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**Faculty of Creative and Cultural Industries**

**School of Creative Technologies**

**Lecturer or Senior Lecturer in Games Technology**

**ZZ006004**

**Information for Candidates**

**THE POST**

Please see the attached job description and person specification.

**THE TERMS OF APPOINTMENT**

Full-time

Permanent

Salary is in the range Lecturer £35,845 – £39,152 per annum, Senior Lecturer £40,322 - £49,553 per annum and progress to the top of the scale is by annual increments payable on 1 September each year. Salary is paid into a bank or building society monthly in arrears.

Annual leave entitlement is 35 working days in a full leave year. The leave year commences on 1 October and staff starting and leaving during that period accrue leave on a pro-rata basis. In addition, the University is normally closed from Christmas Eve until New Year’s Day inclusive and on bank holidays.

There is a probationary period of one year during which new staff will be expected to demonstrate their suitability for the post.

You will be expected to have commenced and be working towards the relevant Descriptor level of the UK Professional Standards Framework for teaching and supporting learning in higher education during your probationary year. If you are the successful candidate, the Department of Curriculum and Quality Enhancement will be in touch once you start work with further details about this development programme.

It is a condition of the appointment for the proper performance of the duties of the post that the appointee will take up residence at a location such that they are able to fulfil the full range of their contractual duties. This residential requirement will be expected to be fulfilled within twelve months of taking up the appointment. The University has a scheme of financial assistance towards the cost of relocation, details of which can be found on the University website:

<http://www.port.ac.uk/departments/services/humanresources/recruitmentandselection/informationforapplicants/removalandseparationguidelines>

The appointee will be eligible to join the Teachers' Pension Scheme. The scheme's provisions include a final salary based index-linked pension and a lump sum on retirement together with dependants’ benefits.

There is a comprehensive sickness and maternity benefits scheme.

**All interview applicants will be required to bring their passport or full birth certificate and any other 'Right to Work' information to interview where it will be copied and verified.**The successful applicant will not be able to start work until their right to work documentation has been verified.

Please note if you are the successful candidate once the verbal offer of employment has been made and accepted, references will be immediately requested. It is the University’s policy that all employment covering the past three years is referenced. A minimum of two references is required to cover this three-year period of employment or study (where there has been no employment). One of your referees must be your current or most recent employer.

The successful candidate will need to bring documentary evidence of their qualifications to Human Resources on taking up their appointment.

To comply with UKVI legislation, non-EEA candidates are only eligible to apply for this post if it has been advertised for a total of 28 days.

If the position has a requirement for Disclosure and Barring Service check (DBS) or Non-Police Personnel Vetting (NPPV), this will be stated in the advert. Further information will be provided once the selection process has been completed.

All applications must be submitted by 23:59 (UK time) on the closing date published.



**UNIVERSITY OF PORTSMOUTH – RECRUITMENT PAPERWORK**

1. **JOB DESCRIPTION**

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| --- | --- |
| **Job Title:** | Lecturer in Creative Technologies (Games Technology - Play, Code, Create) |
| **Grade:** | 7 |
| **Faculty/Centre:** | Faculty of Creative and Cultural Industries |
| **Department/Service:****Location:** | School of Creative TechnologiesEldon Building |
| **Position Reference No:** | ZZ006004 |
| **Responsible to:** | Head of School / Academic Lead |
| **Responsible for:** | n/a |
| **Effective date of job description:** | May 2020 |

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| **Context of Job:** |
| The School of Creative Technologies at the University of Portsmouth aims to be at the forefront of cutting-edge technologies and creative practice in the Creative & Cultural Industries. Subjects taught include Animation, Augmented and Virtual Reality, Computer Games Enterprise and Technology, Creative Computing, Creative Media Technologies, Digital Media, Music Technology, and Visual Effects. The school is a vibrant, entrepreneurial, well-resourced and cross-disciplinary environment where people work closely together as part of a happy and high-performing team.The successful candidate will be joining a highly dynamic and effective group of people, teaching across a range of courses in the School of Creative Technologies, but initially focusing primarily around the popular BSc Computer Games Technology and BSc Computer Games Enterprise programmes. |

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| **Purpose of Job:**  |
| To contribute to the coordination and delivery of undergraduate and postgraduate programmes in a range of areas within Creative Technologies. Specifically delivering in to BSc Computer Games Technology, BSc Computer Games Enterprise and BA/BSc Creative Computing the role will also include the remit to work across the school with regard to the strategic theme of “Play, Code, Create”. The post holder will also have the opportunity to contribute to school and faculty-wide initiatives in innovation and research, industrial relations, outreach, and global engagement. |

