Associate Lecturer in Interactive Media
Department of Theatre, Film and Television

Closing date: 15 September 2019
Interview date: tbc
Vacancy reference: 7714
INTRODUCTION

We invite applications for the position of Associate Lecturer in Interactive Media to contribute to the University of York’s BSc in Interactive Media programme. Launched in September 2014, this interdisciplinary BSc programme achieved an overall satisfaction score of 90% in the 2018 National Student Survey, and was ranked first in the Russell Group for “Learning Opportunities” and “Organisation and Management” measures.

This position will commence mid-December 2019 and will be available as a full time appointment for a period of 6 months (until mid-June 2020).

We seek applicants with a postgraduate degree, ideally a PhD but at least a Masters degree in a relevant subject (e.g. Computer Science, HCI or Games Design and Development) and with experience of teaching at HE level. The successful candidate will lead and teach on existing modules covering introductory programming in Processing (Java) and the interactive media development process (e.g. design, user experience, prototyping, evaluation and project management for a variety of applications). You will also contribute to final year project supervision and marking. You will complement the dynamic interdisciplinary teaching team of the BSc Interactive Media programme that spans programming, design, media production and humanities, and work with motivated and highly creative students in a rewarding and productive Interactive Media community.

The applicant must have experience and knowledge of object oriented programming, especially in Java, and the software development lifecycle for different kinds of interactive media (e.g. entertainment, mobile, education applications). The applicant must also have the skills to design, manage and deliver their own teaching, carry out assessment duties, engage with a wide-ranging audience, as well as supervise student work and carry out pastoral supervision. With respect to personal attributes, the applicant must demonstrate attention to detail and commitment high-quality work, a collaborative ethos, a positive attitude to colleagues and students, willingness to work proactively and ability to plan and prioritise their own work.

The role will be held within the University’s interdisciplinary Department of Theatre, Film and Television (TFTV). TFTV was established in 2006, and is a highly innovative department which brings together research, teaching and commercial activities in the fields of interactive media, film, television and theatre. In September 2010, we moved into a £30m purpose-designed building with superb facilities for both production activities and academic study. In 2015, the department together with Computer Science started leading the Digital Creativity Labs, a newly funded £18m flagship project of the UK Government’s Digital Economy programme. On 1 May 2019, the department, together with the Digital Creativity Labs, launches XR Stories, an exciting new R&D partnership for the Yorkshire screen industries as part of the Creative Industries Cluster Programme, funded by the Arts & Humanities Research Council and part of the Industrial Strategy.
Main purpose of the role

- To lecture, lead practicals, project supervisions and other forms of undergraduate teaching
- To develop and apply innovative and appropriate teaching techniques and material which create interest, understanding and enthusiasm amongst students
- To carry out on-going curriculum review, including module content and materials and contribute to the development of teaching and learning strategies
- To undertake effectively a range of administrative responsibilities

Key responsibilities

(Role holders will be required to undertake some or all of the duties below)

Teaching and Promotion of Learning

- To support the teaching objectives of the BSc Interactive Media programme by delivering teaching through allocated lectures, practicals, project supervision and other forms of teaching, as well as set and mark coursework and exams, and provide constructive feedback to students.
- To develop where appropriate revisions to existing modules or courses in terms of design, content, structure, forms of delivery, method of assessment.
- To develop teaching materials, methods and approaches, with guidance, and to obtain and analyse feedback on own teaching design and delivery to facilitate this.
- To contribute to the development of new teaching approaches and course proposals and to the design of module syllabi which are academically excellent, coherent and intellectually challenging.
- To ensure that course design and delivery comply with the quality standards and regulations of the University and department.

Administrative and support responsibilities

- To provide pastoral supervision to students, giving advice on study skills and helping with learning problems.
- To identify the learning needs of students and define learning objectives.
- To undertake various administrative responsibilities as requested by the Head of Department.

Departmental specific responsibilities

- To support the teaching for allocated modules of the BSc Interactive Media programme, including delivering lectures, practicals, project supervision, setting of assessment, marking and providing feedback.
- To participate in the supervision of student projects.
- To take on some pastoral supervision.
## PERSON SPECIFICATION

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<tr>
<th>Qualifications</th>
<th>Essential / Desirable</th>
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<tbody>
<tr>
<td>Postgraduate degree in HCI, Computer Science, Games or related areas, or equivalent experience</td>
<td>Essential</td>
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<tr>
<td>PhD in HCI, Computer Science, Games, or related areas, or equivalent experience</td>
<td>Desirable</td>
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<td>Teaching qualifications at university level</td>
<td>Desirable</td>
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### Knowledge

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<tr>
<td>Detailed knowledge and experience in object oriented programming, especially Java, sufficient to deliver teaching and provide relevant learning support to students across different levels of academic ability</td>
<td>Essential</td>
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<td>Knowledge and experience of key software development methodologies, object oriented design and the software development lifecycle</td>
<td>Essential</td>
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<td>Knowledge of software project phases including pitching, prototyping, and proofs of concept</td>
<td>Essential</td>
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<td>Knowledge of the Processing development environment (Java)</td>
<td>Essential</td>
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<td>Knowledge and experience in the production of creative computing applications, such as games, interactive stories, interactive arts</td>
<td>Desirable</td>
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### Skills, abilities and competencies

