

**Academic Lead  
Undergraduate Digital Design Programmes (1.0 FTE)  
School of Innovation and Technology (S.I.T.), Glasgow  
Permanent**

<b>Job Title</b>	Academic Lead – Undergraduate Digital Design Programmes
<b>Location</b>	Glasgow
<b>Reports to</b>	Head of Academic Programmes (School of Innovation and Technology)
<b>Purpose</b>	<p>To lead our growing portfolio of undergraduate programmes in digital creativity and design –including current programmes and pathways in Sound for the Moving Image, 3D Modelling, and Games &amp; Virtual Reality.</p> <p>The role will enhance the School’s commitment to:</p> <ol style="list-style-type: none"><li>1) our expanding undergraduate portfolio in digital creativity</li><li>2) new academic study options at all curricular levels</li><li>3) a people and planet approach to digital creativity and emerging technologies,</li><li>4) aligning teaching and research to produce social, economic and cultural impact</li></ol> <p>Provide leadership to an academic team, management of student learning experience and collegiate input into the intellectual development of the School of Innovation and Technology, based on our Glasgow city centre campus.</p> <p>To align the School of Innovation and Technology portfolio activities with GSA’s Strategic Plan, and liaise with colleagues across the institution.</p> <p>To develop educational forms, formats and qualifications that explore how digital creativity, storytelling and interaction can reach beyond entertainment as part of a discourse around human society, well-being, social justice and ecological concerns.</p> <p>To foster and curate appropriate educational materials and approaches that support student learning, staff scholarship and research, and evidence the evolution of practice.</p> <p>Contribute to the planning and development of S.I.T. curricula, by managing existing delivery and supporting the development of new programmes, curricular components and learning opportunities.</p>

**Principal Accountabilities**

Academic / Educational

- Demonstrate academic excellence in digital creativity, including games & virtual reality, interactive digital narratives, modelling and animation, or emerging areas.
- Evidence an understanding of contemporary technologies of design, visualisation and aesthetic expression.
- Lead the related undergraduate academic team in delivering and developing curricular content within the School of Innovation and Technology, and manage delivery of related academic materials, teaching and learning
- Support student learning and staff delivery in the fields of digital design and creativity through collaboration with partners offering external experience/expertise
- Capacity to develop innovative approaches to academic delivery and support student learning and attainment
- Lead in the development of international collaborations with a variety of HEIs and organisations.
- Offer academic oversight and provision of pastoral responsibilities in respect of students

Operational

- Play a lead role within curriculum planning, timetabling, staffing and monitoring of academic delivery.
- Work with colleagues to develop and deliver the curriculum at both undergraduate and postgraduate levels
- Manage recruitment and admissions processes across relevant courses and programmes.
- Co-ordinate educational activities, engagements and academic materials for curricular delivery, as appropriate
- Undertake Health and Safety duties and observe procedures within own area of responsibility in relation to all Staff, Students and Visitors, where appropriate.
- Contribute to the marketing, publicity and recruitment strategies of the School.

Strategic

- Play a leading role in the evolution of the School of Innovation and Technology's portfolio and associated teaching, learning and assessment strategies.
- Contribute to the development of student learning, academic opportunities, professional development and curricular innovation
- Manage the development of Digital Design and Creativity programmes, align with GSA and SIT research ambitions and ensure social impact of educational engagements.

## **Main Duties**

- Manage academic colleagues to develop the digital design and creativity curriculum and related activities
- Develop an internationally recognised profile in the research / teaching of digital games, interactive narrative, contemporary technologies and/or aesthetics or related area.
- Manage colleagues to ensure that Scholarship and Research activities are aligned to GSA/SIT priorities.
- Contribute to debates around digital creativity, aesthetic form and approaches to contemporary practice(s)
- Active engagement with Quality Assurance processes and sector wide enhancement initiatives and their institutional impact (QESR/Periodic Review etc.)

## **Other duties will also include: -**

- Liaison with other Academic Leads within the School of Innovation & Technology
- Contributing to expansion of the S.I.T. academic portfolio and strategic direction
- Discussions with GSA International Department, including our China Office
- Travel; and liaison with international partners around the world.

## **Relationships**

### **Principal Internal Contacts:**

- Head of School of Innovation and Technology
- Head of Academic Programmes (SIT)
- Director of Operations, School of Innovation and Technology
- Academic Support Manager, S.I.T.
- Other Academic Leads within School of Innovation and Technology
- Director of Emerging Technologies

### **Principal External Contacts:**

- Commercial and Industrial Partners
- Government and/or local community partners
- National and Regional Development Bodies
- Industry and Academic Bodies (e.g. Screen Skills)
- Relevant Academic Networks

## Person Specification

### Experience / qualifications

- Passion for learning and creativity, a strong personal commitment to academic endeavour is essential
- A research/teaching/practice profile in digital games, interactive storytelling, digital modelling and animation, or related area of learning.
- Educated to Masters level or beyond, ideally at the intersection of games, interaction, storytelling and immersive systems or related fields (e.g. computing, computer graphics, digital modelling and animation). A PhD would be advantageous. *Alternatively*, appropriate industrial or applied research experience would be attractive.
- A solid understanding of methods, processes and contemporary issues as they apply to the specialist domains of digital creativity
- Experience of current debates, trends and issues relating to the expanding field of games and immersive systems, preferably with reference to emerging technologies
- Cultivate personal scholarship and research interests into curricular materials and innovative approaches to the domain.
- Significant teaching experience in a Higher Education Institute, comparable organisation, or game development company, technology/research organisation or creative agency
- Experience of management of multidisciplinary teams, adherence to quality assurance standards and academic development mechanisms
- Capacity to lead discussions regarding teaching and learning approaches appropriate to undergraduate level and beyond
- Ability to manage curriculum design, development and innovation to underpin enhancement/assurance in concert with the Programme team
- Experience of managing external relationships, specifically project partners.

### Skills and attributes

- Management of teams
- Excellent design and visualisation skills, extensive evidence of contemporary development practice *or* a critical awareness of the deployment of these skills in relation to contemporary design and digital technologies
- Excellent team-working and collaboration skills
- High level of creative interpersonal skills for teaching in a studio environment
- Ability to manage complex situations and multiple tasks, as required.
- Excellent communication skills,
- Awareness of, and sensitivity to, cultural diversity
- Commitment to equal opportunities and widening participation

**Terms and Conditions**

<b>Contract</b>	Permanent
<b>Probationary Period</b>	<p>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.</p> <p>The probation period for this role is 12 months.</p>
<b>Salary</b>	Grade 8, £56,921.00 - £65,814.00 per annum
<b>Hours</b>	35 hours per week
<b>Holidays</b>	35 days plus 11 statutory holidays per annum
<b>Pension</b>	Scottish Teachers' Superannuation Scheme
<b>Notice Period</b>	3 months
<b>Staff Development</b>	A minimum of five days 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.
<b>Activity Plan</b>	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.
<b>Disclosure</b>	The successful candidate is expected to be a member of the Protection of Vulnerable Groups (PVG) Scheme.

To find out more information about the Glasgow School of Art, please visit our website;

<http://www.gsa.ac.uk/>

