

Job Title: Lecturer in Creative Computing

Grade: 8

Salary: £39,609 to £48,677 per annum

Department: Informatics

Hours/Contract: Full time, permanent

Reference: 980

Role Purpose

To contribute to the development of the new Creative Computing programme at University of Leicester. Undertake teaching, research and administrative duties in line with the Department's learning and teaching, and research strategies. To contribute to the delivery of the new BA/BSc in Creative Computing and undertake research in areas of Creative Computing.

Main Duties and Responsibilities	% Time
<p>Research</p> <ul style="list-style-type: none"> Engage in personal and collaborative research resulting in significant contributions to papers and other outputs in leading international conferences and journals Generate external funding through grants, consultancy, knowledge-transfer activities, or other sources to support research and its transition into applications. Help develop research strategies enabling the Department to attain its goal of developing interdisciplinary activities throughout the university. Build up and maintain relationships with external partners to support knowledge transfer and impact outside academia. Supervise research students and provide advice and guidance to other members of the wider team, both research staff and students in the context of theoretical or applied work. Attend major international and national conferences in the area of research and present research results in a regular basis, and to network and contribute to personal recognition and that of the University 	40
<p>Teaching</p> <ul style="list-style-type: none"> Give lectures, seminars, tutorials and other classes, especially in areas related to creative computing, as allocated by the Head of Department in accordance with teaching obligations. Supervise project work by undergraduate and postgraduate students. Maintain a broad knowledge of up-to-date research and scholarship in relevant fields to ensure that teaching meets the standards expected within a research-led University. Undertake other academic duties (such as setting and marking coursework and examination papers, invigilation, participation in course reviews and pastoral support of students) required to sustain the delivery of high-quality teaching. Support and comply with the University and departmental teaching quality assurance standards and procedures, including the provision of such information as may be required by the Department or the University. 	40
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Administration and Other Activities

- Undertake such specific departmental roles and management functions as may be required by the Head of Department.
- Attend departmental meetings and participate in committees and working groups within the Department, the College and the University to which appointed or elected.
- Engage in continuous professional development, for example through participation in relevant staff development programmes.
- Undertake, subject to the agreement of the Head of Department and the University as appropriate, external commitments that reflect well upon and enhance the reputation of the University.
- Ensure compliance with health and safety requirements in all aspects of work.
- Take responsibility for organising resources and effective decision making in support of research and teaching.

Internal and External Relationships

Collaborate with other departments and administrative units of the University as well as research groups nationally and internationally.
Support research students and other staff members to provide advice and guidance in area of expertise.
Build and maintain contacts with industry or other external partners and work with them on joint projects.

Planning and Organising

Plan and deliver a course of lectures to undergraduate, masters, or PhD students. Plan research grant applications, publication of high-quality papers, industry engagements and impact-bearing collaborations.

Qualifications, Knowledge and Experience

Essential

- A PhD or equivalent in a relevant area *
- Evidence of research leading internationally in terms of originality, significance and rigour, that aspires to achieve the highest standards of excellence*
- Evidence of potential to engage in interdisciplinary research with other departments of the University *
- Evidence of potential to engage in collaborative research, knowledge-transfer activities or consultancy with industry *
- Expertise in computer games programming and entertainment technologies, including but not limited to*
 - Programming interactivity and AI in games;
 - Gamification and games as expressive and social interfaces;
 - Games and computational creativity;
 - Entertainment delivery;





Desirable

- Experience or potential in one or more of the following areas is desirable
 - Business development in the creative sector;
 - Applications of AI and machine learning in creativity;
 - Theories of creativity and computing;
 - SciArt and big data analysis;
 - Software Engineering processes;
 - Parallel and Distributed Computing;
 - Health Computing;
 - Emerging Technologies;
- Evidence of collaborative research with leading groups or companies in the UK or abroad.
- Experience in organising seminars, workshops, conferences or other research meetings.
- Experience in supervision of undergraduate or postgraduate students.
- Academic Teaching Qualification or commitment to gain the appropriate category of HEA Fellowship.

Skills, Abilities and Competencies

Essential

- High level of proficiency in English, sufficient to undertake research, teaching and administrative activities utilising English Language materials and to communicate effectively with staff and students.
- Proven ability or potential to generate external funding through research grants, consultancy, knowledge-transfer activities, or other sources to support research and its transition into applications.
- Proven ability or potential to initiate work independently and as part of a team, both on research and teaching programmes.
- Proven ability or potential to teach undergraduate and postgraduate students in lectures, tutorials and seminars, and to supervise postgraduate students.
- Ability or potential to help develop curricula.
- Ability or potential to engage in outreach activities.
- Good written* and oral communication skills, along with presentation and training skills.
- Good interpersonal skills.
- Ability to teach and supervise undergraduate and postgraduate students in applied areas of computer science and on interdisciplinary projects

Desirable

- Ability to communicate and collaborate with existing staff in the Department of Informatics

****Criteria to be used in shortlisting candidates for interview***

VITAL

The University encourages all staff to live our [VITAL values](#) which are:
Valuing People, Innovators, Together, Accountable, Leaders.

Equality and Diversity





We believe that equality, diversity and inclusion is integral to a successful modern workplace. By developing and implementing policies and systems that challenge stereotypes across all aspects of our work, we have a culture that recognises and values the diverse contributions of our staff which benefits everyone. Our strong values of inclusivity and equality support our efforts to attract a diverse range of high quality staff and students, and identify our University as a progressive and innovative workplace that mainstreams equality, diversity and inclusion.

