University of the Sunshine Coast Australia

LECTURER IN DIGITAL ART AND ANIMATION (TEACHING-FOCUSED)

Work Area:	School of Business and Creative Industries
Classification:	Level B
Supervisor:	Dean, School of Business and Creative Industries

OUR VISION

To create a better tomorrow.

OUR PURPOSE

To transform lives through learning and knowledge in every place we operate and with every community we serve.

OUR VALUES

Integrity, community, sustainability

For further information about UniSC, visit us online: usc.edu.au/about

POSITION OVERVIEW

The School of Business and Creative Industries' mission is "educating to make a difference" in a dynamic and rapidly changing world. Our graduates apply innovative, creative, and sustainable industry practices to address both local and global challenges. Strong industry partnerships ensure students gain practical experience, preparing them for exciting careers in the creative industries and business sectors.

Our passionate scholars are committed to sharing their expertise with the next generation of leaders and practitioners. With interdisciplinary research supported by over 70 expert researchers, we span a wide range of fields, including areas of digital business, business intelligence and analytics, management, human resource management, accounting, finance and economics, marketing, tourism, and international business. The creative industries portfolio encompasses design, game design, interactive design, screen media, social media, professional communication, creative writing and publishing, journalism, theatre and performance and music.

This teaching-focused position will drive the School's strategic expansion of its **digital art and animation**, with a strong emphasis on digital design, animation, visual storytelling, and immersive environments, as applied in digital arts and interactive media. It will play a pivotal role in preparing students to critically and creatively engage with the evolving possibilities of art and design in the age of AI, immersive computing, and interactive systems, while nurturing the artistic vision, technical expertise, and conceptual depth required for excellence in contemporary practice.

University of the Sunshine Coast Australia

The successful candidate will bring a sophisticated blend of creative and technical expertise, with the ability to build visually striking and conceptually rich environments that merge artistry with technological precision. Their practice will demonstrate a deep understanding of digital art and design, including animation workflows and post production in immersive environments. Their practice expertise in creative technologies, real-time rendering and simulation technologies will enable them to craft dynamic, meaningful, and innovative creative experiences.

In this role, the candidate will contribute to the development and delivery of applied, industry-relevant curricula that prepare students for careers in digital art, design and animation, immersive and virtual environments, and experiential storytelling. They will work collaboratively across disciplines, connecting art and design with business, science communication, computing, sustainability, and human-centred innovation—ensuring students graduate with the adaptive skills and interdisciplinary awareness needed to succeed in rapidly changes creative industries.

PROFILE

At the University of the Sunshine Coast, a Lecturer:

(i) is an effective teacher and makes sound independent contributions to delivering teaching, learning and graduate outcomes

(ii) has launched a research track record and is developing their research profile. They make positive contributions to research projects; supervise honours students and candidates for higher degrees by research; play a part in successful grant applications; and are developing a track record of publishing in quality refereed journals

(iii) can demonstrate engagement within the University through contributions to governance; coordination of and participation in School capacity-building activities; and activities that contribute to the student experience

(iv) is developing productive industry and community links that benefit students, the community and/or the University. For example, they can undertake consultancies and apply discipline knowledge and skills that benefit external stakeholders and partners and can be involved in activities that encourage participation in University life through outreach activities

All staff are expected to contribute to the achievement of the University's strategic goals and priorities and provide service to the University commensurate with their level of appointment and the opportunities available to them.

DUTIES

1. The University is committed to delivering high quality teaching, learning and graduate outcomes. Teaching is a scholarly practice that includes:
    - maintaining currency in one's discipline/field
    - maintaining currency in effective learning and teaching practices, especially in one's discipline/field
    - designing, developing, evaluating and improving curricula and teaching
    - making use of appropriate technologies and media to support and enhance learning, teaching, assessment and evaluation

