

**Lecturer – 3D Modelling (0.6 FTE)  
School of Innovation and Technology  
Fixed Term – 6 months**

The Role

---

Job Title	Lecturer (0.6 FTE – 21 hrs/week), Fixed Term – 6 Months
Location	School of Innovation & Technology, The Hub, Pacific Quay, Glasgow and 65 West Regent Street, Glasgow
Reports to	Head of Academic Programmes, School of Innovation and Technology
Purpose	<p>The role will focus on teaching, and involve providing support and input to course and curriculum co-ordination and development and administration. The focus of the teaching and related activity is in the area of 3D Modelling and Digital Sculpting for Real-Time applications (Game Development and Visualisation), with teaching across both undergraduate and postgraduate programmes.</p> <p>To provide a challenging and supportive learning experience for all students, providing world-class teaching and contributing to the academic development of SIT.</p> <p>To play an important role in all aspects of quality assurance with regard to learning, teaching and assessment.</p>

Key Accountabilities -

**Academic / Educational**

- To work as part of a team of academics and technical staff and be flexible and supportive of all SIT activity (and GSA-wide);
- To deliver 3D modelling and digital sculpting curriculum of the undergraduate and postgraduate programmes within SIT (BSc Immersive Systems Design and MSc Visualisation programmes and pathways) to assure maximum student potential is achieved
- To be actively involved in the development of learning support materials;
- To contribute to the activities in SIT e.g. curriculum development, course strategy, course promotion and maintaining and developing industrial liaisons;
- To participate in Quality Assurance procedures;
- To attend appropriate training courses when required as part of the SIT academic development practices;
- To be responsive to individual student and/or group requirements;
- Undertake assessment of student work, contributing to internal and external examination boards where appropriate;
- 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;
- Support students developing project ideas;
- To undertake any other activities commensurate with the post.

### **Operational**

- Undertake administrative duties commensurate with the role;
- Undertake duties associated with the pastoral care of students, including referring to support services where appropriate;
- 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 School;
- Undertake Health and Safety duties and observe procedures within own area of responsibility in relation to all Staff, Students and Visitors;
- Ensuring compliance with School and GSA policies and procedures, standing orders and statutory requirements (e.g. the Data Protection Act, Equality and Diversity);
- Cooperation and compliance with Health and Safety responsibilities, to ensure health and safety of self, as well as that of the students.

### **Strategic**

- Contribute to the development of the core programme for students in line with external research, professional developments and quality assurance frameworks;
- Contribute to development of the profile for SIT programmes, and enhance SIT' reputation as a leading centre for study in the digital media 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 SimVis;
- 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 postgraduates able to apply real world experience in shaping their careers.

### Key Challenges

- Managing developments and change in the curriculum in order to maintain and extend academic excellence;
- Refreshing knowledge of developments in learning and teaching and maintaining a reflective and critical view of our performance;
- Encouraging, stimulating and supporting students in stretching their abilities to achieve projects of a high level, providing support for development of critical and contextual understanding and appreciation.

### Person Specification

#### Qualifications

- Professional qualifications including a relevant Masters degree in 3D modelling, Game Development or equivalent experience

#### Experience and knowledge

- Evidence of excellence in 3D modelling/digital sculpting
- Experience in Digital Sculpting for Real-Time applications with ZBrush and 3DS Max/Blender
- Experience in teaching 3D modelling and Immersive Systems with 3DS Max and/or Blender, and Unity or Unreal
- Experience of working with 3D modelling and Immersive Systems within an educational setting.

#### Other 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 programmes across the School;
- IT skills – a working knowledge of word processing, e-mail and presentation software packages
- Awareness of, and sensitivity to, cultural diversity;
- Commitment to equal opportunities and widening participation.

Relationships

Internal Contacts:

- Working closely with academic colleagues within SIT and other colleagues within GSA as a whole;
- Working with administrative, support and technical staff;
- Participation in working groups within SIT.

External Contacts:

- Working closely with relevant external professional bodies;
- Developing international relationships through professional practice.

**Terms and Conditions**

Staff Development	A minimum of five days FTE are guaranteed under HE2000 terms and conditions (pro-rata). 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.
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.
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.
Contract	Fixed Term (6 months)
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. There is a one year probationary period attached to this post.
Hours of Work	21 hours per week
Salary	Grade 7 (£42,978 - £54,395) per annum (pro rata)
Holidays	35 days plus 11 statutory holidays per annum (pro rata)
Pension	Option to join Scottish Teachers' Superannuation Scheme
Notice Period	1 months