

Lecturer in Games Design (Programming)

Job Description

Faculty / Department:	Professional & Creative		
Responsible to:	Head of Learning		
Responsible for:	N/A		
Grade:	Salary Range: £26,661 - £34,653 (Grade 3B – 4A, SCP 26 – 38) per annum, pro rata	Hours:	Part-Time, 18.5 hours per week (0.5 FTE)

Role Summary:
To plan, implement and deliver Creative programmes to a range of learners on Games and Media Courses across the provision at Levels 1 to 3.

Main Duties and Responsibilities:
<p><u>Work Processes and results</u></p> <ul style="list-style-type: none"> • To coordinate, design, deliver and develop a programme(s) of study up to Level 3 for groups of learners. • To work with the Head of Learning and other Lecturers in developing best practice in learning, teaching and assessment, ensuring standardisation and continuity. • To assess learners according to established guidelines, and provide a positive learning experience. • To develop full time programme to ensure consistent best practice. • To design, develop, monitor and share resources for learner use. • To act as personal tutor to a group(s) of learners supporting their Individual Learning Plans and co-ordinate tutorial support liaising with subject tutors and wider college provision. • To participate in parent evenings, open events, enrolment and interviewing applicants. • To keep up to date with curriculum initiatives, development of standards and general developmental and professional issues relating to the delivery of learning. Including proactive engagement with the College's CPD programme. • To contribute to the internal and external quality assurance procedures in line with Awarding Body and college requirements. • To implement quality procedures, contributing to thorough, evaluative programme reviews which feed into the self-assessment process. • To complete documentation, appropriate records of learner performance and attendance and administration associated with the role and responsibilities.

- To attend and contribute to relevant meetings within the School and the college.
- To maintain appropriate standards of learner behaviour and attendance in accordance with college policies.
- To work flexibly as directed by the line manager.
- To implement the college's mathematics and English code.

Team Work

- To work closely with the other Departments, as well as with partner agencies.

Communication / Documentation

- Communicate effectively across a wide range of audiences.

Supervision / Staffing

- To identify the financial, health and safety, equality, confidentiality or other risks associated with the post's sphere of responsibility and to define and take positive action to manage these risks.

Personal Development / Performance

- Demonstrate a commitment to continuing Personal/Professional Development.
- Ability to observe and define priorities and timetables in the achievement of strategic and operational objectives.
- Adhere to the College's environmental and sustainability procedures and seek to promote environmental sustainability within own area of responsibility.

Equality, Diversity, Health and Safety and Strategy

- A strong commitment to the principles and practice of equality and diversity
- Take reasonable care of the Health and Safety of yourself and that of any other person who may be affected by your acts or omissions at work.
- Ensure as far as is necessary, that Statutory Requirements, Codes of Practice, Policies and Procedures, and Health and Safety arrangements are complied with.

This is not intended as an exhaustive list of duties or a restrictive definition of the post but rather, should be read as a guide to the main priorities and typical areas of activity of the post-holder.

These activities are subject to amendment over time as priorities and requirements evolve and as such it may be amended at any time by the line manager following discussion with the post holder.

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Criteria Headings	Essential	Evidenced by	Desirable	Evidenced by
Qualifications/ Education/ Training	<ul style="list-style-type: none"> • Qualified teacher e.g. Cert Ed, PGCE or DTLLS or CET, or a firm commitment to obtain the required teaching qualification. • Relevant Level 6 or 7 qualification within relevant vocational sector games development or computer science related degree. • Minimum of 4 GCSEs (A* - C, 9 – 4 or equivalent), including Maths and English. 	<p>A,C</p> <p>A,C</p> <p>A,C</p>	<ul style="list-style-type: none"> • Degree-level qualification in games development or Computer science related degree. 	<p>A,C</p>
Experience	<ul style="list-style-type: none"> • Relevant vocational experience within the games development or software development sector. • Recent and relevant experience of delivering learning to 16-18 year olds in an educational setting. • Recent experience of delivering 16-18 programmes. • Evidence of providing learning to groups and individuals. • Evidence that you are 	<p>A, I</p> <p>A, I</p> <p>A, I</p> <p>A, I</p>		