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<th>Essential / Desirable</th>
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<tr>
<td>Ability to contribute to the design of course material, content and new teaching approaches in the department</td>
<td>Essential</td>
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<td>Ability to plan, manage, organise and assess own teaching</td>
<td>Essential</td>
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<td>Ability to carry out course assessment duties and give appropriate and constructive student feedback</td>
<td>Essential</td>
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<td>Highly developed communication skills to engage effectively with a wide ranging audience, both orally and in writing, using a range of media</td>
<td>Essential</td>
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<td>Ability to design and deliver teaching material</td>
<td>Essential</td>
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<tr>
<td>Ability to supervise the work of students, provide advice on study skills and assist with learning problems</td>
<td>Essential</td>
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# PERSON SPECIFICATION

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<td>Experience in teaching and learning in HE at undergraduate and/or postgraduate level or in an evidenced similar context</td>
<td>Essential</td>
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<td>Experience of using different delivery techniques to enthuse and engage students</td>
<td>Desirable</td>
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<td>Evidence of successful planning and designing teaching material</td>
<td>Desirable</td>
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<th>Personal attributes</th>
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<tr>
<td>Attention to detail and commitment to high quality</td>
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<tr>
<td>Creativity, initiative and judgement in applying appropriate approaches to teaching, learning support and scholarly activities</td>
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<td>Collaborative ethos</td>
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<td>Positive attitude to colleagues and students</td>
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<tr>
<td>Willingness to work proactively with colleagues in other work areas/institutions</td>
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<tr>
<td>Ability to plan and prioritise own work in order to meet deadlines</td>
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<td>Essential</td>
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THE DEPARTMENT

The Department of Theatre, Film and Television, established in 2006, is a highly innovative department, which brings together research, teaching and commercial activities in the fields of interactive media, film, television, and theatre. In September 2010, we moved into our new building, which has superb industry standard facilities for both production/postproduction and academic study. We currently have 34 academic staff, 23 professional support staff, as well as various staff attached to specific externally funded projects. We are still expanding rapidly, recruiting new staff, taking on new students and developing new degree programmes and research priorities. The academic staff include both leading scholars and award-winning industry professionals. There are currently some 595 students, with plans to expand with a new undergraduate degree and reshaping of our postgraduate degrees. The Department currently offers four undergraduate degrees, including the BSc in Interactive Media degree, six taught postgraduate degrees and four Masters by Research programmes, with further programmes under development, and has a thriving PhD programme bringing together students from across the department’s constituent disciplines, with several working on practice-based projects. For full details, see the departmental website at http://www.york.ac.uk/tftv/.

TFTV is a genuinely interdisciplinary enterprise, in which ambitious dialogue is promoted at both teaching and research levels between the study of interactive media, theatre, film, and television; between analytical/historical approaches and practical experiment, production work and training; and between arts, science and social science approaches to the three media. Also central to the design of all of our programmes is a belief in the value of allowing students the opportunity of sustained dialogue with leading industry professionals. To this end, the Department promotes a high-profile programme of professional masterclasses and visiting speakers as an important part of its ethos and is in the process of establishing a programme of internships and placements.

The Department thus aims to produce graduates who have experienced a more rounded and varied education than is customarily the case in the fields within its remit, and who will, therefore, be equipped to work in a range of roles across the creative industries, as well as in other areas of future study and employment. Both undergraduates and postgraduates acquire scholarly and practical skills - and we constantly encourage conversations between theory and practice. The Department defines itself in terms of three core activities - research, teaching and commercial activity. These find a natural convergence, for example, in the Digital Creativity (DC) Labs, co-led by TFTV and Computer Science. DC Labs is a major (£18 million) investment by three UK research councils, four universities and over 80 collaborative stakeholder organisations to create a world centre of excellence for impact-driven research in digital creativity, which launched in October 2015. The DC Labs focusses on
digital interaction and media convergence: interactive media, digital games and the rich space in between. The Department enjoys close relationships with other departments and centres across the University, and also with the industry, including BBC, BT, ITV, C4, Sony, National Theatre, Royal Shakespeare Company, The Globe, York Theatre Royal, National Railway Museum, National Media Museum, The Science Museum, but also with various other cultural institutions and SMEs in interactive media.