University of the Sunshine Coast Australia

- engaging students in learning in a variety of modes including: face-to-face (lecturing, tutoring, conducting workshops, simulations and in laboratories) and learning supported by online tools that enhance knowledge construction, collaboration, communication and engagement
- supporting students to be successful learners
- assessing, and giving fair, helpful and timely feedback on students' work
- participating in learning and teaching development processes within and beyond the University
- high quality administration of teaching
- developing and maintaining strategic partnerships that enhance the quality of learning and teaching within the University and beyond
- conducting "practitioner research" into learning and teaching and communicating the outcomes of that research, particularly in quality refereed journals, and
- contributing to the maintenance of a positive academic environment that is conducive to high levels of engagement and standards of performance in learning and teaching

2. The University's aims to build research productivity and output significantly. Research is a scholarly practice that includes:
   - purposefully developing focused expertise in a discipline/field
   - developing a clear research agenda and participating in research teams
   - framing research problems and researchable hypotheses
   - designing and conducting research projects and writing research reports
   - playing a part in successful applications for research grants, particularly external competitive grants
   - communicating research outcomes to both expert and lay audiences through publishing, exhibiting, and performing, and subjecting outcomes to peer appraisal
   - supervising Higher Degree by Research candidates
   - developing and maintaining strategic research partnerships
   - being invited to conduct research with colleagues at other universities, and
   - contributing to the development and maintenance of a positive academic environment that is conducive to high levels of engagement and standards of performance in research.
3. The University is committed to regional, national, and international engagement and articulates the importance of partnerships and ongoing consultation and cooperation with a broad and diverse range of stakeholders. External engagement is a scholarly practice through which academic staff apply their discipline knowledge and skills to problems in the world. Through external engagement, worthwhile social, civic and professional functions are performed.
4. Engagement within the University enables academic staff to contribute to achieving the University's strategic priorities through activities other than teaching and research.

5. Contribute to a positive and safe work environment for you and others, by modelling and promoting conduct that is culturally capable, inclusive, respectful, and ethical.
6. Other duties within the range of skills normally associated with this classification, including those associated with an evolving research, teaching, learning and professional environment, as required.

SELECTION CRITERIA

Applicants need to demonstrate:

1. A doctoral qualification in a relevant field such as, digital media, animation, creative technology, or contemporary art and design.
2. Demonstrated expertise with industry-standard practices, tools and pipelines in digital art and animation, including experience developing interactive, real-time, and immersive creative outputs.
3. Demonstrated experience in digital art and professional animation production, with a proven track record of delivering industry-recognised outcomes, evidenced through professional credits and published works.
4. Advanced digital fluency and computational expertise, including real-time engines, immersive computing, AI-assisted tools, and emerging computational design workflows for high-level creative and technical outputs.
5. Expertise with GPU-accelerated platforms or workflows for high-fidelity, real-time, or immersive design outputs, such as in virtual production, cinematic animation, or spatial simulation.
6. Proven ability to design and deliver learner-centred, digitally enhanced, innovative, and inclusive curricula, across areas such as digital art and design, animation and immersive environments including VR and XR.
7. Demonstrated expertise in applying digital technologies in teaching, research, or professional practice, including animation and immersive storytelling.
8. A developing record of scholarly and creative outputs, with evidence of industry or community engagement—such as peer-reviewed publications, recognised creative works, or showcases at national and international conferences.
9. Capacity to supervise or co-supervise HDR students working digital art, animation, interactive design, or related applied creative practices.
10. Strong personal qualities and collegial approaches that contribute to the development and maintenance of a positive academic environment, fostering high levels of engagement and achievement for both staff and students.

University of the Sunshine Coast Australia

Desirable

1. Advance HE fellowship or Postgraduate qualification in higher education.
2. Proven ability to collaborate with artists and practitioners in professional contexts across digital art, animation, and design, working within industry-standard pipelines and contributing to the delivery of innovative, professional outcomes.
3. Industry certifications or applied expertise in areas such as systems design, UX/UI, computational creativity, or immersive environments.
4. Research or creative expertise in advanced or interdisciplinary topics such as spatial computing, VR/AR/XR, or environmental storytelling.
5. Active engagement with professional bodies, creative communities, or industry sectors related to digital art and design, animation, and media arts.