Fixed Term Lecturer in Games Development (Maternity Cover)

Job Summary

The School is a lively, friendly community with research, innovation and teaching strengths across the spectrum of computing science. We are internationally recognised for our research in Computational Intelligence, Case-Based Reasoning and Machine Learning with growing expertise in Cyber Security, Digital and Immersive technologies and educational practices in computing. We have a thriving research environment supported by national and international funding to bring together early-stage and career researchers across all areas to carry out leading-edge applied computer science research with high industrial and societal impact.

The School runs a full range of undergraduate and postgraduate courses as well as a range of Graduate Apprenticeship and short courses. Key themes of these courses include general computing science, data science and artificial intelligence, multiplatform development, mixed reality design, cybersecurity, games and graphics.

The School seeks an enthusiastic, innovative, and highly motivated person to join our academic community to strengthen the School's high-quality teaching and research teams. We are looking for an excellent communicator who can support our student experience with a strong commitment to delivering high quality, novel and relevant content to a diverse range of students. In particular, the School is growing its teaching provision and research strength in the area of games design and development.

Our research directly inspires our teaching, and you will be expected to undertake high quality research, secure funding, disseminate results through the highest quality publications, develop industry/academic collaborations and engage with our courses and students at all levels. Candidates with a strong interest or experience in interdisciplinary research and its application are also desirable. You would be expected to hold a PhD in a relevant subject area with evidence of high-impact publications in areas related to our research themes. The School has a strong student community, and you

will be expected to participate in recruitment, promotional and outreach events to help inspire the next generation of computer scientists.

You will be joining the top modern university in Scotland (GUG 2022) and a school (School of Computing) that was listed as the top modern in Scotland for Computer Science (GUG 2022).

Grade 7 Salary Scale: £40,704 – 46,970
Grade 8 Salary Scale: £48,337 – 57,666

Salary on appointment will be dependent upon experience.

Candidates with limited or no prior experience as an academic will be placed on the first point of the Grade 7 scale. Consideration will be given to offering an Academic Attraction Payment (adjusted annually) for those candidates who have specific industry knowledge, skills or, expertise which are required for the position.

This post is subject to a Disclosure Scotland check. For more information visit: https://www.mygov.scot/basic-disclosure/

We would particularly welcome applications from women as they are under-represented in this area of our team.

As per the UKVI immigration rules, this role may be eligible for sponsorship under the Skilled Worker route. Sponsorship under this route is dependent on factors specific to the applicant and if tradeable points can be used under the rules.

Please direct any further enquiries about this post to John Isaacs, Dean of School at j.p.isaacs@rgu.ac.uk

To apply please submit your CV along with a cover letter detailing your suitability for the role against the requirements set out in the person specification.

Job Description

RESPONSIBLE TO: Dean of School

RESPONSIBLE FOR: No supervisory responsibilities

PURPOSE OF POST: delivery of taught provision and contribution to applicable research.

PRINCIPAL DUTIES:

Contribute to the delivery of undergraduate and postgraduate teaching as directed by the Dean of School.

In particular:

- Develop and deliver high-quality educational content
- Devise and deliver assessments and examinations as required
- Participate in subject and course development.
- Participate in curriculum development and, in particular, contribute to the introduction of new methods of teaching and learning.
- Provides tutorial and personal guidance for students.
- Supervises undergraduate and postgraduate projects.

Undertake research activity contributing to one or more of the identified research areas.

In particular:

- Apply for and obtain external research funding
- Publish high-quality research outputs that contribute to the research impact of the School
- Actively pursues and/or encourages research activities (eg developing own research, supervising research students, presenting at conferences and seminars etc).
- Contribute to the School research strategy and research groups

Contribute to recruitment, promotion and outreach delivery as directed by the Dean of School.

In particular:

- Outreach workshop development and delivery of STEM events and promotion
- Contribute to university open days.
- Establishes and maintains relevant professional and industrial links, as necessary.

Undertake administrative duties as directed by the Dean of School

Candidates with limited/no lecturing experience can still be considered but will work to the Developing Academic. Full details of both roles can be found in the attached PDF.

Person Specification

ESSENTIAL REQUIREMENTS

Qualifications and Professional Memberships

A postgraduate degree in Computer Science or closely related field or demonstratable industry experience.

Knowledge

A demonstrable knowledge and practical ability of techniques and practices in one or more of the following fields, computer science, software development, games design, games development, computer graphics.

A proven interest in research in one of the following: computer graphics, games development, games design, virtual/mixed reality, computer science/games pedagogy.

Experience

Experience in funding or publication success (within the context of either academic research of industrial output) appropriate to early career staff (Grade 7) or established researcher (Grade 8)

Teaching experience at higher education level in Computing Science or closely related field with evidence of successful student learning outcomes, or mentorship experience within an industrial context.

DESIRABLE REQUIREMENTS

Qualifications and Professional Memberships

PhD in Computer Science or closely related field or demonstratable industry experience.

Recognised teaching qualification, membership of professional body.

Knowledge

Knowledge of professional body requirements, codes of conduct and industry practices.

Knowledge of higher education practices and procedures.

Knowledge and demonstratable use of novel and engaging teaching methods and practices.

Experience

Experience of course or module development at HE level.

Experience of quality assurance processes including moderation and peer review.

Experience of developing outreach and recruitment activities. Particularly addressing gender imbalance in the field.

Evidence sustainable research activity.

Experience and demonstratable funding in industrial focused research or other research engagement

Behaviours

Behaviour 1: Communication – Ability to receive, understand and convey information requiring careful explanation and information of a complex or conceptual nature, in a clear and accurate manner.

Behaviour 2: Pastoral Care and Welfare – Experience of calming and reassuring those with work/study related problems who may be experiencing distress, dealing with difficult welfare situations or confidential matters and providing support for those in considerable distress or requiring long-term complex support.

Behaviour 3: Teaching and Learning Support – Experience of providing standard information or delivering teaching or training, designing content or learning materials within existing frameworks and developing innovative approaches to learning experience and the curriculum.

Behaviour 4: Service Delivery – Experience of exploring and adapting a service to meet customer's expectations and also identifying ways of improving standards.

Behaviour 5: Liaison and Networking – Experiences of circulating information in an accurate and timely manner, working across team boundaries to build and strengthen working relationships, leading and

developing internal networks to pursue a shared interest and leading and building external networks to enhance the work of the organisation.

Behaviour 6: Analysis and Research – Experience of identifying or designing data gathering and analytical methods appropriate for each investigation, and producing reports that identify key issues and findings.

Salary: 40704.00 - 57666.00 GBP per Year

Position Type: Full Time , Fixed Term 1 Year