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**Faculty of Creative & Cultural Industries**

**School of Creative Technologies**

**Lecturer in Creative Technologies (Computer Games)**

**ZZ007678**

**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 £36,382 – £39,739 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.

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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.

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.

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.

For information on how to find our campus and the navigation of buildings (including accessibility), please see <https://www.accessable.co.uk/university-of-portsmouth> (click on the Access Guides tab at the top of the page, and then click on "view all access guides". 

**UNIVERSITY OF PORTSMOUTH – RECRUITMENT PAPERWORK**

1. **JOB DESCRIPTION**

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| **Job Title:** | Lecturer in Creative Technologies – Computer Games |
| **Grade:** | 7 |
| **Faculty/Centre:** | Creative and Cultural Industries |
| **Department/Service:**  **Location:** | School of Creative Technologies |
| **Position Reference No:** | ZZ007678 |
| **Cost Centre:** | 42600 |
| **Responsible to:** | Head of School / Academic Lead |
| **Responsible for:** | n/a |
| **Effective date of job description:** | June 2022 |

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| **Context of Job:** |
| The [School of Creative Technologies](https://www.port.ac.uk/about-us/structure-and-governance/organisational-structure/our-academic-structure/faculty-of-creative-and-cultural-industries/school-of-creative-technologies) at the University of Portsmouth sits at the forefront of cutting-edge technologies and creative practice in the Creative & Cultural Industries. With [world-class facilities](about:blank) [port.ac.uk/ccixr] and an incredible team of academics and technical staff the School is an amazingly exciting place to work, study and play.  Sitting within three broad themes of ‘Play, Code, Create’, ‘Human Experience Design’, and ‘Sound and Vision’ our taught subjects include: Animation, Augmented and Virtual Reality, Computer Games (Art, Design, Production, and Technology), Creative Computing, Creative Media Technologies, Interactive Technologies, Music Technology (Composition, Computing, and Production), and Visual Effects. There is also a thriving Postgraduate Taught and Research provision in the school with students studying across the full range of disciplines within the Creative Technologies.  Our portfolio of courses (which include both BA/BSc and MA/MSc offerings) enable students to pursue both ‘artistic’ and ‘scientific’ approaches to the creative technologies and reflect the experience of our staff in both academia and industry. Similarly the range of [research and innovation](https://www.port.ac.uk/research/research-areas/digital-and-creative-technologies) [https://www.port.ac.uk/research/research-areas/digital-and-creative-technologies] activity upon which staff from the school work is enormously varied and demonstrates the breadth of expertise held by the staff.  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 dynamic and friendly group of people, teaching in to the theme of ‘Play, Code, Create’ as a subject matter expert in an appropriate area. There will be the requirement to work across a range of courses in the School of Creative Technologies: we exist beyond the artificial boundaries of individual subjects. |

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| **Purpose of Job:** |
| To engage in teaching, scholarship and innovation as part of a team in line with the School’s objectives and to make a contribution to the research profile of the School.  Applications are invited for a Lecturer in Creative Technologies (Computer Games) – within the School of Creative Technologies, based in the thriving student and academic community of the Faculty of Cultural and Creative Industries. We are looking for a Computer Games lecturer in the broadest sense of the term but the successful candidate will have related expertise enabling groups of students to work together on real-world live briefs. The successful candidate will use their knowledge and experience to design and deliver innovative and engaging teaching to our students not just in our Computer Games courses but also across the School. There will be time to undertake research and to contribute to innovation and knowledge exchange activities as well as pursue professional practice development.  The work will involve preparing, scheduling and delivering modules, including lectures, workshops, seminars, tutorials, module administration, and the setting and assessing of assignments at all levels with a specific focus on computer games production and related areas in the School. The role sits within our theme of “Play Code Create”, however we actively encourage and promote an interdisciplinary approach in all our programmes.  The successful candidate will lead on ensuring alignment between professional practice and theory and ensure modules, courses and co-curricular activities remain relevant, innovative and take advantage of the opportunities offered by research and practice-led teaching.  You will have the opportunity to engage with research and innovation by further developing existing research themes or creating new fields and by strengthening existing or developing new collaborations. Current [research interests in the School of Creative Technologies](https://www.port.ac.uk/research/research-areas/digital-and-creative-technologies) include: Animation and CGI; Computer Games Design and Technology; Immersive Extended Reality; Digital Heritage; Digital User Experience; Music Composition, Practice and Technology; and Visual Computing. There will also be potential to undertake supervision of PhD students and to engage in research events and activities across the School, University and externally. Furthermore the post holder will have the opportunity to contribute to school and faculty-wide work in innovation and knowledge exchange.  A balance of duties between teaching, research and innovation activities will be agreed by the post-holder and The School of Creative Technologies on a regular and ongoing basis. |

