



Job Description

Job Title:	Lecturer in Cinematography and Virtual Production
Pathway:	Teaching and Research
Department:	Music, Drama and Media Arts
Job type:	Academic
Grade:	8
Accountable to:	Head of Department
Accountable for:	N/A
Purpose of the Post	
To teach and supervise Cinematography and Virtual Production and other related topics at undergraduate and postgraduate level, taking full responsibility for the design, management, assessment and delivery of teaching. The role holder will be required to contribute to the academic administration of the department. They will also contribute to the intellectual life of the department and will maintain and build relationships with other departments and the wider media industry to develop interdisciplinary initiatives and support innovative, high-quality teaching and research. They will show a strong commitment to decolonising the curriculum, promoting gender equality, and LGBTQIA awareness, visibility, and empowerment. The role holder will undertake research in line with their departmental research strategy, leading to a growing reputation in their fields of expertise.	
Key Tasks	
Teaching • To design, deliver, and assess high quality teaching programmes and/or courses, ensuring that our teaching meets the needs of a diverse student population. • To undertake activities supporting teaching delivery in the field of games development, virtual production, film, television, or digital media production. • To act as personal tutor as directed by the Head of Department, ensuring appropriate support and advice is provided. • To actively contribute to the expansion of curriculum options in this area working with others to ensure implementation as applicable. • To contribute to other areas of teaching as directed by the Head of Department in response to departmental need. • To design and deliver innovative approaches to educational delivery, working with others as appropriate to create a successful learning environment for students.	

- To ensure the design and delivery of teaching meets the needs of students and working with others to identify future training needs.
- To engage with up-to-date literature and expertise in their professional field.
- To engage in teaching initiatives, whether internally or externally.
- To undertake activities supporting teaching delivery including supervising field trips/placements if required, undertaking assessments ensuring that constructive feedback is provided to allow for development.

Research

- To develop research objectives and proposals resulting in the publication of research outputs, suitable for REF inclusion, and knowledge exchange with relevant organisations.
- To raise external research funding, working with colleagues where appropriate.
- To enhance the departmental teaching/educational agenda through application of research expertise into teaching/curriculum development and delivery.
- To effectively present the findings of research to relevant parties both internal and external to the Universities including through collaborations, conferences and other options as appropriate.
- To undertake and contribute to peer assessment as appropriate.
- To supervise PhD students as requested.

Leadership, Enhancement, External Engagement and Impact

- To play a full and active part in the administration of the department and its external promotion.
- To attend and actively contribute to departmental, Faculty and University meetings and working groups as appropriate.
- To contribute to the department's growing digital media opportunities and technologically innovative approach by organising events and student-facing opportunities.
- To assist with student recruitment.
- To contribute to the department's 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 participate in and develop networks both internal and external to the University to develop research and teaching profile and funding opportunities individually and for the department, Faculty, 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.

Our Values

Advancing equity and inclusion is central to our identity as a University of Social Purpose, guided by our values of being Respectful, Innovative, Open, and Daring. We strive to build a fair and inclusive environment for all colleagues and students, where we challenge ourselves and others with integrity, and approach difference with understanding and kindness. Every member of our community is expected to treat others with dignity, work collaboratively across a wide range of backgrounds and perspectives, and contribute to a place where everyone can participate fully and feel valued.

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 (Teaching and Research) in Cinematography and Virtual Production

Department: Music, Drama and Media Arts

Criteria	Essential	Desirable
Knowledge, Education, Qualifications and Training		
PhD in a relevant field, or significant industry experience	X	
Deep understanding of cinematography theory and practice, including camera craft, lighting, composition, and visual storytelling	X	
Teaching and assessment experience in Cinematography and/or Virtual Production at HE level, across a range of student abilities	X	
Demonstrable knowledge of Virtual Production workflows and ICVFX principles and their relationship to cinematography in practice	X	
Working knowledge of Unreal Engine and its application within live compositing and ICVFX pipelines in a virtual production context and/or experience of working across a variety of camera and lighting technologies.	X	
Knowledge of the application of cinematography in game development for game cinematics.		X
Knowledge of post-production pipelines from capture to delivery		X
Possession of a recognised teaching qualification		X
Skills and Abilities		
Ability to contribute to administrative duties	X	
Knowledge and understanding of enhancing student experience	X	
Ability to contribute to diversifying and decolonising the curriculum.	X	
Commitment to continuous professional development.	X	
Experience		
Successful development of relationships with external individuals and agencies.	X	
Experience of effective teamworking.	X	
Excellent interpersonal skills, with the proven ability to teach and engage with students using a variety of different methods.	X	
Excellent communication and presentation skills.	X	