

Lecturer
Physical Computing and Interactive Prototyping (1.0FTE)
School of Design

The Glasgow School of Art

The Glasgow School of Art is one of Europe's leading independent university-level institutions for the visual creative disciplines. Our studio-based, specialist, practice-led learning and research draws talented individuals with a shared passion for visual culture and creative production from all over the world.

Originally founded in 1845, today we have 2150 students studying across architecture, design, digital, fine art and history and theory. As we develop new academic programmes and enhance our areas of expertise and inter-disciplinarity, our ambition towards 2018 is to grow our student community in Glasgow by 25%, and continue to grow our research profile and campuses in Singapore and the Scottish Highlands and Islands. Our internationalisation strategy is embedded across our academic programmes and research, connecting the GSA with some of the world's leading universities and specialist higher education institutions.

Recognised by the Scottish Funding Council as an independent, specialist institution the GSA is an important and integral part of Scotland's higher education provision. Working in partnership with universities across Scotland and the UK, our degree programmes are validated by the University of Glasgow. The University of Glasgow has validated our programmes since 1992 and whilst the Senate of the University has ultimate responsibility for the awards, there is maximum delegation to the GSA for its own quality assurance procedures. The School, through its Academic Council, is also responsible for the development, monitoring, evaluation and updating of its academic framework.

Our 185 academic staff, 80% of which are research active, form a strong creative community united in the ambition to see GSA positioned as a global leader in studio based research and teaching, transforming thinking by developing creative approaches with new audiences, locally, nationally and internationally. As one of the UK's largest and most intensive research communities for the visual creative disciplines, GSA's research activity is clustered into the following interdisciplinary themes:

- Architecture, urbanism and the public sphere
- Contemporary art and curating
- Design innovation
- Digital visualisation
- Education in art, design and architecture
- Health and wellbeing
- Material culture
- Sustainability

Moving forward GSA has ambitious plans to develop its research profile further through internal collaboration and new partnerships with National and International Organisations. We recognise the distinctive contribution made by visual creative disciplines within the rapidly growing interdisciplinary research agenda and seek to position GSA as a global leader in this field. This will involve development and mentoring

of GSA's own research talent, recruitment of the best new staff, the securing of higher levels of external research funding to support research projects and further growth in the scale and activity of GSA's PhD community.

While we are firmly rooted in Glasgow, one of Europe's leading creative cities, we are international in outlook with one of the UK's highest percentages of international students and one of Scotland's largest percentages of students from the rest of the UK. Over the last five years over £65 million has been invested in our estates including the recently opened Reid Building. Further investment is currently being planned which will create a cohesive creative campus with the iconic Mackintosh Building at its core.

We have a total income of over £30m, and our aim is to cultivate conditions in which the GSA can continue to achieve great things through what we do, with whom we do it and through creative approaches build on our existing strengths and distinctive assets, in order to:

- Achieve excellence and leadership in student-centred studio-based learning
- Engage with new audiences through inter-disciplinary research
- Extend our global reach and creative engagement
- Be a robust and efficient institution – maximising our resources and our potential

The School of Design – Lecturer: Physical Computing and Interactive Prototyping

The School of Design is committed to the development of design education, practice and research, which takes place in the highly creative environment of The Glasgow School of Art. This includes extending teaching practice and student learning into the electronic and digital realms.

The School of Design enjoys a global reputation for cultivating graduates capable of demonstrating autonomy, creativity and expertise across the spectrum of design, from artefacts to services, interactions and experiences. At GSA students acquire a thorough understanding of a discipline-based design approach combined with an engagement with the cross-disciplinary practices of “domain” and a general engagement with contemporary life and the role of designed objects.

The ability to generate, make material and test design proposals and concepts is fundamental to this type of approach and the pedagogic principles that underpin it. This is particularly relevant in the sphere of electronic or digital design where time-based interactions predominate and spatially extensive systems with multiple users operate.

The Role

Job Title	Lecturer: Physical Computing and Interactive Prototyping
Location	GSA, The Design School, Garnethill Campus
Reports to	Programme Leader, Interaction Design
Purpose	<p>To provide a challenging and supportive learning experience for UG and PG students studying on different programmes in the School of Design, providing world-class teaching and contributing to the academic development of interaction design in the School of Design within the overall context and vision of the Glasgow School of Art</p> <p>To play an important role in all aspects of quality assurance with regard to learning, teaching and assessment</p> <p>To contribute to the research and knowledge transfer profile of the Glasgow School of Art through actively engaging in and supporting its research and knowledge transfer activity</p>

Key Accountabilities

Academic / Educational

- As part of an academic team, deliver high-quality teaching in the field of digital and electronic interaction design, via practical workshops, seminars, tutorials and lectures.
- Deliver lectures and provide studio tuition to one or more year groups at undergraduate and postgraduate level
- Play a significant role in the development of electronic and digital interaction pedagogy through cross-school teaching, curriculum development and research projects where appropriate and in collaboration with Department Heads and Programme Leaders
- Undertake assessment of student work, contributing to internal and external examination boards where appropriate
- Support postgraduate/undergraduate programme teams in the development and validation of programmes, pathways and courses
- Support the continued development and delivery of employability and work related learning opportunities
- Maintain a continued engagement in areas of pedagogy, practice and research within the field, maintaining and developing industrial liaisons where appropriate
- Engage actively in the School's research, research culture and associated activities
- Be actively engaged in knowledge exchange and impact activities and be aware of and able to exploit external funding opportunities
- Contribute to cross-school teaching, curriculum development and research projects, where appropriate

