

Job Detail

(Overview, Role Detail and Person Specification)

School of Arts, Media and Creative
Technology

Lecturer in Games and Interactive Media – Grade 8

(Ref: Role Code)

Role Title: Lecturer in Games and Interactive Media

Reports To: Director of Creative Technology, Journalism, Politics and Contemporary History

Overview

The University of Salford takes pride in its local roots, while also being recognized for its excellence in teaching, research and enterprise activity regionally, nationally and internationally. We sit at the heart of the Northern Powerhouse and actively engage with stakeholders across the region and beyond to embed our industry collaboration activity in the curriculum, ensuring our students receive the best possible experience and are fit for their future after graduation.

The School of Arts, Media and Creative Technology is a leading centre for practice-based education in the creative disciplines. Through significant investment in our staff and facilities, we are strengthening our position as a centre of excellence for socially engaged teaching practice and research whose graduates are sought after as content creators and for the innovative application of creative technology, both in the creative industries and across wider sectors of the economy. We have a clear vision to become a top quartile provider of practice-based education in the creative industries, continuing to advance our standing as a destination of choice for students in the UK and internationally.

Our £55 million New Adelphi flagship building offers top-quality specialist equipment and facilities to suit all creative requirements. We are also the only UK university to have a campus at MediaCityUK, an international media hub next to prestigious media organisations such as the BBC, ITV, and Dock10, with industry-standard facilities that offer a professional environment for our staff and students. The School's activities are organised into four Directorates, currently totalling around 4,800 students: Art and Design; Creative Technology, Journalism, Politics and Contemporary History; Film and Broadcast Media; and Performance, Music, English and Dance.

We are delighted that you are interested in finding out more about our current vacancy for the role of Lecturer in Games and Interactive Media in the School of Arts, Media and Creative Technology.

We are looking for an enthusiastic lecturer with a specialisation in games design and interactive media to teach at undergraduate and postgraduate levels in the Creative Technology Subject Group. The ideal candidate will have a strong academic profile combined with relevant industry experience, and a passion to teach students from multiple backgrounds. Along with delivering taught sessions, you will also have an active research profile and will contribute to our REF2027 submission.

This is a full-time permanent position, and the starting salary is £43,414 per annum.

We are committed to promoting a truly diverse and inclusive community, a place where we can all be ourselves and succeed on merit. We offer a range of family friendly, inclusive employment policies, flexible and agile working arrangements, staff engagement forums, campus facilities and services to support staff from different backgrounds. Our student population is already incredibly diverse and we want to ensure that this is reflected across our colleague profile as well. We particularly encourage applications from women and individuals from minority ethnic backgrounds, who are currently under-represented within these areas. We also operate a guaranteed interview scheme for job applicants who declare they have a disability and meet the essential criteria of the job they are applying for.

There is a varied benefits package available through 'My Salford' where you can tailor your benefits to suit your own lifestyle – everything from additional annual leave, savings on High Street shopping, travel discounts as well as health and wellbeing support. However you identify, whatever your pathway has been to get here, come and join us at the University of Salford where we are all proud to belong!

Within your cover letter/personal statement, please address how you meet the criteria listed in the person specification below. Please note it is anticipated that interviews will take place shortly after the closure of this advertisement.

Informal enquires about this role can be made to: Dr Juan Hiriart, Subject Group Head for Creative Technology (j.f.v.hiriart@salford.ac.uk).

Role Detail

Role Purpose

To develop and deliver high-quality teaching material across a range of modules or short programmes. To contribute to the planning, design and development of programmes. To engage in scholarly activity and undertake high quality research.

Responsibilities

Teaching and Learning

- Design teaching materials and deliver either across a range of modules or within a subject area.
- Supervise student projects, including, where appropriate, field trips, placements, and postgraduate projects.
- Identify areas where current provision is in need of revision or enhancement.
- Contribute to the planning, design and development of course and curriculum objectives and materials, in collaboration with academic and professional services staff.
- Set, mark and assess work and examinations and provide feedback to students.
- Act as personal tutor to a group of students.

Research

- Undertake individual or collaborative research projects of relevance to the School/University.
- Extend, transform and apply knowledge acquired from scholarship to learning, research and appropriate external activities.
- Identify external sources of funding and develop or contribute to funding bids – research, knowledge transfer and engagement grant applications.
- Promote graduate studies by contributing to the supervision of postgraduate research students.
- Write or contribute to publications in peer reviewed academic journals or disseminate research findings using other appropriate media.
- Make presentations at conferences or exhibit work in other appropriate events, participating in dissemination and engagement activities to contribute to knowledge base of area of expertise, maximise policy, media industrial or community impact of research.

