



PERSON SPECIFICATION

Details on the qualifications, experience, skills, knowledge and abilities that are needed to fulfil this role are set out below.

Job Title: Lecturer in Video Game Development or in Video Game Art & Design (Teaching Focused) **Department:** Media Arts/ Centre for Digital Creativity

	Essential	Desirable	Tested by (Application form, Interview, Test)
Qualifications and Training			
Experience of high-quality teaching practice in either games development or art and design for computer gaming at undergraduate level.	X		Application Form
University level teaching qualification (e.g Professional Certificate in Academic Practice) or equivalent experience in an industrial context or a doctorate in a relevant field		X	Application Form
Research Experience			
Experience of high-quality creative work in the form of video games development or games art & design projects and/or publications in leading journals, academic press and/or professional media distribution outlets	X		Application Form
Proven Ability to attract funding for creative Video Game development or game art projects and/or research funding in the area of video games or digital media more widely		X	Application Form
Experience of teamwork in creative video game production Ability to connect creative video game art & design practice to film and television		X	Application Form, Supporting Documentation, Presentation
Previous contribution to Research Excellence Frameworks or, if coming from professional practice, a clear and achievable research plan demonstrating the ability to translate professional practice to future REF submissions		X	Application Form, Interview
Specific Skills, Experience & Knowledge			
Engagement in teaching initiatives and conversant with pedagogic research relevant to their discipline or subject.	X		Application Form, Interview, Presentation
In depth knowledge, and preferably professional, experience of creative use of at least one coding language of: C++, HTML 5, CSS, C# and JavaScript. OR Knowledge and experience of creative immersive productions, such as VR, AR, MR. This may be in any one or more of the following areas: scripting, producing, directing, editing, managing creative data workflows, creating in unreal or unity engines.	X		Application Form
For the Games Development Post: Knowledge and experience of Unreal or Unity games engines; OR, for the Games Art and Design Post knowledge and experience of one or more of Substance Designer, Maya or Zbrush OR any other comparable app.		X	Application Form, Interview
Strong understanding, and experience, of the role immersive technologies and techniques play in contemporary video game, television and film storytelling strategies		X	Application Form, Interview
For the Art and Design post: Expertise in video game art and design, with a proven ability to link art & design practice to both coding and story production practice.	X		Application Form, Presentation
Personal and interpersonal Qualities			
Successful development of relationships with external agencies within the computer gaming industry.	X		Interview
Excellent interpersonal skills, including teamworking, with proven ability to teach and engage with students using innovative and a wide range of methods.	X		Interview
Adaptability and ability to self-manage	X		Interview
Excellent communication and presentation skills, with the proven ability to communicate effectively, both verbally and in writing, with students, colleagues and external audiences.	X		Interview, Presentation
Adept at learning new technologies and softwares	X		Interview
Capacity for Career Development			
A commitment to continuous personal development focused on teaching and learning, including the willingness to acquire HEA status or other as required	X		Interview
A commitment to working across disciplines and with academic staff teaching/researching theory and creative practice	X		Interview