Lecturer in Interactive Media

**Department:** Theatre, Film, Television and Interactive Media

**Hours of work:** 37 hours a week / Full Time

**Contract type:** Open

**Salary:** £40,322 - £49,533 a year / Grade 7
Introduction

Applications are invited for a full-time Lectureship in Interactive Media, available from September 2021. The lectureship will be appointed on a research and teaching contract.

The successful candidate will join an innovative and rapidly expanding department, which brings together research, teaching and commercial activities in the fields of interactive media, film, television, theatre and the rich space in which they converge. The department is home to a lively and growing community of academics exploring technical, creative and socio-cultural perspectives on interactive media, with expertise spanning human-computer interaction, user-experience design, games, data visualization, accessibility, interactive film, immersive technology and digital culture. A particularly exciting feature of the department is the central role it plays in major government research investments in interactive media, including: the Digital Creativity Labs, a £19m EPSRC Digital Economy Hub that fosters impact driven research in the digital creative industries; XRStories, a £15m AHRC Creative Industry Cluster exploring immersive and interactive technologies for digital storytelling; WEAVR, a £4m ICSF Audience of the Future Demonstrator developing new data-driven and immersive spectator experiences in esports; and the £6.4m EPSRC Intelligent Games and Game Intelligence Centre for Doctoral Training.

We are seeking an outstanding individual who has the ambition to have substantial impact in their field, can demonstrate international research potential, and who can inspire students through innovative teaching. As the successful candidate, you will have a PhD and be able to demonstrate expertise in an area that complements our growing interactive media team and broader department’s research. Example research areas include, but are not limited to: interactive digital performance, digital media art, HCI and UX design, virtual and augmented reality, 3D graphics and animation, social media, interactive and immersive storytelling, games, data visualization, digital health, and human interaction with artificial intelligence. You will also demonstrate the ability to play a significant role in the delivery and development of our innovative Interactive Media BSc, teaching and supervising students on topics relating to the design and prototyping of interactive media that match your knowledge and experience. You will also undertake departmental citizenship and administrative responsibilities.

Main purpose of the role

- To develop research objectives, projects and proposals and carry out individual or collaborative research projects
- To lead on and/or contribute to the production of research outputs and research outcomes.
- To design, develop and deliver teaching across a wide range of modules and/or within a particular programme or subject area
- To undertake effectively a range of administrative and managerial responsibilities

Key responsibilities

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

Research and Scholarship

- To develop and promote the research activities of the department by developing a personal research plan independently and/or in collaboration with others as part of a larger research team
- To plan, manage and undertake research activities in accordance with a specific project plan, and to
  manage and guide the work of staff and research students on own specialist area
- To develop innovative research proposals, identify and obtaining external sources of funding
- To publish original research in appropriate journals or other relevant media as appropriate and attend
  international conferences for the purpose of disseminating research results or for personal
  development

**Teaching and Promotion of Learning**
- To develop innovative teaching materials, techniques and module design and take responsibility for
  the quality of the provision
- To plan, deliver and critically review a range of teaching and assessment activities
- To undertake academic supervision of students (including research students) and act as a research
  supervisor within own specialist subject area.
- To set and mark practical sessions, supervisions, fieldwork and examinations and provide constructive
  feedback to students
- To identify areas where current teaching provision is in need of revision or improvement and propose
  and implement improvements

**Management and Administration**
- To undertake the duties of a Programme Director and Module Co-ordinator and be responsible for
  the design, development and management of departmental teaching modules
- To contribute to the recruitment and selection of research and teaching staff
- To contribute to the administration and management of the department
- To advise, supervise and give guidance to other departmental staff as appropriate
- To develop and build internal and external contacts
## Person specification

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<tr>
<th>Qualifications</th>
<th>Essential / Desirable</th>
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<tr>
<td>PhD in a subject area related to interactive media (e.g. computer science, human-computer interaction, digital media art, games, computer graphics) or equivalent experience</td>
<td>Essential</td>
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<td>Appropriate academic professional and teaching qualifications or a willingness to complete the Postgraduate Certificate in Academic Practice</td>
<td>Essential</td>
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**Knowledge**

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<tr>
<td>Specialist research knowledge in a topic relating to the theory, design, development, underpinning technology or user-experience of interactive media</td>
<td>Essential</td>
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<td>Knowledge of a range of research techniques and methodologies</td>
<td>Essential</td>
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<td>Knowledge of a range of teaching techniques to enthuse and engage students</td>
<td>Essential</td>
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<tr>
<td>Knowledge of processes and technologies for prototyping interactive media experiences, including software development, sufficient to deliver teaching and provide learning support</td>
<td>Essential</td>
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| Advanced and specialist IT knowledge                                       | Essential              |

**Skills, abilities and competencies**

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<tr>
<td>Ability to develop research objectives, projects and proposals</td>
<td>Essential</td>
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<td>Well-developed analytical skills</td>
<td>Essential</td>
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<td>Highly developed oral and written communication skills, including ability to write and/or contribute to publications and/or to disseminate research findings using other appropriate media</td>
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<td>Ability to deliver presentations at conferences or exhibit work at other appropriate events internally and externally</td>
<td>Essential</td>
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<td>Ability to extend, transform, and apply knowledge from scholarship</td>
<td>Essential</td>
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<td>Ability to design teaching material and deliver either across a range of modules or within a subject area</td>
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<td>Ability to supervise the work of others, for example in research teams or projects or as an MSc PhD or postdoctoral supervisor</td>
<td>Essential</td>
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<td>Excellent IT skills</td>
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<td>Outstanding researcher evidenced by international quality or potential of research outputs</td>
<td>Desirable</td>
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Leadership and/or organisational role in the research community, evidenced by contribution to conference organisation or journal article reviewing/editing

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<td>Proven ability to contribute to high quality research which is publicly evidenced</td>
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<tr>
<td>Experience of taking responsibility for teaching and learning at undergraduate and ideally postgraduate level</td>
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<td>Evidence of successful course planning, design and delivery across a range of modules, with exemplification of teaching materials</td>
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<td>Evidence of dissemination of research findings which may include: the presentation of papers at conferences and workshops; participation in public engagement events to disseminate research; the publishing of chapters in text books; the publishing of papers; articles or reviews in academic journals or elsewhere; the construction of websites</td>
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<td>Experience of contributing to research funding proposals</td>
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<td>Experience of managing research projects and supervising the work of others</td>
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**Personal attributes**

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<td>Show attention to detail and commitment to high quality</td>
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<td>Display creativity, initiative and judgement in applying appropriate approaches to teaching, learning support and scholarly activities</td>
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<td>Positive attitude to colleagues and students</td>
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<td>Willingness to work proactively with colleagues in other work areas/institutions</td>
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<td>Ability to plan and prioritise own work in order to meet deadlines</td>
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<td>Commitment to personal development and updating of knowledge and skills</td>
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<td>Collaborative ethos</td>
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<td>Show commitment to the department/university outside of their chosen field, for example undertaking management and administration duties</td>
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