Leadership, Management and Engagement

- Take a lead in own area of expertise, act as mentor for junior colleagues.
- To engage with and participate in the University's Performance and Career Conversations process as reviewer and/or reviewee, as appropriate.
- Lead and co-ordinate the work of other staff to ensure module, programme, enterprise or research project is delivered to the standards required.

- Co-ordinate colleagues to ensure student needs and expectations are met, acting as leader of modules or a programme, or of significant sections of a programme.
- Plan, co-ordinate and implement research programmes or engagement projects; organisation of external activities such as student projects, field trips and industrial placements; manage or monitor research or engagement budgets and ensure effective use of resource; organise administrative duties.
- Support colleagues with less experience and advise on personal development; train/advise on own area of expertise where appropriate; coach and support colleagues in developing research.
- Collaborate with external organisations such as industry, public sector, charity and local community groups.

Other tasks

- Perform any other duties appropriate to the grade as may be required by the Dean of School or Director, etc.
- Comply with the personal health and safety responsibilities specified in the University Health and Safety policy.
- To engage with the University's commitment to put our students first and deliver services which are customer orientated, represent value for money and contribute to the financial and environmental sustainability of the University when undertaking all duties and aspects of the role.
- Promote equality and diversity for students and staff and sustain an inclusive and supportive study and work environment in accordance with University policy.

This role detail is a guide to the work you will initially be required to undertake. It may be changed from time to time to meet changing circumstances. It does not form part of your Contract of Employment.

Indicative level of membership for Higher Education Academy: Fellow.

Person Specification

Consideration should be given to the following four themes which will be tested at each stage of the recruitment process

- Teaching and learning
- Research and innovation
- Leadership, management enterprise and engagement
- Internationalisation

Qualifications

	The successful candidate should have:	Essential/ Desirable	Tested by* A, I, P, T
1	Hold a Postgraduate Certificate of Academic Practice or equivalent higher education teaching qualification (or commitment to enrol on the University programme during the probationary year and complete within three years) or Fellowship of HEA (or international equivalent).	Essential	A
2	A good undergraduate or postgraduate degree in a relevant discipline area.	Essential	A
3	A doctoral level qualification (or be nearing completion) in a relevant discipline area.	Essential	A

Background & Experience

	The successful candidate should have demonstrable:	Essential/ Desirable	Tested by* A, I, P, T
4	Substantial and relevant industry/sector experience.	Essential	A, I, P
5	Ability to teach effectively in HE and achieve excellent student outcomes.	Essential	A, I, P
6	Ability to contribute to the University's REF2027 submission.	Essential	A, I, P
7	Experience of successful preparation of teaching materials for face-to-face as well as online delivery.	Essential	A, I, P
8	Experience of programme leadership.	Desirable	A, I, P
9	Experience contributing to research funding applications, either as principal or co-investigator.	Desirable	A, I, P

Knowledge

	The successful candidate should have demonstrable knowledge of:	Essential/ Desirable	Tested by* A, I, P, T
10	Knowledge of designing and developing games for multiple platforms either in a designer, artist or development role.	Essential	A, I, P
11	Situated understanding of current and emergent trends of interactive media design and development.	Essential	A, I, P
12	Knowledge of a range of teaching methodologies and strategies to engage students, both on face to face and online sessions.	Essential	A, I, P
13	Knowledge of quick prototyping techniques using game engine technologies and scripting languages such as C#, Python and/or Unreal Engine 4 Blueprints.	Essential	A, I, P
14	Current techniques and languages for browser-based development, such as HTML, CSS, Javascript as well as common libraries and frameworks.	Essential	A, I, P
14	Critical understanding of production, livestreaming, marketing or management in relation to the esports industry.	Desirable	A, I, P

Skills & Competencies

	The successful candidate should demonstrate:	Essential/ Desirable	Tested by* A, I, P, T
15	Excellent oral and written communication and presentation skills.	Essential	A, I, P
16	Ability to work collaboratively across a range of areas in interdisciplinary teams.	Essential	A, I, P
17	Ability to support HE students to achieve excellent progression and graduate employment outcomes.	Essential	A, I, P
18	Skills for the development of new and innovative teaching materials for face to face as well online learning	Essential	A, I, P
19	Demonstrable ability to integrate research and learning to enrich student experience	Desirable	A, I, P

A = Application form, I = Interview, P = Presentation, T = Test

Details of any assessments required will be provided in the invitation to interview letter.

- Appointments to grades 1 to 6 will normally include a competency-based interview and work-based simulation exercise
- Appointments to grade 7 and above will normally include a competency-based interview and presentation and in some instances a work-based simulation exercise.

Candidate guidance

**In order to fully meet the essential criteria candidates must show clear evidence of how they meet the criteria. Simply stating that you have a skill or experience in an area is not sufficient, you must provide a clear example to show how you have met each of the criterion you address.
