UNIVERSITY OF LINCOLN
JOB DESCRIPTION

JOB TITLE  Lecturer in Computer Science (Games Computing)
DEPARTMENT  School of Computer Science
LOCATION  Brayford
JOB NUMBER  COS112  GRADE  7  DATE  Jan 2018
REPORTS TO  Head of School of Computer Science

CONTEXT

The University of Lincoln is an ambitious institution with high aspirations and a rapidly improving profile. Its strategy is to combine outstanding, high-impact research with a superb student experience.

The School of Computer Science has an excellent reputation both in the quality of its published outputs and in generating external income to fund a range of innovative and impactful projects. The School’s research is largely driven and managed through three Research Centres that specialise in computer vision, robotics and autonomous systems, and human-computer interaction. The post holder will join a new research group in Interaction Technologies at the School of Computer Science. It is envisaged that the new group will focus on research into theoretical aspects, methodologies and practical applications of games, HCI and creative and cultural computing. We are seeking a good team worker who will be able to both align with and supplement our existing research activity.

The School of Computer Science at the University of Lincoln has scored highly in the recent independent performance measures of UK university computing departments; in the top 20% for overall student satisfaction (NSS 2016), the top 50 for research excellence in its publications (RAE 2014) and approximately 10% above the sector average for graduate employability (DLHE 2014). In the most recently published subject league tables (Sunday Times 2015; Complete University Guide 2016) the School is the highest ranked ‘new’ (post 1992) computer science department in the country.

The School is expanding rapidly reflecting our reputation and success which will allow us to increase our staff base significantly over the medium term. In 2017 we moved to a new, purpose-built accommodation on the University’s Brayford Pool development in the centre of Lincoln.

JOB PURPOSE

The School of Computer Science at the University of Lincoln has an opening for an appointment in Games Computing. The post holder will have the opportunity to contribute to the establishment of our newly created Games Research Network (http://games.lincoln.ac.uk/) and to the delivery and development of our expanding Games Computing curriculum at both undergraduate and postgraduate levels.
Games Research @ Lincoln takes a strong interdisciplinary perspective to the design and development of computer games with an emphasis on the player experience and processes of civic engagement. In addition, we experiment with a number of technologies including Virtual Reality, Games AI, and Computer Graphics. We have a proven track record of producing novel research, high quality outputs, and extended collaborative engagements. The Lincoln Games Network (http://games.lincoln.ac.uk/) comprises academics from different schools, including Computer Science, Performance, Media, and Design. The post holder will have the benefit of the additional support and resources that the network provides and will be expected to contribute to our ongoing research strategy/profile.

Teaching activities will be integrated in and add to our portfolio of applied games development modules, and modules exploring games design. We currently run a very successful BSc Game Computing programme, and aim to start our new MSc programme in Game Computing in the next academic year. Relevant teaching activities that the post-holder will contribute towards include delivery of games development modules based on core computer science competencies. Accordingly, the post-holder will be expected to demonstrate a sound technical understanding of the implementation of games. In addition, there will be scope to contribute towards the development of new technical modules and to explore cross-disciplinary delivery in collaboration with other schools of the University. The post holder may also be asked to contribute to the delivery of generic computer science modules when required by the School, and some relevant experience will be valued.

The School operates through a notional workload allocation model of teaching 40%, research 40% and administration 20%. For early careers academics, the administrative duties are kept to a minimum throughout the induction period. All lecturers are expected to develop their craft as a teacher and the University provides support and training for those new to lecturing. This includes mentorship, professional development guidance and support towards achieving HEA qualification. The post holder will furthermore be required to carry out additional activities in support of the academic mission of the School, which will include the pastoral support of undergraduate and postgraduate students.

We are keen to hear from both experienced academics with a proven track record, and early-career researchers looking to develop their career in a supportive, collaborative environment. Industry games development experience will also be viewed favourably.
KEY RESPONSIBILITIES

The responsibilities of a Lecturer are wide ranging and may change over time according to the development needs of the department and the individual. In general a Lecturer can expect to undertake any of the following:

### Teaching and Learning Support

- To engage in teaching on undergraduate and/or postgraduate level programmes as determined by the Head of School. The range of teaching duties may change from time to time.

- Contribute to the design, content and delivery of specific areas of teaching and learning and to the quality of teaching delivered.

- Collaborate with colleagues in the continuous review and development of the Department’s programmes.

- Take responsibility for the co-ordination of modules when appropriate to do so and after gaining sufficient relevant experience.

- Work in accordance with University policies and procedures to undertake assessment of students’ work and give feedback.

### Research and Scholarly Activity

- Make a contribution to the research profile of the Department, School or College and pursue a personal research programme consistent with the Department’s research priorities.

- Collaborate in research activities and initiatives with colleagues in and beyond the department if appropriate.

- Engage in subject professional and pedagogy research as required to support teaching activities.

- Ensure that outcomes of research and scholarly activity are appropriately disseminated in peer reviewed outlets.

