JOB DESCRIPTION

Job Title:	Senior Lecturer in Video Game Development or in Video Game Art & Design (Teaching Focused)
Department / Unit:	Media Arts
Job type	Academic
Grade:	9
Accountable to:	Head of Department
Accountable for:	n/a

Purpose of the Post

The post holder will provide academic leadership for the BA Video Games, Art and Design. They will take overall responsibility for the management and delivery of the degree, and for the integration of course units addressing gaming into other degrees offered by the Department of Media Arts. The post holder will support the management and strategic planning processes of the department and the College. The post holder will teach and supervise students, taking full responsibility for the design, management and delivery of their teaching, according to skills and qualifications acting as convenor either on the game development course "Story Form Code" or the game art and design course "Interactive Design". The post holder will have a significant input into the development of the degree, making contributions to content creation and, where necessary, structural amendments. They will be encouraged to demonstrate up-to-date scholarship and/or awareness of best practice in the industry in line with the research and practice-informed teaching, relevant literature in their field, and pedagogic research. They may publish work on pedagogy, and/or contribute to national and international policy

The key objectives and principal accountabilities for a Senior Lecturer are as follows:

- To design and deliver high-quality teaching programmes.

- To demonstrate and promote a high level of pedagogic and disciplinary scholarship, commensurate with the strategy and reputation of the department and the College.

- To play a significant, and where appropriate leading role in department, Faculty and College activities, including administrative duties as required.

Key Tasks

Teaching
- To lead the design, development and delivery of the new degree BA Video Games, Art and Design, to include the regular review of programmes and modules to ensure excellence and coherence and to take responsibility either for modules in game development or in game art and design

- To design and deliver innovative approaches to educational delivery, working with others as appropriate to create a successful learning environment for students.
- Identify the learning needs of students, define appropriate learning objectives, and lead the design and delivery of teaching to meet these needs.
- Supervise activities supporting teaching delivery including industry field trips/placements, undertaking assessments ensuring that constructive feedback is provided to allow for development.
- Provide academic leadership to those working within programme areas, acting as a course leader, to include co-ordinating the work of others to ensure that courses are delivered effectively and/or organising the work of a team by agreeing objectives and work plans.
- To act as Personal Tutor ensuring appropriate support and advice is provided.
- To lead in the expansion of curriculum options in this area, working with others to ensure implementation as applicable.
- To engage with up to date literature and expertise in their academic and/or professional field.
- To engage in funded and unfunded teaching initiatives (which could include pedagogic research) and disseminate the outcomes in a variety of modes, including inside the College as well as outside
- To undertake and complete administrative duties required in the professional delivery of teaching.

Leadership, Enhancement, External Engagement and Impact
- To play a full and active part in the administration of the department of Media Arts and its external promotion.
- To attend and actively contribute to Departmental, School and College meetings as appropriate.
- To assist with student recruitment to the Department
- To participate with departmental, School or College working groups as required.
- To contribute to the department's strategic planning, and, if required, contribute to College strategic planning processes.
- To act as external examiner for other institutions by agreement with the Head of Department
- To advise and provide support to less experienced colleagues, taking on the role of mentor as appropriate.
- To co-ordinate and engage in departmental activities such as attendance at open days or applicant visitor days.
- To build internal contacts and participate in internal networks for information, research purposes and to form relationships for future collaboration.
- To participate and where appropriate lead external networks, for example on student recruitment, be active in learned societies and/or professional bodies, undertake external examining or work with exam boards secure student placements, market the institution, facilitate outreach work, generate income, obtain consultancy projects, or build relationships for future activities.
- To engage and maintain continuous professional development.

Other Duties
The duties listed are not exhaustive and may be varied from time to time as dictated by the changing needs of the College. The post holder will be expected to undertake other duties as appropriate and as requested by his/her manager. The post holder may be required to work at any of the locations at which the business of Royal Holloway is conducted.

Internal and external relationships
The following list is not exhaustive but the post holder will be required to liaise with: **Internal:** Colleagues in the department and the College. Such colleagues will include: the Head of Department, the Director and research staff of the Centre for Digital Creativity and its research projects, and partners in their activities, the Director of Teaching, Director of Research, Directors of Graduate Studies (Research and Taught), Director of Student Experience, Department Senior Tutor, Exams Officer, Department Manager, Dean of the Faculty, members of the Senior Management Team and members of department and College Professional Services Teams **External:** Industrial partners, schools and other educational stakeholders, the media, non-HEIs in the sector, governmental organisations and other possible outreach partners as appropriate.   To play a key role in external engagement by contributing to professional bodies, learned societies, College partnerships, national or international bodies, opportunities for student placement and employment.