

Academic Role Profile

<b>Job Title:</b>	Lecturer (B)
<b>Responsible to:</b>	Head of Department or Faculty
<b>Responsible for:</b>	Research staff employed on programmes and awards directed by the post holder. May have supervisory responsibility for other staff.

**Job Summary and Purpose**

To develop a personal research portfolio in line with the Faculty's research strategy, to teach at undergraduate and postgraduate level, and to participate in Faculty administration.

**Main Responsibilities/Activities**

**To support the research activities of the Faculty by:**

Developing the research activities of the Faculty by sustaining a personal research plan independently and/or in collaboration with others as part of a larger research team.

Managing and undertaking research activities in accordance with a specific project plan, and supervising and guiding the work of staff and research students on own specialist area.

Developing innovative research proposals (as a self-contained item or as part of a broader programme), identifying sources of funding, submitting funding bids, and gaining positive reviews for these. Planning the research to be undertaken.

Publishing original research in appropriate journals or other media, as appropriate.

Attending appropriate conferences for the purpose of disseminating research results or for personal development.

Sustaining and developing professional expertise and maintaining the requirements for registration with the appropriate body (*for academics with clinical links only*).

**To support the teaching objectives of the Faculty by:**

Developing new teaching methods and designing programme units, and taking responsibility for the quality of programme units.

Planning, delivering and critically reviewing a range of teaching and assessment activities including lectures.

Training and supervising of students (including research students) and acting as a tutor for industrial/professional training year students, according to own area of subject specialism.

Setting/marking programme work, practical sessions, supervisions, fieldwork and examinations according to own area of subject specialism, and providing appropriate feedback to students.

Taking part in activities such as validating and examining in relation to the University's associated institutions.

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### **To undertake pastoral care of students**

Using listening, interpersonal and pastoral care skills to deal with sensitive issues concerning students and provide support. Appreciating the needs of individual students and their circumstances. Acting as personal tutor and giving first line support. Referring students as appropriate to services providing further help.

### **To engage in scholarship by:**

Continually updating knowledge and understanding in the field or specialism. Extending, transforming and applying knowledge acquired from scholarship to teaching, research and appropriate external activities.

### **To contribute to the efficient management and administration of the Faculty by:**

Performing such personal administrative duties throughout the Faculty as are recognised by the University as properly within the remit of the work of academic staff, as allocated by the Head of Faculty. Such duties may include Faculty co-ordinating roles, for example, running the process of admissions, examinations or teaching quality assessment.

Advising, supervising and giving guidance to other staff

### **Person Specification**

#### **The post holder must have:**

An honours degree or an appropriate and equivalent professional qualification in a relevant subject

Normally a doctoral degree

Normally former experience of working as a lecturer

Evidence of administrative and organisational skills

Evidence of current research/scholarship at post-doctoral level or equivalent

### **Relationships and Contacts**

The post holder will be a member of such Faculty Committees as may be relevant to their administrative duties, for example Faculty Board of Studies and Examination Board. New appointees will be assigned a senior colleague to guide their development and aid their integration into the Faculty and university. Research priorities will be agreed within the strategic framework of the research theme of which they are a member. Teaching and administrative duties will be allocated by the Head of Faculty, within the context of the teaching programmes agreed by the Faculty Learning and Teaching Committee or similar body.

### **Special Requirements**

To be able to participate in residential field work, in the UK or overseas, according to own area of subject specialism.

The post holder is expected to work outside normal office hours as necessary.

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### **All staff are expected to:**

- Positively support equality of opportunity and equity of treatment to colleagues and students in accordance with the University of Surrey Equal Opportunities policy.
- Help maintain a safe working environment by:
  - Attending training in Health and Safety requirements as necessary, both on appointment and as changes in duties and techniques demand
  - Following local codes of safe working practices and the University of Surrey Health and Safety Policy
- Undertake such other duties within the scope of the post as may be requested by your Manager.

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**Addendum**

This document provides additional information relating to both specific aspects of the post/faculty and any post specific person specification criteria. The information contained within this document should always be read in conjunction with the accompanying generic Role Profile.

Lecturer B in Games Design

**Background Information/Relationships**

The successful candidate is expected to have a PhD in a subject aligned to Creative Technologies and Games, or to have extensive relevant industry experience and certifications and will be expected to lead the Games Design BSc programme, ensuring teaching excellence and student satisfaction. Teaching experience at university UG and PG levels, and a track record of research in Creative Technologies and Games subject area are essential. The post-holder will contribute to research and enterprise/knowledge exchange development; will participate in postgraduate research supervision (as part of a supervisory team); and undertake research and scholarly activity to underpin their teaching. They will also be asked to perform other duties as might reasonably be delegated by the Head of School, including participation in Open Days and Offer Holder Days held throughout the academic year.

**Person Specification**

This section describes the sum total of knowledge, experience & competence required by the post holder that is necessary for standard acceptable performance in carrying out this role. This is in addition to the criteria contained within the accompanying generic Role Profile.

	<b>Essential/ Desirable</b>
A doctoral degree in a relevant subject or equivalent industry experience	E
Experience of teaching Games Design at university level	E
Evidence of high quality research publications or scholarship activities commensurate with their career stage	E
Experience of development and creation of games artefacts.	E
Evidence of excellence in working with games engines	E
Experience of industry standard games design practices.	E
Evidence of a coherent 3-5 year research plan, appropriate for his/her their career-stage, including relevant impact and public engagement activities	E
Administrative Experience	D
Experience in programme design	D
Attained a teaching qualification relevant to the sector	D

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Special Requirements	Essential/ Desirable
To support the academic culture of the University through regular attendance/leading (as appropriate) of meetings and/or related activities. Due to the nature of academic roles, some travel, and evening and weekend attendance (subject to reasonable notice) will be required	E
<p><b>Key Responsibilities</b></p> <p>This document is not designed to be a list of all tasks undertaken but an outline record of any faculty/post specific responsibilities. This should be read in conjunction with those contained within the accompanying generic Role Profile.</p>	
<ol style="list-style-type: none"> <li>1. Deliver undergraduate and postgraduate teaching and supervision in the area of Games Design.</li> <li>2. Conduct and publish REF-suitable outputs in their area of specialism.</li> <li>3. Contribute to applications for external funding and to funded projects.</li> <li>4. Undertake PhD supervision.</li> <li>5. Undertake student recruitment (including active recruitment of PhD students).</li> <li>6. Adopt academic oversight of student support in Games Design programme.</li> <li>7. Contribute to academic leadership and administration as assigned by the Head of School, in terms of public engagement/community-building, admissions, teaching and learning, programme administration, professional training, and examinations.</li> <li>8. Participate fully in the strong collegiate culture of the School through regular attendance/leading of meetings, research theme workshops and seminars, and related activities – both inside and outside of semester-time.</li> </ol> <p><b>N.B. The above list is not exhaustive.</b></p>	