	able to apply effective approaches to teaching to more than one level and target audience.	A, I		
Skills/ Aptitudes/ Competences/	<ul style="list-style-type: none"> • Extensive knowledge of Unreal Engine 4 Blueprinting and programming. 	A, I	<ul style="list-style-type: none"> • Knowledge of User Interface and User Experience Design. 	A, I
	<ul style="list-style-type: none"> • Demonstrate extensive range of knowledge, understanding and application of curriculum development, innovation and delivery strategies in the post-16 sector 	A, I	<ul style="list-style-type: none"> • Knowledge of implementing audio solutions within unreal engine. 	A, I
	<ul style="list-style-type: none"> • Sound knowledge of developments within the Games development and animation sector. 	I	<ul style="list-style-type: none"> • Technical art skills VFX and knowledge of Niagara particle systems. 	A, I
	<ul style="list-style-type: none"> • Excellent communication and interpersonal skills. 	I	<ul style="list-style-type: none"> • Authoring custom Material/Shader graphs with some ability of HLSL coding. 	I
	<ul style="list-style-type: none"> • Demonstrate suitability to work with children and vulnerable adults including knowledge/ understanding of safeguarding and Prevent. 	A, I		
	<ul style="list-style-type: none"> • Knowledge of current relevant initiatives within FE, resource management and the vocational area of responsibility. 	I		
	<ul style="list-style-type: none"> • An understanding of safeguarding and its importance within the college. 	I		
	<ul style="list-style-type: none"> • Ability to plan and prioritise. 	I		
	<ul style="list-style-type: none"> • Effective time management skills. 	A, I		
	<ul style="list-style-type: none"> • Excellent administrative and organisational skills. 	I		
	<ul style="list-style-type: none"> • Able to work flexibly as part of a team. 	I		
	<ul style="list-style-type: none"> • Evidence of 	A, I		

	understanding of differences between assessment and evaluation.			
Other	<ul style="list-style-type: none"> • Demonstrate a positive approach to equality and diversity and customer service. • Demonstrate an ability to take responsibility for your own and others Health and Safety at work. • Demonstrate a commitment to safeguarding and promoting student welfare. • Flexible and professional approach. • Ability to work as part of a team to achieve common objectives. • Demonstrate that you take responsibility, and ownership e.g. meeting deadlines, sharing practice, following organisational policies and procedures. 	<p>I</p> <p>I</p> <p>I</p> <p>I</p> <p>I</p> <p>I</p>	<ul style="list-style-type: none"> • Some understanding of e-sports, e-cultures and live broadcast technologies. • Ability to set up technical environments for VR equipment. 	<p>A, I</p> <p>I</p>

TERMS & CONDITIONS FOR ACADEMIC STAFF

Conditions of Appointment

All appointments are offered subject to a period of probationary service up to twelve months, during which time performance will be assessed. In addition, all appointments are subject to:

- *medical review*
- *verification of relevant qualifications*
- *receipt of references considered suitable by the College*
- *a satisfactory enhanced Disclosure check*

Pension Arrangements

All Academic Staff have the opportunity to participate in the Teachers' Pension Scheme which provides comprehensive retirement benefits. It is often possible to transfer benefits from a previous company or private pension plan into the scheme.

Working Hours

The standard full-time working week for all staff is 37 hours.

Maternity, Paternity & Adoption

The College operates a Maternity, Paternity and Adoptions schemes which provide for benefits over and above the normal statutory benefits.

Sick Pay

The College has a scheme of sickness benefits which are over and above the statutory sickness entitlements.

Training and Development

Stoke on Trent College was one of the first Colleges in the country to achieve the Investors in People Award. We remain committed to the professional and personal development of all our employees. Individual Training and Development plans are formulated via the staff performance review system.

Holidays

Full time Academic Staff are entitled to 39 days of annual leave per year as well as 5 days additional leave to be taken on days directed by the Corporation (e.g., between Christmas and New Year). All staff are entitled to the 8 public bank holidays in each year. There are a number of directed leave days each academic year and these are set out in the College Calendar. Typically these directed leave days will be during Christmas, Easter and in the summer period where the College will close its sites in the interest of efficiency.

Staff Parking

Free and generous parking space is available on site subject to availability at peak times.

Trade Union Representation

The College acknowledges and accepts the importance of consultation and partnership with employee representatives. Accordingly, it recognises UCU for all employee consultation issues affecting Academic Staff.

Salary Payments

Salary is paid by direct credit transfer to your bank or building society account in 12 equal parts. Payment is made on the 27th day of each month or the next working day thereafter.

Salary Progression

Salary progression will be in accordance with the criteria approved by the Corporation.

Notice Periods

The amount of notice you are required to give and entitled to receive is 3 months. In the event of redundancy, the notice period that Academic staff are entitled to receive is 4 months. Fixed term appointments may be offered with a notice period of one week or one month, depending upon the length of the fixed term. The notice period applicable during a probationary period is 1 month.

Location of Work

Your principal place of work will be at the site given in the job description of the post. However, you may be required to work on either temporary or indefinite basis, at any premises at which the Corporation may from time to time provide services.

Equality of Opportunity

Stoke on Trent College is committed to the principle of equal opportunity. We will ensure that no employee, applicant for employment or student receives less favourable treatment on any grounds, which cannot be seen to be justified in relation to employment, education and training.