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| Key Responsibilities: |
| 1. To develop and deliver teaching in either computer games art and/or programming (based on experience), within the context of Creative Technologies programmes and modules.
2. To take a proactive approach to industry engagement and industry-informed curriculum enhancement within the course teams and school.
3. To undertake teaching, scholarly and administrative activities working closely with colleagues.
4. To work closely with colleagues within the School as part of a collegiate working environment.
5. To set, mark and moderate assessments; ensuring appropriate academic standards are maintained.
6. To supervise undergraduate and postgraduate dissertations and similar independent learning activities if required.
7. To act as a Personal Tutor to undergraduate and postgraduate students.
8. To undertake academic course-related administrative tasks, e.g., attending relevant assessment boards, programme and school boards and other committees and working groups as required.
9. To engage in scholarship, research, innovation, global engagement and knowledge transfer activities, both on own initiative and as part of a team.
10. To engage in Quality Assurance processes across the activities of the School.
11. To fulfil such other tasks as may reasonably be required by the Head of School or line manager.
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| **Working Relationships:** |
| Head of SchoolSchool Senior Management TeamCourse TeamsSchool, Faculty and University Administrators |

1. **PERSON SPECIFICATION**

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| **No** | **Attributes** | **Rating** | **Source** |
| **1.** | **Specific Knowledge & Experience** |  |  |
|  | Subject expertise in computer games art and/or games programming. | E | AF, S |
|  | Experience with modern game development practices, e.g. project management (Agile, etc), game engines, game asset production. | D | AF, S |
|  | Strong theoretical skills, e.g. C/C++, Animation theory, 3D modelling theory, UI/UX. | D | AF, S |
|  | Broad awareness of development trends in computer games industry and related fields. | E | AF, S |
|  | Games industry experience to include at least one significant published title. | D | AF, S |
| **2.** | **Skills & Abilities** |  |  |
|  | Capable of delivering outstanding teaching at undergraduate and postgraduate levels in lectures, tutorials, seminars. | D | AF, S |
|  | Ability to impart knowledge and enable learning to a diverse audience with varying levels of experience. | E | AF, S |
|  | Ability to mentor staff and supervise learners one-to-one. | D | AF, S |
|  | Ability to work as part of teams. | E | AF, S |
|  | Excellent organisational and time management skills. | E | AF, S |
|  | Strong networking skills with the motivation to strengthen internal university links and develop external (local and international) links with industry and academic partners. | D | AF, S |
|  | Excellent presentation and communication skills. | E | AF, S |
|  | Ability to develop links with relevant external organisations and individuals. | D | AF, S |
|  | Excellent interpersonal skills with the ability to inspire both students and colleagues. | E | AF, S |
| **3.**  | **Qualifications, Education & Training** |  |  |
|  | A postgraduate degree in a relevant discipline, or equivalent work experience and professional standing. | D | AF, S |
|  | Fellowship of the HEA or willingness to work toward teaching qualification. | E | AF, S |
|  | To have gained or be willing to work toward a PhD or equivalent practice-based research in a related discipline. | D | AF, S |
| **4.** | **Other Requirements** |  |  |
|  | High integrity and professional approach. | E | AF, S |
|  | Positive and proactive attitude to reflective practice and professional development. | E | AF, S |
|  | Committed to the values of higher education, including widening access and participation. | E | AF, S |
|  | Valuing a team approach to practical and vocational ethos. | E | AF, S |

**Legend**

Rating of attribute: E = essential; D = desirable

Source of evidence: AF = Application Form; S = Selection Programme (including Interview, Test, Presentation)

**JOB HAZARD IDENTIFICATION FORM**

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| **Please tick box(s) if any of the below are likely to be encountered in this role. This is in order to identify potential job related hazards and minimise associated health effects as far as possible. Please use the** [Job Hazard Information](http://www.port.ac.uk/departments/services/humanresources/occupationalhealthservice/jobhazardinformation/filetodownload%2C164407%2Cen.doc) **document in order to do this and give details in the free text space provided.**  |
| 1. International travel/Fieldwork
 |  | 13. Substances to which COSHH regulations apply (including microorganisms, animal allergens, wood dust, chemicals, skin sensitizers and irritants, welding fume)  |  |
| 1. Manual Handling (of loads/people)
 |  | 14. Working at height |  |
| 1. Human tissue/body fluids (e.g. Healthcare settings, First Aiders, Nursery workers, Laboratory workers)
 |  | 15. Working with sewage, drains, river or canal water  |  |
| 1. Genetically Modified Organisms
 |  | 16. Confined spaces |  |
| 1. Noise > 80 DbA
 |  | 17. Vibrating tools  |  |
| 1. Night Working

