

19-096 – Hourly Paid Lecturer in Computer Games

Hours:	9 hours per week
Salary:	£31.6112 - £34.5271
Duration:	Permanent
Location:	Colchester

Creativity and innovation are cornerstones of the world's flourishing creative economies. Acquiring up-to-date technical and creative skills are essential to prepare students for a career in this competitive, exciting and ever-expanding sector.

The University Centre Colchester is looking for a dedicated and dynamic individual to deliver lectures, supervise students, prepare teaching materials and engage in subject-specific research. You will deliver interactive sessions and lectures, supervise students, prepare teaching materials and engage in subject-specific research. You will motivate and inspire students, assess their work, offer feedback and maintain records as appropriate as they build their digital portfolio and start their small businesses.

Though clearly a subject specialist in degree-level education, the breadth of your educational background includes GCSEs at grades 9-4 (or equivalent), and A levels (or equivalent). You enjoy working for and with people, which has shaped your identity as a professional and your approach to your work.
University Centre Colchester is part of Colchester Institute.

Closing date: 28th October 2020

To apply please complete our Application form and return by email to jobline@colchester.ac.uk or by post to the Human Resources Team, quoting the job reference. We do not accept CV applications however, CV's can be provided in addition to our Application Form as supporting information if you wish.

[Download Application Form \(.docx\)](#)[Download Application Form \(PDF\)](#)

All jobs at Colchester Institute require a Disclosure & Barring Service (DBS) check.

Please contact Human Resources on jobline@colchester.ac.uk or call 01206 712333 if you have any queries or would like further information.

Additional Information

Colchester Institute is committed to safeguarding and promoting the welfare of children and young people and expects all staff and volunteers to share this commitment.

We strive to be an Equal Opportunities employer. All applicants who are offered employment will be subject to a Criminal Records check from the Disclosure and Barring Service.

Please visit our website www.colchester.ac.uk to obtain further details about the College.

Colchester Institute Job Description

Job Title:	Hourly Paid Lecturer in Computer Games
Regulated Activity:	Yes
Responsible To:	Head of School of Music, Media and Performing Arts
Line Management of other staff:	No
Location:	Colchester
Salary:	Range 34-37

Purpose Statement:

To deliver effective and inspirational teaching and learning sessions across a range of digital media courses at degree level.

Main Duties & Responsibilities:

1	To prepare appropriate teaching material for computer games modules at levels 4-6.
2	To carry out teaching appropriate to the requirements of individual courses and students.
3	To maintain appropriate student attendance records as required.
4	To maintain student discipline according to UCC policies.
5	To set, mark, record and return relevant coursework and assessments within timed parameters.
6	To attend, as required, up to 3 meetings a year as specified by the Head of School. They may include course review meetings and curriculum development meetings.
7	To take part in UCC's appraisal scheme and staff development programme as appropriate.
8	To refer to the course leader or Head of School on all matters relevant to student progress and attainment.
14	To develop and update personal professional expertise in the relevant areas.

15	Adhere to and promote the College's Safeguarding, Equality & Diversity, College Values and Health and Safety policies and practices.
16	To undertake any other associated duties determined by the college.

This job description is current as the date shown. It may be amended in any way following consultation with the post holder to take account of changes or anticipated changes in the organisation or management of Colchester Institute

Colchester Institute Person Specification

Position: Hourly Paid HE Lecturer in Computer Games

	Essential	Desirable	How is this assessed?
Qualifications			
A Master's degree in Computer Games, Art or related subject.	✓		A
A Bachelor's degree in Computer Games, Art or related subject area.	✓		A
Level 5 Teaching Qualification / completing within 3 years of employment or 3 years of the first available course.		✓	A
Evidence of ongoing professional development in the Computer Games industry.	✓		A
Experience			
Significant recent work experience in the computer games industry.	✓		A / I
An extensive high-quality portfolio of design and animation work.	✓		A / I / P
An understanding of current developments in the computer games industry.	✓		A / I / P
Teaching experience at degree level.	✓		A / I
Knowledge and Skills			
Able to work effectively to given timelines.	✓		A / I
Able to demonstrate an ability to enthuse the subject and inspire others.	✓		A / I / P

Demonstrate confidence with Office software (Word / Excel / Powerpoint).	✓		A / I / P
Able to use a variety of computer games software (e.g. Maya, Zbrush, Unity, Unreal Engine, Photoshop, Discord).	✓		A / I
Take part in, and contribute to, initiatives related to standards of delivery of teaching and supported learning.	✓		A / I
Excellent interpersonal, oral and written communication skills.	✓		A / I / P
Committed to safeguarding the welfare of children and vulnerable adults, creating a safe learning environment and an understanding of the safeguarding practices.	✓		A / I
Personal Attributes			
Able to work flexibly – usually as part of an integrated course team.	✓		A / I
Able to meet the attendance requirements (which may be daytime or evening) for the specific post under consideration.	✓		A / I
A strong commitment to equality and diversity.	✓		A / I
Enjoys working collaboratively and seeking collaborative opportunities.	✓		A / I
Ability to work flexibly to meet changing needs and work demands.	✓		A / I
Continuously improving and commitment to own personal and professional development.	✓		A / I

KEY:

A	Application
I	Interview
P	Presentation/Micro-teach
T	Test