



**Faculty of Creative and Cultural Industries**

**School of Creative Technologies**

**Lecturer in Computer Games Programming**

**ZZ602260**

**THE POST**

Please see the attached job description and person specification.

**TERMS OF APPOINTMENT**

Permanent

Full-time

Salary is in the range £34,520 - £37,706 per annum. 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. Most academic staff new to Portsmouth will be expected either:

* to have already Descriptor 2 of the UK Professional Standards for Teaching and Supporting Learning in Higher Education and thus be Fellows of the HE Academy, or
* to achieve Descriptor 2 within their probationary year.

The UK Professional Standards are a set of standards for the HE sector and can be found at [www.heacademy.ac.uk/ukpsf](http://www.heacademy.ac.uk/ukpsf). The standards were updated in 2011. Successful achievement of one of the descriptors within the Standards Framework brings with it membership of the HEA at a level commensurate with the descriptor achieved (see table below)

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| --- | --- | --- |
| Descriptor | HEA Fellowship Category | Target Group |
| D1 | Associate Fellow | Staff who support learningAcademic staff with limited teaching portfolios |
| D2 | Fellow | Early career teaching staffExperienced academic staff with substantive teaching and learning responsibilities |
| D3 | Senior Fellow | Experienced academic staff who can demonstrate impact & influence through academic leadership &/or mentoring |
| D4 | Principal Fellow | Senior academic staff responsible for institutional leadership |

A discussion will take place at the formal selection interview about which Descriptor an individual should achieve within their probationary year. Therefore, it is important that applicants provide full information on the application form where they are in possession of a qualification in learning and teaching in HE and/or where they are already a Fellow of the Higher Education Academy.

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 mustbeyour 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), this will be stated in the advert. The DBS Application Form will be provided once the selection process has been completed.

All applications must be submitted by Midnight (GMT) on the closing date published.

**UNIVERSITY OF PORTSMOUTH – RECRUITMENT PAPERWORK**

1. **JOB DESCRIPTION**

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| --- | --- |
| **Job Title:** | Lecturer  |
| **Grade:** | 7 |
| **Faculty/Centre:** | Creative and Cultural Industries |
| **Department/Service:****Location:** | Creative Technologies |
| **Position Reference No:** | ZZ602260 |
| **Cost Centre:** | 42600 |
| **Responsible to:** | Head of School |
| **Responsible for:** | N/A |
| **Effective date of job description:** | October 2017 |

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| **Purpose of Job:** |
| To contribute to the delivery of undergraduate and postgraduate programmes to respond to students’ needs. To act as a team member to participate in teaching, scholarship, research and knowledge transfer in accordance with the School/Faculty objectives. The School promotes equal opportunities and we welcome applications regardless of age, disability, gender, gender identity, race, religion/belief and sexual orientation.  |

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| **Key Responsibilities:** |
| * Deliver the programming subject area including Programming AI and Mathematics for 3D Game Development for undergraduate and postgraduate courses. Setting and marking assessments; ensuring the verification of marks by other tutors, (where appropriate); and attending relevant assessment boards.
* Actively participate at subject group meetings.
* Supervise undergraduate and postgraduate dissertations and similar independent learning activities.
* Undertake academic course-related administrative tasks, e.g., Level Tutor, including attendance at Examination Boards, as appropriate.
* Undertake placement visits to undergraduate students (where appropriate) and resolve any problems identified by student or employer’s representative.
* Engage in research and knowledge transfer activities, both on own initiative and as part of team.
* Produce publications. Participate in research activities and be active in attracting research funds. Presenting research findings to University and external audiences.
* Act as a Personal Tutor to undergraduate and postgraduate students.
* Teach, review and update units as a Unit Co-ordinator within subject area for undergraduate and postgraduate courses, and contribute as a member of the teaching team on units for which the post holder is not the unit co-ordinator.
* Take part in marketing activities including open days, admissions and recruitment.
* To fulfil such other tasks as may reasonably be required by the Head of School.
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| **Working Relationships (key individuals the job holder would be working with):** |
| * Course Leader
* Subject Group Leader
* Course Team
* Section Lead
* Head of School
* Associate Dean Students
* Associate Dean Research
* Associate Dean Academic
* Dean
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1. **PERSON SPECIFICATION**

