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| Last updated: | <date> |

**JOB DESCRIPTION**

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| Post title: | **Lecturer in Games Design / Game Artist in Residence** |
| Standard Occupation Code: (UKVI SOC CODE) | 2311 - Higher education teaching professionals |
| School/Department: | Winchester School of Art / Art and Media Technology |
| Faculty: | Arts and Humanities |
| Career Pathway: | Education, Research and Enterprise (ERE) | Level: | 4 |
| \*ERE category: | Balanced portfolio |
| Posts responsible to: | Programme Leader – Games Design & Art |
| Posts responsible for: | N/A |
| Post base: | Office-based/Non-Office-based (see job hazard analysis) |

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| Job purpose |
| A fixed-term (10 month) post, to bring innovative collaborations in teaching and research to the Winchester School of Art. The post holder will be responsible for Games Design & Art undegraduate studio activities, including undergraduate teaching and assessment, in Semester 1 and for developing a research- and teaching-led festival / exhibition at for Summer/ Autumn 2025, as well as other duties as assigned.  |

| Key accountabilities/primary responsibilities | % Time |
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|  | To ensure the learning objectives of the course are met through effective planning, organization and delivery of teaching and assessment to students at postgraduate level. This will include participating in delivering the programme curriculum with the teaching team. Contribute to the efficient management, administration, and monitoring of the course.  | 40 % |
|  | Develop the research activities of the School/Department by sustaining a personal research plan of international standing in the broad field of games, design, creativity, and culture. Apply for appropriate external research funding, and carry out management and administrative tasks associated with specified research projects. | 40% |
|  | Contribute to the efficient management and administration of the School/Department by performing administrative duties as allocated by the Head and / or line manager. | 20% |

| Internal and external relationships |
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| Member of the School/Department Board, Examination Board and of such School/Department committees relevant to their administrative duties. New appointees will be assigned a senior colleague to guide their development and aid their integration into the School/Department, Faculty and University. Research priorities will be agreed within the strategic framework of the Department. Teaching and administrative duties will be allocated by the Head of Department, within the context of the teaching programmes agreed by the Academic Unit Learning and Teaching Committee. |

| Special Requirements |
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| To support and work with Games Design & Art game making studio activities in Semester 1 including scheduling weekly sessions, preparing lectures, coordinating workshops with technicians, and conducting tutorials and reviews. To curate a festival / exhibition in Summer/ Autumn 2025.To participate in Department and School research events via the diverse mechanisms in place at WSA.This is a residential post; the post holder will routinely be at the Winchester School of Art between two and three days per week, two of which will be Monday & Thursday. |

**PERSON SPECIFICATION**

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| Criteria | Essential | Desirable | How to be assessed |
| Qualifications, knowledge and experience | PhD or equivalent professional qualifications and experience in game making.Growing and consistent reputation in games.Track record of delivery of teaching at undergraduate level. Track record of published projects. | Active game making practice in areas that intersect with the specialisations of existing Department academic staff.Engagement in the intersections between digital and analogue game making methods.Teaching qualification (PCAP or equivalent). | Application & Interview |
| Planning and organising | Proven ability to plan and develop a range of high-quality research and teaching activities, ensuring plans complement broader research and education strategy.Proven ability to plan, manage, organise and assess own teaching contributions. | Able to develop innovative research proposals and attract research funding. | Application & Interview |
| Problem solving and initiative | Able to identify broad trends to assess deep-rooted and complex issues.Able to apply originality in modifying existing approaches to solve problems. |  | Application & Interview |
| Management and teamwork | Proven ability to coach and support students/tutorial groups.Able to monitor and manage resources and budgets.Work effectively in a team, understanding the strengths and weaknesses of others to help teamwork development. |  | Application & Interview |
| Communicating and influencing | Communicate new and complex information effectively, both verbally and in writing, engaging the interest and enthusiasm of the target audience.Track record of delivering workshops, lectures and seminars in courses relating to different aspects of game making.Able to engage counselling skills and pastoral care, where appropriate.Able to persuade and influence at all levels in order to foster and maintain relationships, resolving tensions/ difficulties as they arise. | Able to provide expert guidance to colleagues in own team, other work areas and institutions to develop understanding and resolve complex problems. | Application & Interview |
| Other skills and behaviours | Understanding of relevant Health & Safety issues.Positive attitude to colleagues and students. |  | Application & Interview |
| Special requirements |  |  |  |

**JOB HAZARD ANALYSIS**

**Is this an office-based post?**

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| [ ]  Yes | If this post is an office-based job with routine office hazards (eg: use of VDU), no further information needs to be supplied. Do not complete the section below. |
| [x]  No | If this post is not office-based or has some hazards other than routine office (eg: more than use of VDU) please complete the analysis below.Hiring managers are asked to complete this section as accurately as possible to ensure the safety of the post-holder. |

## - HR will send a full PEHQ to all applicants for this position. Please note, if full health clearance is required for a role, this will apply to all individuals, including existing members of staff.

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| **ENVIRONMENTAL EXPOSURES** | **Occasionally** (<30% of time) | **Frequently**(30-60% of time) | **Constantly**(> 60% of time) |
| Outside work  | X |  |  |
| Extremes of temperature (eg: fridge/ furnace) | N/A |  |  |
| ## Potential for exposure to body fluids | N/A |  |  |
| ## Noise (greater than 80 dba - 8 hrs twa) | N/A |  |  |
| ## Exposure to hazardous substances (eg: solvents, liquids, dust, fumes, biohazards). Specify below: | X |  |  |
| Frequent hand washing | X |  |  |
| Ionising radiation  | N/A |  |  |
| **EQUIPMENT/TOOLS/MACHINES USED** |
| ## Food handling  | N/A |  |  |
| ## Driving university vehicles(eg: car/van/LGV/PCV)  | N/A |  |  |
| ## Use of latex gloves (prohibited unless specific clinical necessity) | N/A |  |  |
| ## Vibrating tools (eg: strimmers, hammer drill, lawnmowers)  | N/A |  |  |
| **PHYSICAL ABILITIES** |
| Load manual handling | X |  |  |
| Repetitive crouching/kneeling/stooping | X |  |  |
| Repetitive pulling/pushing | X |  |  |
| Repetitive lifting | X |  |  |
| Standing for prolonged periods | X |  |  |
| Repetitive climbing (ie: steps, stools, ladders, stairs) | X |  |  |
| Fine motor grips (eg: pipetting) | X |  |  |
| Gross motor grips | X |  |  |
| Repetitive reaching below shoulder height | X |  |  |
| Repetitive reaching at shoulder height | X |  |  |
| Repetitive reaching above shoulder height | X |  |  |
| **PSYCHOSOCIAL ISSUES** |
| Face to face contact with public |  | X |  |
| Lone working |  | X |  |
| ## Shift work/night work/on call duties  | N/A |  |  |