

Job Title:	Games Design Programme Leader / Degree Tutor (Full-time)
Location:	Futureworks, Manchester
Reporting to:	Head of School (Art & Design)
Pay:	£30,000 to £37,000p.a. DoE
Start Date:	Monday 19 th August 2019

Company Info

Futureworks Media School provides education and training in sound, music, film, TV, games, animation and visual effects. At our purpose-built school in Manchester, UK, our students benefit from extensive practical experience in cutting-edge studios, learn from experienced professionals, and get direct support from industry employers. Courses range from 2 days to 3 years, and include undergraduate degrees and professional training for individuals and organisations. Futureworks consistently scores highly with NSS, and recently received commendable judgements in every category from the QAA. We continue to work with our students to create highly employable graduates for the creative industries.

Job Summary

As Programme Leader for our successful BA (Hons) Games Design programme, the post holder will be responsible for the design, delivery and assessment of a range of teaching materials, and for making a clear contribution, via departmental discussions, to curriculum review and enhancement.

The postholder will be required to liaise with students, programme leaders, tutors, student services, partner universities and other external parties in the delivery of a professional, student-centred approach to teaching learners from a diverse and multicultural range of backgrounds. Postholders determine their own priorities within the parameters set by their departmental teaching and research programmes.

The postholder is expected to participate in departmental administration, for example by membership of staff-student committees, and through contribution to academic and/or institutional-level committees. Postholders will ensure that information and documentation is available to stakeholders as required, and that such information is available for audits, reviews and quality control procedures as needed.

Representative Work Activities

- Lead and co-ordinate the delivery of the BA (Hons) Games Design programme.
- Assess, record and report on students' progress, including progression and retention.
- Monitor and ensure the quality of the provision, including learning and teaching.
- Attend assessment, progression and finalist boards.
- Engage with Admissions to recruit, select and induct new students onto programmes.
- Design and delivery of teaching materials across a range of modules or within the subject area, using appropriate teaching, learning and assessment methods.
- Identification of areas where current provision is in need of revision and contribute to the planning, design and development of material and new courses.
- Setting, marking and assessing work and examinations, and providing feedback to students.

- Development of research objectives, projects and proposals, and conducting individual or collaborative research projects as appropriate to the discipline.
- Application of knowledge acquired from research to teaching and appropriate external activities.
- Participation in, and development of, external networks, for example to contribute to student recruitment, secure student placements and generate income.
- Responsibility for the pastoral care of students as a Personal Tutor.
- Contribution to Departmental and, as appropriate, academic and/or institutional-level committees.
- Developing ideas and finding ways of disseminating and applying the results of research and other scholarly activity.
- Advising others on strategic issues such as student recruitment and marketing within own subject area.
- Continually enhance lesson delivery through engagement with academic quality assurance procedures.

Quality Indicators

- Student feedback and academic performance.
- Engaging in continuing professional development.
- Supporting the department in research efforts and contributing clearly to the quality of teaching.
- Knowledge of, and adherence to, the organisation's Health & Safety and Equal Opportunities policies.

Experience of working in a teaching role in Higher Education and a minimum of 2 years of commercial games development experience are essential.

Applications should be in the form of a CV and covering letter and addressed to the Head of School (Art & Design) quoting reference **BAGD070219**. Applications can be sent via email to jobs@futureworks.ac.uk or via post to:

Head of School (Art & Design)

Futureworks, Riverside, New Bailey Street, Manchester, M3 5FS