## Position Summary

UNSW’s Education Focussed roles (EF) enable academics to specialise in education and devote their time to delivering high-quality teaching and pursuing initiatives to enhance the educational experience of our students. Those who are appointed to this prestigious specialism will be expected to successfully drive educational excellence within the university’s teaching and learning communities.

The role of Associate Lecture/Lecturer reports to Head of School.

## Accountabilities

Specific accountabilities for this role include:

**Level A**

* Demonstrate and continuously develop a well-defined teaching philosophy that inspires student learning.
* Demonstrate a well-defined teaching philosophy that inspires student learning.
* Conduct classes, assess student learning achievements and support students in line with UNSW policy and with guidance of more senior academics.
* Design and develop learning activities and resources, and assessment and feedback using a range of appropriate approaches and learning environments with the support of more senior academics
* Contribute to the development of experimental approaches to teaching and learning led by more senior academics.
* Support learning progression with students as individuals (through such activities as one-to-one consultation) and as a cohort (through general course related advice) to achieve positive learning and employability outcomes for students.
* Manage course administration, including academic quality assurance.
* Maintain professional development in pedagogy, disciplinary knowledge and minimum professional accreditation requirements (where relevant).
* Make a positive contribution to School meetings and seminars and be a member of School/Faculty committees as required.
* Cooperate with all health and safety policies and procedures of the university and take all reasonable care to ensure that your actions or omissions do not impact on the health and safety of yourself or others.
* Align with and actively demonstrate the Code of Conduct and Values
* Cooperate with all health & safety policies and procedures of the university and take all reasonable care to ensure that your actions or omissions do not impact on the psychosocial or physical health and safety of yourself or others.

**Level B**

* Demonstrate and continuously develop a well-defined teaching philosophy that inspires student learning.
* Conduct classes, assess student learning achievements and support students in postgraduate and undergraduate courses in line with UNSW policy.
* Design and develop learning activities and resources, and assessment and feedback using a range of suitable approaches and learning environments.
* Initiate the development of experimental approaches to teaching and learning with the support of more senior academics.
* Support learning progression with students as individuals (through such activities as one-to-one consultation) and as a cohort (through general course related advice) to achieve positive learning and employability outcomes for students.
* Manage course administration as Course Authority, including academic quality assurance.
* Maintain professional development in pedagogy, disciplinary knowledge and minimum professional accreditation requirements (where relevant).
* Make a positive contribution to School meetings and seminars and be a member of School/Faculty committees as required.
* Align with and actively demonstrate the [UNSW Values in Action: Our Behaviours](https://unsw.sharepoint.com/sites/values-in-action) and the [UNSW Code of Conduct](https://www.gs.unsw.edu.au/policy/documents/codeofconduct.pdf).
* Cooperate with all health and safety policies and procedures of the university and take all reasonable care to ensure that your actions or omissions do not impact on the psychosocial or physical health and safety of yourself or others.

Skills and Experience

* A Masters degree or PhD (preferred) in a related discipline, and/or relevant work experience.
* High-level proficiency in game environment concept art and animation.
* Industry-level experience in creating high-quality digital art/assets using software such as Adobe Creative Suite, Autodesk Maya and ZBrush.
* Knowledge of 3D modelling, texturing, rigging, and animation techniques for real-time.
* High-level capability in using game engines such as Unreal Engine and/or Unity3D.
* Strong understanding of the game development pipeline and workflows.
* Proficiency in Microsoft Office 365, Windows and Mac systems.
* Experience in and passion for high-quality educational design, development and delivery in visual effects and interdisciplinary learning environments.
* Detailed understandings of theory and practice in the areas of media arts, animation, and visual effects, and a commitment to fostering experimental approaches to practice.
* Knowledge of emerging and experimental industry and technology trends in 3D animation, visual effects, procedural FX, and/or real-time production.
* Excellent communication, interpersonal, and organisational skills and the capacity to contribute to a high performing and collaborative workplace environment.
* An understanding of and commitment to UNSW’s aims, objectives and values in action, together with relevant policies and guidelines.
* Knowledge of health & safety (psychosocial and physical) responsibilities and commitment to attending relevant health and safety training.

Pre-employment checks required for this position

* Verification of qualifications

About this document

This Position Description outlines the objectives, desired outcomes, key responsibilities, accountabilities, required skills, experience and desired behaviours required to successfully perform the role.

This template is not intended to limit the scope or accountabilities of the position. Characteristics of the position may be altered in accordance with the changing requirements of the role.