

## JOB DESCRIPTION

<b>Job Title:</b>	Senior Lecturer in Video Games Art and Design
<b>Department / Unit:</b>	Media Arts
<b>Job type</b>	Full-Time, Permanent, Academic
<b>Grade:</b>	RHUL 9
<b>Accountable to:</b>	Head of Department
<b>Accountable for:</b>	n/a
<b>Purpose of the Post</b>	
<p>To teach on and lead courses related to Video Games Art and Design and other related topics at undergraduate and other levels, taking full responsibility for the design, management, assessment and delivery of teaching. The role holder will be responsible for leading our BA Video Games Art and Design course. They will play a leading role in the ongoing development of the course, contributing to improving educational quality and student experience, strengthening student recruitment, and building relationships with external stakeholders. As a specialist in video games, virtual production, or the use of games engines in the screen and performance sectors they will maintain and build relationships with the industry to support high quality teaching. They will contribute to the academic administration of the department and show a strong commitment to equity, diversity and inclusion in education, research, or professional practice and industry (as applicable to the role pathway).</p>	
<b>Key Tasks</b>	
<p><b>Teaching</b></p> <ul style="list-style-type: none"> <li>• To design, deliver, and assess high quality teaching programmes and/or courses, ensuring that our teaching meets the needs of a diverse student population.</li> <li>• To undertake activities supporting teaching delivery in the field of video games art and design.</li> <li>• To act as personal tutor as directed by the Head of Department, ensuring appropriate support and advice is provided.</li> <li>• Provide strategic direction and continuous course development to maintain currency of teaching.</li> <li>• To play a leading role in the expansion of curriculum options in this area working with others to ensure implementation as applicable.</li> <li>• To contribute to other areas of teaching as directed by the Head of Department in response to departmental need.</li> </ul>	

### **Professional Practice**

- Engage with external networks relevant to video games art and design.
- Disseminate practice expertise through workshops or seminars or in other relevant forms.
- Engage in a range of activities relevant to the development of professional practice in video games art and design.
- Take part in professional and/or R&D game productions as part of their commitment to continued professional development.
- To develop and implement innovative strategies for industry informed teaching.

### **Leadership, Enhancement, External Engagement and Impact**

- To lead an undergraduate programme in the relevant subject area.
- To play a full and active part in the administration of the department and its external promotion.
- To attend and actively contribute to departmental and School meetings and committees as appropriate.
- To contribute to the department's growing video games art and design and virtual production opportunities by organising events and student-facing opportunities.
- To play a leading role in developing strategies to maximise student recruitment.
- To participate with departmental or School working groups as required.
- To contribute to the department's strategic planning, and, if required, contribute to School and University strategic planning processes.
- To advise and provide support to less experienced colleagues.
- To co-ordinate and engage in departmental activities such as attendance at open days or applicant visitor days.
- To develop funding opportunities individually and for the department, University and field of research i.e. educational bodies, specific research networks, professional bodies.
- 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 University. The post holder will be expected to undertake other duties as appropriate and as requested by their 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, School and University. Such colleagues will include: the Head of Department, Executive Dean, Vice Deans, School Manager, members of the University Senior Management Team and members of department and Professional Services Teams.

**External:** National and international research colleagues and networks; schools and other educational stakeholders, the media, non-HEIs in the sector, governmental organisations and other possible outreach partners as appropriate, and Research Councils.

## PERSON SPECIFICATION

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

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**Department:** Media Arts

	Essential	Desirable	Tested by Application Form/Interview/Test
<b>Knowledge, Education, Qualifications and Training</b>			
Substantial industry experience at a senior level in the games or screen sector involving games engines, or PhD in relevant field	X		Application Form / Interview
Experience of designing and delivering teaching and assessment, ideally in Higher Education	X		Application Form / Interview
Experience with, and ability to teach with, relevant software packages such as Unreal Engine, Blender, Maya or Cinema4D.	X		Application Form / Interview
Possession of a recognised teaching qualification		X	Application Form
Experience of leadership of a course, division, or department in a Higher Education context		X	Application Form / Interview
<b>Skills and Abilities</b>			
Proven ability to manage complex administrative duties and competing priorities	X		Application Form / Interview
Knowledge and understanding of enhancing student experience	X		Application Form / Interview
Ability to contribute to diversifying and decolonising the curriculum.	X		Application Form / Interview
<b>Personal and Interpersonal Qualities</b>			
Proven ability to develop and sustain relationships with external individuals and agencies.	X		Application Form / Interview
Experience of building and leading teams of people.	X		Application Form / Interview
Excellent interpersonal skills, with the proven ability to teach and engage with students using a variety of different methods.	X		Application Form / Interview
Excellent communication and presentation skills.	X		Application Form / Interview