

JOB DESCRIPTION

Job Title:	Lecturer in Esports
School:	School of Business, Tourism and Creative Industries
Contract:	Full-time, permanent
Salary Range:	£30,942 - £38,017 p.a. with an opportunity to progress to £41,526
Salary Grade:	AC2
Report To:	Head of Department – Business
Job Purpose:	To teach on a range of Esports courses.
Main Duties and Responsibilities:	<ol style="list-style-type: none"> 1. You will be employed as a Lecturer in which capacity you will be required to perform such duties consistent with your position as may from time to time be assigned to you. 2. Your duties will include, but will not be limited to: formal scheduled teaching, tutorials and student assessment, management of learning programmes and curriculum development, student admissions, educational guidance, preparation of learning materials and student assignments, setting and marking of students' work, marking of examinations, management and supervision of student visit programmes, research and other forms of scholarly activity, marketing activities, administration and personal professional development. 3. You may be required in pursuance of your duties to perform services not only for the Corporation but also for any subsidiary. 4. You are expected to work flexibly and efficiently, to maintain the highest professional standards and to promote and implement the policies of the Corporation. 5. You will be expected to comply with any rules and regulations which the Corporation may from time-to-time issue to ensure the efficient operation of its business and the welfare and interests of its students and employees. 6. To ensure practice is in line with the requirements of the General Data Protection Regulations. 7. To commit to upholding the principles of Safeguarding and the PREVENT agenda.

For office use only:

Approved by:	RG	Date:	25/3/21
--------------	----	-------	---------

PERSON SPECIFICATION

Post:	Lecturer in Esports	Weighted criteria
Experience:		
1	Teaching experience in Esports.	
2	Relevant industry experience in an appropriate professional setting.	X
3	Experience of curriculum development.	
4	Experience of using some or all of these programmes: ZBrush; Maya and other 3D related design software; Adobe suite including: Dreamweaver, After-effects, InDesign, Premiere, Photoshop, Illustrator; Game Engine Software, Motion-Capture, Green Screen and VR hardware.	X
5		
Skills & Abilities:		
6	Ability to teach across a range of levels in areas including: <ul style="list-style-type: none"> • Esports Ecosystem • Esports Events • Live Streamed Broadcasting • Shout-casting • Video Production 	X
7	Excellent communication and interpersonal skills with the ability to motivate and inspire students of varying abilities.	X
8	Ability to work as an effective team member under pressure and to deadlines.	
9	Proficient IT skills to include Microsoft and various other presentation packages to make lectures engaging and interactive.	
10	Well-developed administrative and organisation skills.	
Education & Qualifications:		
11	Relevant degree or equivalent professional qualification.	
12	Teaching qualification or willingness to obtain.	
13	English and Maths at minimum level 2 or willingness to obtain.	
14		
15		
Training & Professional Development:		
16	Demonstrate a record of continuing professional development and an awareness of contemporary professional practice.	
17		
18		
19		
20		
Other:		
21	Flexible approach to work; evening/weekend teaching may be required, as may supervising learners on trips/residential visits.	
22	An understanding of the principles of Safeguarding and the PREVENT agenda in the context of further and higher education.	

For office use only:

Approved by:	RG	Date:	25/3/21
--------------	----	-------	---------

23	High level of commitment and enthusiasm for the role.	
24		
25		

For office use only:

Approved by:	RG	Date:	25/3/21
--------------	----	-------	---------