Operational

- Undertake administrative duties commensurate with the role
- Undertake duties associated with the pastoral care of students, including referring to support services where appropriate
- Assist in the recruitment, selection and admission of students
- Participate in the School's Career Review and Development programme and undertake relevant staff development, where appropriate
- Contribute to educational visits/trips, activities and exhibitions as directed by the Head of Department/Stage Leader or Head of School
- Take responsibility for your own health and safety and that of your colleagues and students in accordance with the Health and Safety at Work Act 1974 and relevant School H&S policies and procedures as directed
- Take responsibility for conducting or following appropriate risk assessments and reducing hazards (depending on area of work, activity and level of training received)

Strategic

- Contribute to development of the core programme for students in line with external research, professional developments and quality assurance/enhancement frameworks
- Contribute to maximising opportunities for cross-school activity and growth, and the development of new, interdisciplinary areas of study
- Contribute to development of the profile for GSA programmes, including international profile, projects and partnerships, and enhance the School's reputation as a leading centre for study in the creative disciplines

- Contribute to the development of additional modes of study including, potentially, VLEs (Virtual Learning Environment) and distributed learning programmes
- Contribute to the strategic planning of the department/school
- Actively promote and encourage equal opportunities and widening participation
- Contribute to the development of an innovative approach to work related learning which builds mature, confident, enterprising graduates able to apply real world experience in shaping their careers
- Contribute to the income generating activities of the School, actively seeking and exploiting opportunities for current and future income generation within the area of expertise

Key Challenges

- Managing developments and change in the curriculum in order to maintain and extend academic excellence
- Maintaining knowledge of developments in learning and teaching and maintaining a reflective and critical view
- Actively linking the work of the studio to external markets – locally, nationally and internationally
- Successfully balancing the diverse aspects of a Lecturer's role

Person Specification

Experience and knowledge

- Educated to degree level or beyond, ideally in the realm of electronic, digital and interaction art and design;
- Experience of current debates, trends and issues relating to the practice of electronic and digital interaction design, especially physical computing and electronic prototyping;
- Experience in modern coding environments such as Processing, MaxMSP or openFrameworks
- Experience of a wide range of multimedia middleware applications
- Experience in development of Internet of Things (IoT) applications and associated platforms
- Engagement with the wider digital critical debate and knowledge of historical and current new media art and design practice
- Experience of developing interactive digital artifacts from concept to completion
- Experience of teaching at undergraduate and postgraduate level within Higher Education
- Possess a PG Certificate in Learning & Teaching or willingness to undertake appropriate qualification in this area
- Contribute to the income generating activities of the School, actively seeking and exploiting opportunities for current and future income generation within the area of expertise through the development of CPD courses in physical computing
- Active researcher with an established profile in the field, or substantial relevant industry experience, and the ability to contribute to the School's research themes and/or knowledge exchange programmes
- Qualified to undertake PhD supervision or willingness to undertake appropriate qualification in this area

- Experience of curriculum design and development and quality enhancement/assurance
- A record of knowledge transfer activities understood as engagement with industry or the public

Skills

- Strong team-working and collaboration skills
- Solid understanding of good practice and techniques in art and design
- Excellent making skills, extensive knowledge of designing, making and coding in the digital and electronic realm with an aptitude for team-working and collaboration
- High level of creative and interpersonal skills for teaching in a studio environment
- Understanding of current debates, trends and issues relating to the subject
- Strong communication skills
- Passion for learning and creativity
- Personal drive and desire to develop new areas of research and educational activity
- Adaptability and multi-disciplinary outlook to work with staff and students in different Departments across the School
- Awareness of, and sensitivity to, cultural diversity
- Commitment to equal opportunities and widening participation

Terms and Conditions

Activity Plan	Duties and pattern of working will be set out in an Activity Plan. The plan will include: jointly agreed objectives including milestones and outcomes and an appropriate balance of teaching, research, consultancy, scholarly activity, personal development and other possible activities within the duties of an academic.
Staff Development	A minimum of four days (pro rata) are guaranteed under HE2000 terms and conditions. However, the School is committed to encouraging staff development for all its employees which is to the benefit of the individual as well as the Institution as a whole.
Contract	Permanent
Probationary Period	It is recognised that there is an inevitable 'settling in' period in any post. The probationary period is therefore an opportunity for the employee to fit within the culture of the School. It should also be determined during this time whether the job is in line with expectations as expressed in pre-appointment discussions, interview and as set out in the Job Description. The probation period for this role is 6 months.
Accredited teaching qualification	It is expected that all members of Lecturing staff undertake the Postgraduate Certificate in Learning & Teaching within the first two years of employment, unless a qualification at an equivalent level is already held.
Salary	Grade 7 currently £37,706 - £47,722 per annum
Hours	35 hours per week
Holidays	35 days plus 11 statutory holidays per annum
Pension	Option to join Scottish Public Pensions Agency
Notice Period	3 months