Job Title:	Games Design Module Tutor (part-time)
Location:	Futureworks, Manchester
Hours:	4 - 8 hours per week (September to June)
Reporting to:	Head of School (Art & Design)
Hourly Rate:	£35 per hour
Start Date:	September 2024

Company Info

Futureworks, Manchester 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 include undergraduate degrees and professional training for individuals and organisations.

Job Summary

As Module Tutor in 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 on one or more modules, and for making a clear contribution, via departmental discussions, to curriculum review and enhancement.

Representative Work Activities

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

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.

Riverside,
New Bailey Street,
Manchester M3 5FS

0161 214 4600
info@futureworks.ac.uk
futureworks.ac.uk

Company No. 6032686

Skills / Experience Required

- Commercial games development experience is essential
- A good understanding of games design theory and in particular level design
- A good understanding of creation of design documents (games design documents, level design documents etc)
- High proficiency in Unreal Engine 4 and 5 with in depth knowledge of Blueprinting
- 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 (Art & Design) quoting reference **GD140824**. Applications can be sent via email to work@futureworks.ac.uk or via post to:

Head of School (Art & Design)
Futureworks, Riverside, New Bailey Street, Manchester, M3 5FS

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