

**Lecturer in Digital Modelling and Sculpting (1.0 FTE)
School of Simulation & Visualisation
Permanent**

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 Studio

Our studio-based approach to learning and innovation has particular relevance in the 21st Century. The place of the studio in creating the environment for inter-disciplinarity, peer learning, critical enquiry, experimentation and prototyping can help to address many of the grand challenges confronting society and contemporary business. It provides space to bring disciplines together, exploring problems in new ways to find innovative solutions. Studio is at the heart of our pedagogy, how we work and how we engage with others.

The School of Simulation and Visualisation

The School of Simulation and Visualisation (SimVis) at The Glasgow School of Art is one of five Schools that combines academic study at Master's and PhD level with a broad range of research and commercial activities.

Over the last fifteen years SimVis has grown significantly concentrating on its core areas of activity which are primarily centred around the development of new technologies, tools, techniques and methodologies that support new media and digital content creation. In particular, core research focuses on human computer interaction, haptics, motion capture, real-time interaction, photorealistic 3D visualisation, serious games and ambisonic sound.

SimVis continues to be very successful in winning industrial research contracts and research funding including the Ford Motor Company (across UK, EU and USA centres), QinetiQ, BAe Systems, BBC, Historic Scotland, National Museums of Scotland, Glasgow City Council, the Scottish Funding Council, NHS Education for Scotland and The Royal College of Surgeons of Edinburgh. SimVis was also the first art school based research

centre to be awarded a grant from the Engineering and Physical Sciences Research Council (EPSRC).

SimVis currently offers two taught Masters programmes in *Sound for the Moving Image* and *Visualisation* (with pathways in *Heritage Visualisation*, *Medical Visualisation & Human Anatomy* and *Serious Games & Virtual Reality*) as well as a range of opportunities for doctoral study. Undergraduate programmes in *Immersive Systems Design* and *Sound for the Moving Image* will start in September 2018. The present complement of Masters and PhD students is in excess of 70. At the moment, approximately twenty members of staff are employed at SimVis across its academic, research and industrial activities.

SimVis is based at purpose built, highly specified premises within The Hub at the Digital Media Quarter at Pacific Quay in Glasgow, where it continues to build on its success by developing new areas of research and commercial activity with a growing range of partners and research collaborators.

The Role

Job Title	Lecturer (1.0 FTE)
Location	School of Simulation and Visualisation, The Hub, Pacific Quay, Glasgow
Reports to	Head of Postgraduate Programmes
Purpose	<p>The role will involve an appropriate balance of teaching, course and curriculum co-ordination and development and administration. The focus of the teaching and related activity is in the area of 3D Modelling for Immersive Systems, with additional teaching in other areas including Medical Visualisation.</p> <p>To provide a challenging and supportive learning experience for all students, providing world-class teaching and contributing to the academic development of SimVis.</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

- To work as part of a team of academics and technical staff and be flexible and supportive of all SimVis activity (and GSA-wide);
- To deliver the curriculum of the undergraduate Immersive Systems Design – 3D Modelling programmes to assure maximum student potential is achieved; and provide support to delivery of 3D modelling to the MSc in Visualisation
- To be actively involved in the development of learning support materials;
- To contribute to the activities in SimVis 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 SimVis' 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 postgraduate 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;
- Support students developing project ideas;
- To undertake any other activities commensurate with the post.

Research

Contributing to research and development aims of SimVis through: -

- Undertaking research to develop the research profile of SimVis;
- Creating and developing links between the Departments in the School through contributions to cross-school research projects, teaching and curriculum development;
- Personal and professional development of practice/research ensuring that an individual research profile is maintained for SimVis/GSA and Research Excellence Framework (REF) purposes.

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 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 SimVis programmes, and enhance SimVis' 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;
- Contribute to the income generating activities of SimVis, 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;
- 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 degree in art or design or equivalent experience
- Possess a PG certificate in Learning & Teaching or willingness to undertake appropriate qualification in this area

Experience and knowledge

- Extensive professional experience in 3D modelling, data processing and 3D modelling for high level clients including 3D Studio Max, Z-Brush and Photoshop.;
- Experience in teaching 3D modelling and animation techniques with 3DS Max and ZBrush
- Experience of working within computer modelling and animation within a commercial setting.
- An interest in medical and heritage visualisation as well as an excellent understanding of current critical debates, trends and issues relating to the subject;
- Experience of managing a modelling team would be beneficial.
- Experience of developing and delivering a course at HE level
- Experience of engaging in curriculum development
- Experience of mentoring students through their studies (pastoral, professional, developmental)

Other Skills

- Strong team-working and collaboration skills;
- Ability to actively engage in creative problem solving e.g. devising project briefs and monitoring of student creative activity in the same respect;
- Excellent 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 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 SimVis and other colleagues within GSA as a whole;
- Working with administrative, support and technical staff;
- Participation in working groups within GSA.

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	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. There is a one year probationary period attached to this post.
Hours of Work	35 hours per week
Salary	Grade 7 £38,460 - £48,676 per annum
Holidays	35 days plus 11 statutory holidays per annum
Pension	Option to join Scottish Teachers' Superannuation Scheme
Notice Period	3 months