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| **Key Responsibilities:** |
| Student Experience, Teaching & Learning   1. Design and deliver teaching and assessment as required by the School; this will include lectures, practical workshops, classes, seminars, tutorials, and co-curricular activities in core and specialist subjects with due regard to best practice and the overall teaching strategy in the School. 2. Support innovations in teaching and learning through the development of teaching materials, forms of pedagogy, or appropriate teaching collaborations. 3. Actively contribute to curriculum development and the review of courses in accordance with the teaching and learning strategy of the School, Faculty and University of Portsmouth. 4. To set, mark and moderate assessments; ensuring appropriate academic standards are maintained. 5. To supervise undergraduate and postgraduate dissertations and similar independent learning activities if required. 6. To act as a Personal Tutor to undergraduate and postgraduate students providing effective support to students, including referring to specialist services as appropriate, and proactively identifying engagement issues at an early stage. 7. To supervise undergraduate and postgraduate dissertations and similar independent learning activities if required 8. Further develop our external and Industry links to enhance curriculum and student employability across a range of courses. 9. Undertake placement visits to undergraduate students (where appropriate) and resolve any problems identified by student or employer’s representative. 10. Undertake academic course-related administrative tasks, e.g., Level Tutor, including attendance at Examination Boards, as appropriate. 11. The University is offering both online and face to face teaching and the successful candidate would be expected to undertake both.   Scholarship   1. Independently and in collaboration with colleagues, develop research, innovation and knowledge transfer activities in a Creative Technologies field, such as those highlighted above, or a new area of activity in line with the overall strategy of the School; 2. Actively pursue successful internal and external funding to support research and innovation activity; 3. Ensure that the results of research activity are disseminated to relevant audiences in an appropriate form and meet the requirements of periodic review processes such as the UK’s Research Excellence Framework. 4. Contribute to the research culture of the school through participation in a research group or through independently led research within an associated field.   Academic Citizenship   1. Foster collegiality through role-modelling and fulfil School responsibilities as agreed with the Head of School / Academic Lead, or other senior colleagues; 2. Make constructive contributions, e.g. at meetings and seminars, to the vision of the School; 3. Engage in the wider School and Faculty agenda (e.g. Equality & Diversity; Sustainability; Global Engagement; Widening Participation; and Staff Development) in line with the University of Portsmouth strategies and policies. 4. To support and mentor colleagues within the School as part of a collegiate working environment. 5. 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. 6. To engage in Quality Assurance processes across the activities of the School. 7. To fulfil such other tasks as may reasonably be required by the Head of School and Academic Lead. |

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| **Working Relationships:** |
| Head of School Deputy Head of School School Executive Team Course Teams Technicians School, Faculty and University Administrators |

1. **PERSON SPECIFICATION**

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| **No** | **Attributes** | **Rating** | **Source** |
| **1.** | **Specific Knowledge & Experience** |  |  |
| A | Subject expertise in a directly relevant subject area. | E | AF, S |
| B | Experience of project management (including agile), and knowledge of a range of team, management, and leadership styles and approaches, in computer games development or a related area. | E | AF, S |
| C | Awareness of current trends in computer games integrating technical and artistic practice in creative fields. | E | AF, S |
| D | Strong ability in games programming and/or games art | D | AF, S |
| E | Experience of practice research, or R&D, in the field. | D | AF, S |
| F | Recent experience in industry in a relevant area. | D | AF, S |
| **2.** | **Skills & Abilities** |  |  |
| A | Capable of delivering excellent teaching at undergraduate and postgraduate levels in lectures, tutorials, seminars and through supervision | E | AF, S |
| B | Ability to impart knowledge to a diverse audience with varying levels of experience. | E | AF, S |
| C | Ability to mentor staff and supervise learners one-to-one. | D | AF, S |
| D | Ability to work as part of a team. | E | AF, S |
| E | Excellent organisational and time management skills. | E | AF, S |
| F | 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 |
| G | Outstanding presentation and communication skills. | E | AF, S |
| H | Ability to develop links with relevant external organisations and individuals. | E | AF, S |
| I | Excellent interpersonal skills with the ability to inspire both students and colleagues. | E | AF, S |
| **3.** | **Qualifications, Education & Training** |  |  |
| A | A postgraduate degree in a relevant discipline, or equivalent work experience and professional standing. | E | AF, S |
| B | Hold or willing to complete a relevant Teaching Qualification normally within two years of employment i.e. PGCHE/Higher Education Academy (Associate Fellow/Senior Fellow) accreditation | E | AF, S |
| C | To have gained or be willing to work toward a PhD or equivalent practice-based research in a related discipline. | D | AF, S |
| D | Post-doctoral experience or equivalent industry-related engagement | D | AF, S |
| **4.** | **Other Requirements** |  |  |
| A | High integrity and professional approach. | E | AF, S |
| B | Positive and proactive attitude to reflective practice and professional development. | E | AF, S |
| C | Committed to the values of higher education, including widening access and participation. | E | AF, S |
| D | Valuing a team approach to practical, and vocational ethos. | E | AF, S |
| E | Active approach to scholarship | E | AF, S |
| F | The University is offering both online and in-person teaching and the successful candidate would be expected to undertake both. | E | 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,164407,en.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)** | Dr Adrian Hull |
| **Date** | June 2022 |
| **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