 (between 2200 hrs and 0600 hrs) |  | 18. Diving |  |
| 1. Display screen equipment
 | x | 19. Compressed gases |  |
| 1. Repetitive tasks (e.g. pipette use etc)
 |  | 20. Small print/colour coding |  |
| 1. Ionising radiation/non-ionising radiation/lasers/UV radiation
 | 21. Soil/bio-aerosols |  |
| 10. Asbestos and or lead  | 22. Nanomaterials  |
| 11. Driving on University business: mini-bus (over 9 seats), van, bus, forklift truck, drones only)  | 23. Workplace stressors (e.g. workload, relationships, job role etc) x |
| 12. Food handling  | 24. Other (please specify)  |

**Completed by Line Manager/Supervisor:**

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| **Name (block capitals)** | ADRIAN HULL |
| **Date** | May 2020 |
| **Extension number** | 5461 |

Managers should use this form and the information contained in it during induction of new staff to identify any training needs or requirement for referral to Occupational Health (OH).

Should any of this associated information be unavailable please contact OH (Tel: 023 9284 3187) so that appropriate advice can be given.

**UNIVERSITY OF PORTSMOUTH – RECRUITMENT PAPERWORK**

1. **JOB DESCRIPTION**

|  |  |
| --- | --- |
| **Job Title:** | Senior Lecturer in Creative Technologies (Games Technology - Play, Code, Create) |
| **Grade:** | 8 |
| **Faculty/Centre:** | Faculty of Creative and Cultural Industries |
| **Department/Service:****Location:** | School of Creative TechnologiesEldon Building |
| **Position Reference No:** | ZZ006004 |
| **Responsible to:** | Head of School/ Academic Lead |
| **Responsible for:** | n/a |
| **Effective date of job description:** | May 2020 |

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| **Purpose of Job:**  |
| To contribute to the coordination and delivery of undergraduate and postgraduate programmes in a range of areas within Creative Technologies. Specifically delivering in to BSc Computer Games Technology, BSc Computer Games Enterprise and BA/BSc Creative Computing the role will also include the remit to work across the school with regard to the strategic theme of “Play, Code, Create”. The post holder will also have the opportunity to contribute to school and faculty-wide initiatives in innovation and research, industrial relations, outreach, and global engagement. |

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| **Key Responsibilities (Senior Lecturer):** |
| 1. To develop and deliver teaching, modules and new ways of working, in either computer games art and/or programming, within the context of Creative Technologies programmes and modules.
2. To take a highly-proactive approach to industry engagement and industry-informed curriculum enhancement within the course teams and school.
3. To undertake teaching, scholarly and administrative activities, working closely with colleagues to develop best practice.
4. To support, lead and mentor colleagues within the School as part of a collegiate working environment.
5. To set, mark and moderate assessments; ensuring appropriate academic standards are maintained.
6. To supervise undergraduate and postgraduate dissertations and similar independent learning activities if required.
7. To act as a Personal Tutor to undergraduate and postgraduate students.
8. To undertake academic course and school related administrative tasks, e.g., attending relevant assessment boards, programme and school boards and other committees and working groups as required.
9. To engage in scholarship, research, innovation, global engagement and knowledge transfer activities, both on own initiative and as part of a team.
10. To engage in Quality Assurance processes across the activities of the School.
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|  | Experience with modern game development practices, e.g. project management (Agile, etc), game engines, game asset production. | D | AF, S |
|  | Strong theoretical skills, e.g. C/C++, Animation theory, 3D modelling theory, UI/UX. | D | AF, S |
|  | Broad awareness of development trends in computer games industry and related fields. | E | AF, S |
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|  | Capable of delivering outstanding teaching at undergraduate and postgraduate levels in lectures, tutorials, seminars. | E | AF, S |
|  | Ability to impart knowledge and enable learning to a diverse audience with varying levels of experience. | E | AF, S |
|  | Ability to mentor staff and supervise learners one-to-one. | E | AF, S |
|  | Ability to work as part of and lead teams. | E | AF, S |
|  | Excellent organisational and time management skills. | E | AF, S |
|  | Strong networking skills with the motivation to strengthen internal university links and develop external (local and international) links with industry and academic partners | E | AF, S |
|  | Excellent presentation and communication skills. | E | AF, S |
|  | Ability to develop links with relevant external organisations and individuals. | E | AF, S |
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 |  | 13. Substances to which COSHH regulations apply (including microorganisms, animal allergens, wood dust, chemicals, skin sensitizers and irritants, welding fume)  |  |
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| 1. Ionising radiation/non-ionising radiation/lasers/UV radiation
 | 21. Soil/bio-aerosols |  |
| 10. Asbestos and or lead  | 22. Nanomaterials  |
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| 12. Food handling  | 24. Other (please specify)  |

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| **Name (block capitals)** | ADRIAN HULL |
| **Date** | May 2020 |
| **Extension number** | 5461 |

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