- Have sufficient outputs to be returned in the REF at agreed minimum standards inclusive of complex circumstances, or at least demonstrate a clear and achievable plan to secure a return if an early career researcher.

- Apply for grant funding and manage, as appropriate, any grants which are secured.

### Liaison and Networking

- Establish contacts within the wider community where possible and begin to form relationships for future collaboration.

- Develop links with relevant professional bodies and academic groups.

- Develop involvement in academic activities with industry and other external partners.
• Take part in relevant internal committees and working groups.
• Liaise with subject librarians, central timetabling and other services to ensure resources available are appropriately deployed.

Team Working

• Work as a member of a team, collaborating on curriculum development and contributing to departmental meetings.
• Begin to co-ordinate the work of others when appropriate through taking responsibility for module co-ordination.

Student Support

• Act as academic tutor to students as allocated by the Head of School and act as first line contact for them for advice and support on academic matters, ensuring that students are directed to relevant support services when necessary.
• Supervise student projects and placements as appropriate.

Other

• Carry out specific departmental roles and functions as may reasonably be required – these being relatively limited in order to allow the role holder to take advantage of planned developmental and research opportunities.
• Assist in student recruitment activities, including interviews, open days and external recruitment events.
• Engage in appropriate training programmes in the University.
• Actively follow and promote University policies.
• Participate in the staff appraisal scheme.

In addition to the above, undertake such duties as may reasonably be requested and that are commensurate with the nature and grade of the post.
ADDITIONAL INFORMATION

Scope and dimensions of the role

The post holder will have a teaching load specialising in Games Computing and will be primarily dedicated to that programme. Relevant teaching activities that the post-holder is most likely to contribute towards include delivery of technical games development modules based on core computer science competencies. Accordingly, the post-holder will be expected to demonstrate a sound technical understanding of the implementation of computer games. The post holder may also be asked to contribute to the delivery of generic computer science modules when required by the School, and some relevant experience will be valued.

Furthermore, the post holders will contribute to the games research activities within the HCI research group. The team has a proven track record of producing novel research, high quality outputs, and numerous extended collaborative engagements. We work closely with colleagues from a number of different disciplines and engage with the public in a variety of activities. We have recently formed the Lincoln Games Network, which comprises academics from a number of different schools, including Computer Science, Performance, Media, and Design. The post holder will have the benefit of the additional support and resources that the network provides (for more information about the Games Network, please see http://games.lincoln.ac.uk/). The post holder will be expected to contribute to our ongoing research strategy, and we provide a supportive environment to facilitate new opportunities. The group is currently engaged in a number of research themes and projects including Virtual Reality, Serious Games, Player Experience, Artificial Intelligence, and Games for Civic Engagement.

The School operates through a notional workload allocation model of delivery 40%, research 40% and administration 20%. For early careers academics, the administrative duties are kept to a minimum throughout the induction period. All lecturers are expected to develop their craft as a teacher and the University provides support and training for those new to lecturing. This includes mentorship, professional development guidance and support towards achieving HEA.

Key working relationships/networks

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<th>Internal</th>
<th>External</th>
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<td>• Head of Department</td>
<td>• Relevant academic and professional groups</td>
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<td>• Faculty Senior Academic Managers</td>
<td>• Relevant national, regional and international networks</td>
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<td>• Departmental academic, administrative</td>
<td>• External examiners</td>
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<td>and technical staff</td>
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<td>• Support Services Staff</td>
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UNIVERSITY OF LINCOLN
PERSON SPECIFICATION

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<th>Selection Criteria</th>
<th>Essential (E) or Desirable (D)</th>
<th>Where Evidenced Application (A) Interview (I) Presentation (P) References (R)</th>
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**Qualifications:**
- Relevant honours degree or equivalent: E A
- Working to or having completed a PhD in relevant discipline or equivalent through demonstrated record of practice and professional achievement (normally by publication, but where appropriate through professional achievement): E A/I
- HE teaching qualification (HE PGCE or HEA fellowship) OR a commitment to complete one: E A

**Experience:**
- Teaching in Higher Education: D A/I
- Curriculum development: D A/I
- Development and innovation of teaching and learning methods: D A/I
- Interdisciplinary work relevant to the Department: D A/I
- Developing depth and breadth of subject understanding: E I
- Proven record of outputs that would be returnable in the REF: E A/I

**Skills and Knowledge:**
- Evidence of continuing professional development: D A/I
- Knowledge of Higher Education: D A/I
- Ability to develop excellent teaching and assessment skills across the range of taught levels offered: E A/I
- Ability to contribute to curriculum development: E A/I
- Ability to support students in their study through academic counselling: E A/I
- Ability to use digital learning management systems: D A/I
- Ability to work on own initiative: E A/I

**Competencies and Personal Attributes:**
- Enthusiasm: E I
- Commitment: E I
- Team working: E I
- Good interpersonal skills: E I
- Flexibility and adaptability: E I

**Essential Requirements** are those, without which, a candidate would not be able to do the job. **Desirable Requirements** are those which would be useful for the post holder to possess and will be considered when more than one applicant meets the essential requirements.