closely with the Course Leader to ensure that effective delivery, at Course and Programme level, of College and University initiatives to designed to achieve priorities and objectives such as those published in the College's Annual Operating Plan and the University's institutional strategy.
- To work closely with senior academic and administrative staff to ensure that a co-ordinated and consistent approach to student recruitment and admissions for the Course is implemented and monitored at Course level
- Contributes to the promotion of the Course and Programme at Open Days as well as within and beyond the College

### ***Entrepreneurship and Enterprise***

- Operate in a collegiate manner in liaising with appropriate colleagues (i.e. Course Leaders, Enterprise Units & Development Team) in order to contribute to the income generating and related sponsorship activities of the University and College in areas that are directly related to their Course and areas of specialism.

### ***Professional***

- Maintains strong links with related industries and professional bodies, keeping up to date with latest developments in the subject area and maintaining a professional level of expertise in relation to teaching and subject developments in the field
- Contributes to the professional and research profile of the Programme and School as an individual and through research groups and / or consultancy projects.
- Supports and contributes to the School, Programme, College and University's external profile
- Continually updates knowledge of national academic developments and subject knowledge as part of own continuing professional development
- Contributes to the exhibition, publication and dissemination of work produced in the course.

### **Expectations of all UAL Employees**

- 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 in adherence to data protection policies 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

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

- Course Teams within the Moving Image and Digital Arts Programme
- Programme Director
- Academic Support Team
- Staff from UAL and LCC student services teams
- LCC Marketing and Communications Team

**Specific Management Responsibilities**

**Budgets:** N/A

**Staff:** N/A

**Other** (e.g. accommodation; equipment): N/A

**HERA Ref - LCC 127**

Signed Ian Storey\_\_\_\_\_ Date of last review  
(Recruiting Manager)

**Job Title: Lecturer in Games Design**

**Grade: 5**

Person Specification	
Specialist Knowledge/ Qualifications	<p>Relevant Undergraduate Degree</p> <p>Relevant Postgraduate Degree is desirable.</p> <p>Relevant PhD (or near completion) is desirable</p> <p>Postgraduate Certificate in Higher Education or equivalent, or commitment to undertake the appropriate PGCert training once in post</p> <p>Specialist knowledge in the area of games design and development, with a high level of experience of programming within games engines</p>
Relevant Experience	<p>Experience in at least one of the following: Experience of teaching at Undergraduate level in the area of Games Design or related disciplines</p> <p>Experience of games design skills applied in a professional context</p> <p>Experience of curriculum development and module leadership at Undergraduate level.</p> <p>Experience of current and innovative research within the area of Games Design and/or related areas</p> <p>Experience of game development including a portfolio of published work.</p>
Communication Skills	<p>Communicates ideas clearly and persuasively, providing constructive and critical support to students.</p> <p>Adapts communication and media to suit the audience</p> <p>Uses appropriate levels of IT skills to enable best use of available information and communication to support learning and organisational effectiveness as necessary for the post.</p>
Leadership and Management	<p>Motivates other staff effectively, setting clear objectives to manage performance</p>

Research, Teaching and Learning	<p>Applies innovative approaches in teaching, learning or research to support excellent teaching.</p> <p>Adapts approach and style to suit learners' needs Monitors and assesses learning, giving feedback and guidance.</p> <p>Designs and/or adapts approach, content and learning materials to suit the needs of different learners.</p> <p>Applies own research to develop learning and assessment practice</p>
Professional Practice	<p>Contributes to advancing research and scholarly activity in own area of specialism</p> <p>Commitment to own development through effective use of the University's appraisal scheme and staff development</p>
Planning and managing resources	<p>Plans, prioritises and manages resources effectively to achieve long-term objectives.</p> <p>Contributes to the induction of new staff.</p> <p>Maintains up to date knowledge of services available in own and related areas of work adapting services and systems to meet student needs</p>
Teamwork	<p>Works collaboratively in a team and where appropriate across or with different professional groups</p>
Student experience or customer service	<p>Builds and maintains positive relationships with students</p>
Creativity, Innovation and Problem Solving	<p>Suggests practical solutions to new or unique problems</p>

The application form sets out a number of competence questions related to some of the following selection criteria. Shortlisting will be based on your responses to these questions. Please make sure you provide evidence to demonstrate clearly how you meet these criteria

**Last updated: March 2017**  
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