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| **No** | **Attributes** | **Rating** | **Source** |
| **1.** | **Specific Knowledge & Experience** |  |  |
|  | Specific ability and knowledge to deliver AI programming material at undergraduate level to cover this syllabus:* Knowledge of either Unity or Unreal (preferably Unity as the current example code implemented is for Unity)
* Game Theory
* Finite State Machines
* Basic Graph Theory
* Decision/Behaviour Trees
* Genetic algorithms
* Learning/optimisation algorithms
* Fuzzy Logic
* Neural Networks
* Utility Theory
* Goal-Oriented Action Planning
* Procedural Content Generation
 | E | AF,S |
|  | A sound knowledge of key mathematical principles and applying algorithms for programming 3D games and game engines | E | AF,S |
|  | Subject expertise in computer programming | E | AF,S |
|  | Knowledge of UK Higher Education system and Quality Agenda | D | AF,S |
|  | Programming for computer games/graphics in an industrial context or equivalent | D | AF,S |
|  | Expertise in C++ and other relevant programming languages | E | AF,S |
|  | Evidence of good teaching or training ability | E | AF,S |
|  | Experience of publishing high level research output | D | AF,S |
|  | Experience of writing funding proposals | D | AF,S |
|  | Experience in graphic tools programming/research | D | AF,S |
|  | Experience of using 3D modelling software (such as 3D Studio Max) | D | AF, S |
| **2.** | **Skills & Abilities** |  |  |
|  | Expert-level skills in the use of a range of programming relevant industry-standard software applications | E | AF,S |
|  | A high level of problem solving ability | E | AF,S |
|  | Ability to teach programming and software engineering principles | E | AF,S |
|  | Ability to work without close supervision | E | AF,S |
|  | Excellent communication in English verbally and in writing including research output | E | AF,S |
|  | Ability to advise students on sensitive issues | E | AF,S |
|  | Ability to work as part of a team | E | AF,S |
|  | Good organisational skills | E | AF,S |
|  | Good networking skills, including ability to develop links with relevant industry, including collaborative ventures | E | AF,S |
|  | Good presentation/communication skills | E | AF,S |
|  | Leadership skills | D | AF,S |
|  | Administrative ability | D | AF,S |
|  | Research skills | D | AF,S |
| **3.**  | **Education &/or Training** |  |  |
|  | A good first degree in a computer science related discipline, or equivalent work experience and professional standing (an industry profile) | E | AF,S |
|  | PhD | D | AF,S |
|  | Teaching qualification | D | AF,S |
| **4.** | **Other Requirements** |  |  |
|  | High integrity and professional approach | E | AF,S |
|  | High motivation and innovation in education | E | AF,S |
|  | Committed to the values of higher education, including widening access and participation | E | AF,S |
|  | Valuing team approach to practical and vocational ethos | D | AF,S |
|  | Active approach to scholarship | D | AF,S |

**Legend**

Rating of attribute: E = essential; D = desirable

Source of evidence: AF = Application Form; S = Selection Programme; T = Test; P = 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.**  |
| 1. International travel/Fieldwork
 | x | 13. Substances to which COSHH regulations apply (including microorganisms, animal allergens, wood dust, chemicals, skin sensitizers and irritants)  |  |
| 1. Manual Handling (of loads/people)
 |  | 14. Working at height |  |
| 1. Human tissue/body fluids (e.g. Healthcare workers, 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 (including lone working)
 | x | 19. Compressed gases |  |
| 1. Repetitive tasks (e.g. pipette use, book sensitization etc)
 |  | 20. Small print/colour coding |  |
| 1. Ionising radiation/ non-ionising radiation/lasers/UV radiation
 | 21. Contaminated soil/bioaerosols |  |
| 10. Asbestos and lead  | 22. Nanomaterials  |
| 11. Driving on University business (mini-bus, van, bus, forklift truck etc)  | 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)** | KEVIN CURTIS |
| **Date** | August 2017 |
| **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.