

Job Title:	Game Audio Module Tutor (part-time)
Location:	Futureworks, Manchester
Hours:	8 hours (1 day) per week (September to May)
Reporting to:	Head of School (Sound & Music Production)
Hourly Rate:	£35 per hour
Start Date:	w/c 12 th September 2022

Company Info

Futureworks is an academic partner of Women in Games, Avid Technology, Epic Games and Sony PlayStation, providing 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.

Job Summary

BSc (Hons) Game & Interactive Audio – Module Tutor

This part time role involves the delivery of Game Engine (UE4) and Middleware (FMOD) related modules to a year 2 and year 3 group. The modules are scheduled to be delivered on the same day and as such the role is ideally suited to someone with other commitments such as a part time role in the games and interactive audio industry or in conjunction with postgraduate study in the field.

As Module Tutor in our specialist Game Audio 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.

Representative Work Activities

- Design and delivery of teaching materials on assigned modules, using appropriate teaching, learning and assessment methods.
- Setting, marking and assessing work and providing feedback to students.
- Provide academic advice and support to students.
- Identification of areas where current provision is in need of revision and contribute to the planning, design and development of material and new courses.
- Application of knowledge acquired from research and or professional practice to teaching and appropriate external activities.
- Contribution to departmental committees.

Quality Indicators

- Student feedback and academic performance.
- Engaging in continuing professional development.
- Knowledge of, and adherence to, the organisation's Health & Safety and Equal Opportunities policies.

Skills / Experience Required

- Commercial game audio experience

- Experience with Unreal Engine and Blueprint
- Experience with FMOD middleware and its integration with UE4
- Experience of delivering modules at H.E. level
- Educated to degree level or beyond
- Excellent verbal and written communication skills
- High level of attention to detail

Desirable Skills / Experience

- A recognised teaching qualification (e.g. PGCE)

Futureworks welcomes applications from a diverse range of candidates regardless of background, gender, race, religious beliefs, disability, sexual orientation or age. We aspire to be a diverse and inclusive organisation because we believe that diversity brings benefits for our students and staff alike.

Applications should be in the form of a CV and covering letter and addressed to the Head of School (Sound & Music Production) quoting reference **GA120922**. Applications should be sent via email to work@futureworks.ac.uk