



Faculty of Arts, Law & Social Sciences

Job Description

Job Title:	Lecturer in Computer Games Art
Grade:	5
Job Family:	Teaching, Research and Scholarship
Work Base:	Cambridge. Please note that the post-holder will be required to travel to other sites and overseas as necessary.
Hours of Work:	Part time, 0.5 FTE
Responsible to:	Head of Department, Cambridge School of Art
Responsible for:	No direct line management responsibility
Relationship and Contacts:	Students Colleagues Partner colleges Members of the public Professional and external bodies
Job Purpose:	To undertake teaching, research and other academic activities within our Faculty

Faculty background details

The Faculty of Arts, Law and Social Sciences provides students and employers with first class teaching, research and consultancy relevant to professional activities in visual and performing arts, the humanities, law and social sciences. We are committed to the mutual reinforcement of theory and practice in teaching and research, and have shaped our curriculum to ensure that traditional disciplines retain a clear, academic identity but translate effectively into courses with professional relevance. We work with a large number of partners in the creative and cultural industries and enrich the cultural life of both our University and local communities with a full programme of art, music, drama and film.

This post will include teaching mainly on the existing BA (Hons) course in Computer Games Art, with some input also into the new MA Computer Games Development (Art). Over summer 2015, these courses are being relocated in a new Computer Games Centre to serve the needs of local industry in Cambridge, together with Computer Games Programming courses and facilities. The post-holder will have the opportunity to further develop this fast-growing subject area within our University.

Principal Accountabilities

1. Contribute to research and/or consultancy in the Faculty.
2. Plan and deliver specialist teaching in Computer Games Art and contribute to teaching and related activities within the School of Art and Faculty.
3. Demonstrate excellence in learning and teaching, mastery of subject-specific skills and an awareness of the critical, theoretical and contextual issues in Computer Games Art.
4. Contribute to academic quality and standards and to all aspects of enhancement of student experience in the School of Art.
5. Take a pro-active role in the recruitment and supervision of undergraduate students and undertake associated duties including preparation, marking and administration.
6. Contribute to external income generation, including research, consultancy, productive networking, and new market opportunities for the School of Art and the Faculty, and produce (or work towards producing) internationally recognised research outputs.
7. Contribute to the design and successful development of new market opportunities in Computer Games Art, and related fields, including at postgraduate level and suitable for business.
8. Contribute to raising the profile of the Cambridge School of Art.
9. Work to achieve our vision and values in respect of widening participation, equality of opportunity, commitment to the health and safety of students and colleagues and the delivery of high quality education provision.
10. Such other duties temporarily or on a continuing basis, as may reasonably be required, commensurate with your grade.

This is a description of the job as it is presently constituted. It is normal practice to review periodically job descriptions to ensure that they are relevant to the job currently being performed, and to incorporate any changes which have occurred or are being proposed. The review process is carried out jointly by manager and employee and you are therefore expected to participate fully in such discussions. In all cases, it is our aim to reach agreement to reasonable changes, but where it is not possible to reach agreement we reserve the right to make reasonable changes to your job description which are commensurate with your grade after consultation with you.

December 2014



Faculty of Arts, Law and Social Sciences

Lecturer in Computer Games Art

Person Specification

ESSENTIAL	DESIRABLE
<p>EDUCATIONAL QUALIFICATIONS</p> <ul style="list-style-type: none"> • Degree • Higher degree and / or equivalent professional qualification in subject discipline at post-graduate level 	<ul style="list-style-type: none"> • PhD or Professional Doctorate or near completion • PG Certificate in Learning and Teaching (HE) (PG Cert) • Fellow of HE Academy
<p>EXPERIENCE</p> <ul style="list-style-type: none"> • Successful teaching experience at HE level • Substantial professional experience in the Computer Games or related industries • Experience of a wide variety of professional Computer Games Art projects 	<ul style="list-style-type: none"> • Experience of research and publication • Experience of curriculum design • Experience of research and/ or consultancy income generation
<p>KNOWLEDGE/SKILLS</p> <ul style="list-style-type: none"> • Demonstrable experience in professional Computer Games Art • Professional level skills in Maya • Good written and oral communication skills • Highly developed IT skills • Ability to think innovatively • Ability to meet deadlines, sometimes under pressure • Ability to contribute to curriculum development 	<ul style="list-style-type: none"> • Project management skills • Mudbox or Z-brush skills • Development experience with Unity 3D • Understanding of current developments in the Computer Games industry • Well developed networking with relevant organisations in the creative and cultural industries
<p>PERSONAL QUALITIES/DISPOSITION</p> <ul style="list-style-type: none"> • Passion for Computer Games Art • Passion for teaching • Ability to use initiative • Ability to work co-operatively and as part of a team • Enthusiastic and flexible approach • Good interpersonal and negotiating skills • Commitment to the values of our University • Customer focussed 	<ul style="list-style-type: none"> • Willingness to contribute to the collective life of the Faculty and our University
<p>OTHER</p> <ul style="list-style-type: none"> • Commitment to own continuous personal and professional development • Able to travel, as required by the job • Committed to equality and diversity • Committed to our Health and Safety policies and procedures 	<ul style="list-style-type: none"> • Understanding of the external environment in which Anglia Ruskin operates