

Description and Person Specification Academic/Professional Services Staff
Job title: Lecturer, Character Design and Concept Art (0.6) Department: Design Pay Grade: 5
Role Purpose: To lead teaching and module delivery/leadership and undertake curriculum development in Character Design and Concept Art Degree course. To enhance student learning and attainment and success by offering high quality, innovative teaching, learning and pastoral support. Act as module leader, as directed by HoD/Course Leader To lead as a professional practitioner with deep skills in ideation, storyboarding, concept art, character design and layout/background art. To teach technical skills in practical drawing and software skills. To understand the contextual dimensions of Character Design and Concept Art from a historical and theoretical perspective.
Duties and Responsibilities: • To deliver teaching on modules as directed on the Character Design and Concept Art course • Supervising final projects other practical course work • Marking and assessing student work • To tutor, mentor and counsel students (and where appropriate to refer to student support services) • Carry out the policies, procedures and practices of Health & Safety in all aspects of the role • As part of the Course team, to contribute to the development of the course specialisms across all years of the course • To assist in the recruitment of students and assist in promotional activities for the department including open days • To assist in the planning and writing of course documentation including timetables, project briefs and development of new material for delivery • To assist teaching and module delivery and undertake curriculum development in Character Design and Concept Art • To enhance student learning and attainment by offering high quality, innovative teaching and learning support. • Perform such other duties consistent with the role as may from time to time be assigned, collaborating fully with others to get the work done and Ravensbourne's objectives achieved
Key working relationships (i.e. titles of roles, both internally and externally, with which this role holder interacts on a regular basis):

Course Leader, Head of Department of Design other Course Leaders and tutors within the Department and elsewhere in the University; Kit Store staff; Technical Services staff; sessional teachers.

Resources Managed

Budgets: N/a

Staff: Sessional staff (as directed by Course Leader)

Other: Course equipment in dedicated space/s; support Technical Services to manage relevant equipment and studio Environment.

Knowledge and Experience	Essential	Desirable
Education		
A Degree , or appropriate professional qualification or equivalent.	X	
A PGCE or HEA accreditation or the ability to achieve one of these		X
Professional qualifications/experience Experience of working as an illustrator within the entertainment industry in some capacity. Ideally familiar with drawing for ideation, storyboarding, layout and perspective drawing and sculpture (either traditional or digital)	X	
Working knowledge of industry standard software such as Adobe Creative Suite. After Effects, Blender and Storyboard Pro (Toon Boom)	X	
Experience of animation, moving image, 3D sculpting, Zbrush and Unreal is desirable.		X
Working knowledge of industry production pipelines in either comics, animation (2D,3D), feature films, or video games.	X	
Knowledge, experience and interest in new and/or emerging equipment, workflow or approaches. Knowledge of the current state of the industry in terms of stylistic trends, technology, genre and prominent players.	X	

Higher Education knowledge		
Experience of teaching in higher education, or equivalent experience of training in an industry context	X	
Understanding of the vocational needs of students looking to enter the creative industries and an awareness of how university teaching in Character Design and Concept Art can support their aspirations.	X	
Experience of course design issues such as learner journey, teaching materials etc.		X
Stakeholder and, Project Management		
Experience of working with industry partners, setting up live briefs and managing dialogue with stakeholders.		X

<u>Core Personal skills abilities and behaviours</u>	Essential	Desirable
Management and leadership		
Works collaboratively and harmoniously within the team and more widely with all significant others to get the job done, to the satisfaction of all those involved.	X	
Experience of project leadership on outcome-focused initiatives.		X
Equality, Diversity & Inclusion		
Experience of working in an environment where equality, diversity and inclusion are central to work and delivery.	X	
Experience of dealing with diversity issues in a leadership or management context.		X
Communication		
Communicates clearly orally and in writing, and in relating to others builds and maintains effective relationships	X	

Organisational Values		
Demonstrates a commitment to delivering positive organisational values.	X	

Our Values

Connection: We value what happens together and we collaborate to achieve our collective goals.

Dynamism: We embrace every opportunity to adapt and optimise.

Inclusion: We celebrate our diversity, and we embrace difference as a source of strength.

Professionalism: We aim for quality in everything we do and take pride in our work.

