

Post Details		Last Updated: 30/10/2025	
Faculty/Administrative/Service Department:	Music & Media Faculty of Arts, Business and Social Sciences		
Job Title:	Lecturer (B) in Games Design (Teaching Track)		
Job Family & Job Level	Research and Teaching	5	
Responsible to:	Head of Department or Faculty		
Responsible for:	Teaching staff in the Department or School. May supervise other staff.		
Job Summary and Purpose To have significant input to teaching at undergraduate and postgraduate level. To make a significant contribution to Faculty/Department management and administration as appropriate.			
Main Responsibilities and Activities			
Teaching delivery and development: Develop teaching methods, materials, technologies and learning environments which enhance the students learning opportunities whilst creating an environment for understanding and enthusiasm amongst students. Assist in the development of curricula and lead on programme and course innovations whilst taking responsibility for the quality of programmes developed. Plan, deliver and critically review a range of teaching and learning activities including lectures. Contribute to the development of the Faculty's Teaching and Learning Strategy. Develop and apply innovative and relevant teaching, learning and assessment techniques including peer review and other recognised metrics. Develop appropriate criteria for the assessment of programmes of work, practical sessions, fieldwork and examinations in subject specialism, and provide appropriate protocols for excellent feedback to students. Continually update knowledge and understanding in subject specialism and apply to course of study. Extend transform and apply new knowledge from pedagogic developments to teaching and appropriate external activities as part of an integrated approach to academic practice. Engage in professional and pedagogical research to support subject specialism teaching and learning activities. Conduct individual or collaborative projects related to discipline or pedagogy. Maintain and develop professional expertise and registration requirements with appropriate professional body under the guidance of a senior colleague.			
Student pastoral care Develop and use pastoral care skills to support the academic development of students and ensure a good student experience. Act as personal tutor and give first line support before referring students on to appropriate services.			
Management and Administration Take on administrative duties such as Examination Officer and Timetabling Officer which contribute to the efficient management and administration of the Faculty/Department. Be fully involved with students at all levels of support.			

Active involvement in academic, professional or clinical networks in the discipline and start to undertake leadership roles in these networks.

Person Specification

Post holders are expected to hold a degree, higher degree or appropriate equivalent professional qualification (with an expectation of holding a higher degree for those teaching at post graduate level).

Post holder to demonstrate:

- Evidence of high level of teaching and presentational skills
- Evidence of administrative/organisational skills
- Evidence of knowledge and understanding of current developments in the relevant discipline or profession.

A Teaching Qualification e.g. Postgraduate Certificate in Learning and Teaching in HE or equivalent is essential.

Relationships and Contacts

Post holder to be a member of Faculty committees relevant to administrative duties, e.g. Faculty Board of Studies and Examination Board.

Teaching and Administrative duties will be allocated by the Head of Faculty/Department, within the context of the programmes agreed by the Faculty Learning and Teaching Committee or similar body.

Special Requirements

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

The post holder will be expected to contribute to programme development, refreshing and assessment activities throughout the academic year, including times when students are not on campus.

If it is agreed by the line manager that the post holder will be carrying out research, time will be identified to enable this to take place and appraisal targets will be set accordingly.

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.

Undertake such other duties within the scope of the post as may be requested by your Manager.

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

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 3D Animation and Games Design, or to have extensive relevant industry experience and certifications. The successful candidate will be expected to lead the delivery of modules on the BSc (Hons) Games Design programme, ensuring teaching excellence and student satisfaction. Expertise teaching at university UG level is essential, in areas such as: 3D modelling, 3D animation, 3D sculpting, materials/texturing/lighting/rendering, motion capture, visual effects, and project supervisions; using software packages such as Autodesk Maya, Blender, Houdini, Z-Brush, Mudbox, Substance, Unity and Unreal. The post-holder will have opportunities to participate in postgraduate research supervision (as part of a supervisory team); and undertake scholarly activity to underpin their teaching. They may also be asked to support extra-curricular activities such as field trips, outreach workshops with local schools/colleges or other events of this type as needed. 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.

	Essential/ Desirable
A doctoral degree in a relevant subject or equivalent industry experience	E
Experience of teaching 3D Animation and Games Design at university level	E
Evidence of high-quality, inclusive teaching and effective feedback leading to positive student outcomes	E
Experience of 3D modelling and animation using industry-standard packages	E
Experience of teaching with motion capture technologies	E
Evidence of effective pastoral care and personal tutoring to support a diverse student cohort on their journey through university	E
Experience of supervising final year projects	E
Attained a teaching qualification relevant to the sector	E
Experience in module leadership and supporting others to deliver high quality teaching	D
Experience of supporting student recruitment and outreach activities	D
Administrative Experience	D
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

Key Responsibilities

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.

1. Deliver undergraduate and postgraduate teaching and supervision in the areas of 3D Animation and Games Design.
2. Carry out scholarship relating to their area of specialism.
3. Design, leadership and delivery of new modules and teaching on the BSc Games Design programme.
4. Contributing to discussions around curriculum development in Games Design.
5. Support student recruitment and outreach activities at UG and PG levels.
6. Provide pastoral care and personal tutoring to support students on the Games Design programme.
7. Contribute to academic citizenship 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.
8. Participate fully in the strong collegiate culture of the School through regular attendance of meetings, research and/or teaching & scholarship-themed workshops and seminars, and related activities – both inside and outside of semester-time.

N.B. The above list is not exhaustive.