The Interactive Media team combines a strong academic background with industrial experience and aims to generate a range of impact outcomes from its research and to provide high quality research-inspired teaching. Faculty members in the IM team include Professor Marian Ursu, Director of the Digital Creativity Labs; Dr Jenna Ng, Anniversary Lecturer in Film and Interactive Media; Dr Nick Jones, Lecturer in Film, Television and Digital Culture; Dr Anna Bramwell-Dicks, Lecturer in Web Development & Interactive Media; Dr Jon Hook, Senior Lecturer in Interactive Media and co-investigator in the DC Labs; Drs Ben Kirman, Debbie Maxwell, Guy Schofield, Lecturers in Interactive Media and also co-investigators in the DC Labs; and Drs Sebastian Deterding and Florian Block, Research Fellows in the DC Labs.
THE UNIVERSITY

Founded on principles of excellence, equality and opportunity for all, the University of York opened in 1963 with just 230 students. In 2019 it is the home of more than 18,000 students across more than 30 academic departments and research centres. Since opening over fifty years ago, we have become one of the world's leading universities and a member of the prestigious Russell Group.

We are consistently recognised as one of the leading Higher Education Institutes and one of just six post-war universities to have appeared in the world top 100. We were rated 22nd in the 2019 Times & Sunday Times league table. The University of York has won six Times Higher Education (THE) Awards and five Queen’s Anniversary Prizes.

The University is proud of its association with Athena SWAN, holding multiple awards in support of gender equality, representation and success for all, with gold awards for Chemistry and Biology and a University-wide bronze award.

Of 154 universities that took part in the Research Excellence Framework (REF) in 2014, The University of York ranked 14th overall and 10th for the impact of our research. The University is consistently in the top ten UK research universities and attracts over £60m a year of funding from research alone.

Our vision is to make the University of York a world leader in the creation of knowledge through fundamental and applied research, the sharing of knowledge by teaching students from varied backgrounds and the application of knowledge for the health, prosperity and well-being of people and society.
Attractive workplace

Centred around the picturesque village of Heslington on the edge of the city of York, our colleges are set in an attractive landscaped campus. York enjoys a safe, friendly atmosphere with facilities including bars, shops, theatres and concert halls all within easy walking distance.

The University has undergone an unprecedented period of expansion and renewal since 2000. We have invested in twenty new buildings on the original campus and have completed the first and second phases of a £750m campus expansion. Our investment in new colleges, teaching and learning spaces, laboratories, research facilities and a new sports village mean there has never been a better time to join us.

During this period of change we’ve worked hard to retain our friendly, informal and collegiate atmosphere, which is important to our core values of inclusivity and interdisciplinarity.

We have a thriving international community and are committed to providing staff moving to York with as much support as possible through our Relocation Package and Welcome Officers.

The University is committed to promoting a diverse and inclusive community - a place where we can all be ourselves and succeed on merit. We offer a range of family friendly, inclusive employment policies, flexible working arrangements, staff engagement forums, campus facilities and services to support staff from different backgrounds.

For further information please visit our employee benefit pages.
The City of York

Internationally acclaimed for its rich heritage and historic architecture, York’s bustling streets are filled with visitors from all over the world. Within its medieval walls you will find the iconic gothic Minster, Clifford’s Tower and the Shambles - just a few of the many attractions.

But York isn’t just a great place to visit - it’s also a great place to live and work. While nourishing a vibrant cosmopolitan atmosphere, York still maintains the friendly sense of community unique to a small city.

Visit www.visityork.org for more information on the city of York.

Shopping, culture and entertainment

York boasts specialist and unique boutiques but also all the high street stores on its busy shopping streets. Alongside them you will find cinemas, theatres, an opera house, art galleries, a vast range of restaurants, live music venues and clubs. York is particularly renowned for its multitude of pubs and bars, from the modern to the medieval.

Housing and schools

Whether you choose to live close to the city, in one of the surrounding villages or further afield, you will find a wide range of housing within comfortable distance of York and the University. For families, the area has a range of excellent schools both in the state and independent sector.

Great location

York is one of Britain’s best-connected cities. Halfway between London and Edinburgh on the East Coast mainline, on intercity trains you can reach London King’s Cross in less than two hours and Edinburgh in two and a half hours. York is also well served by road links, and it is easily accessible from the A1, M1 and the M62.

For those travelling from overseas, Manchester Airport is two hours away and Heathrow Airport just three and a half. Flights from nearby Leeds Bradford Airport provide easy access to mainland Europe. By Eurostar from London St Pancras, Paris is just over six hours away.

Yorkshire

The Lonely Planet guide recently declared Yorkshire the third best region in the world to visit. There is something to cater to every taste, whether it be the rugged landscapes of the Moors or the Dales, the picturesque seaside towns of Scarborough and Robin Hoods Bay, the gothic architecture of Whitby or the vibrancy of cosmopolitan Leeds.
Apply online

- Go to https://jobs.york.ac.uk
- Find this job using reference 7714
- Complete the online application form

You will need to submit your completed application by midnight (local UK time) on 15 September 2019

What will I need?

You will need to upload:

- your CV
- a letter describing how you meet the requirements of the job

You will also need details of 2 referees.

Help and assistance

Direct any informal queries to the BSc in Interactive Media Programme Leader, Dr Jenna Ng (telephone: 01904 325277; e-mail: jenna.ng@york.ac.uk).

If you have any questions about your application, contact the HR Services team:

recruitment@york.ac.uk
+44 (0)1904 324835