

Candidate Information

Position:	Lecturer in Sound and Music Computing
School/Department:	Education (AEL)
Reference:	20/108136
Closing Date:	Monday 23 March 2020
Salary:	£36,914 - £51,034 per annum.
Anticipated Interview Date:	Thursday 9 April 2020

JOB PURPOSE:

To undertake research in line with the School's research strategy, to teach at undergraduate and postgraduate level, and to contribute to School administration and outreach activity.

MAJOR DUTIES:

Teaching:

1. Deliver modules on the BSc Audio Engineering (delivered jointly by AEL and EEECS), requiring particular expertise bridging Music and Engineering.
2. Deliver modules on Music programmes more broadly based on experience and interests of the appointee.
3. Contribution to the delivery of existing and new PGT initiatives (e.g. cross-Faculty Master's in Immersive Media) in support of the aim to significantly grow international PGT recruitment.
4. Develop and select appropriate instruments and criteria relevant to the assessment of the work and progress of students and to provide constructive and timely feedback to students.
5. See ways of improving both student and staff performance by reflecting on teaching design and delivery and obtaining and analysing feedback from students, peers and relevant professional stakeholders.
6. Engage in professional development in relation to teaching, learning and assessment related to academic, institutional and/or other professional practices.
7. Act as mentor for peers and students.

Research:

1. Dedicated expertise in Sound and Music Computing, in areas such as audio signal processing, digital musical instrument design, VR/AR, gaming and/or other forms of immersive media.
2. Produce REF-returnable outputs of national and international significance appropriate to the discipline and presenting research outputs at conferences and similar venues.
3. Supervise PhD students in an area(s) of expertise.
4. Enhance SARC's potential for industry collaboration.
5. Contribute with focused expertise to Creative Clusters Future Screens NI and planned City Deal Screen and Media Innovation Lab.
6. Contribute and lead on research grant applications in particular through EPSRC Music and Acoustic Technology Research Area (£10m funding available for this scheme).

Administration/Contribution to the Community:

1. Contribute to the School's outreach strategy by developing external links.
2. Provide pastoral care for students within own area to ensure that all issues are dealt with in a timely, sympathetic and effective manner.
3. Carry out designated routine School administrative duties including, for example, committee work, course administration, etc.
4. Be responsible for the record-keeping associated with teaching and the preparation of teaching materials.
5. Chair committees as directed by the Head of School.

Planning and Organising:

1. Plan and manage own teaching and tutorials as agreed with Head of School/mentor.
2. Design/update modules in line with School's education strategy.
3. Plan and prepare research papers to meet publication deadlines.
4. Prepare research proposals for submission for external funding.

Resource Management Responsibilities:

1. Use teaching and research resources, laboratories and workshops as required.
2. Co-manage, where appropriate, with grant holder external funding relating to research project.

Internal and External Relationships:

1. Member of School Board and Examination Board and such committees relevant to administrative duties.
2. Collaborate with other staff within the School.
3. Involved in developing links or joining external networks to share information and ideas.

ESSENTIAL CRITERIA:

1. A completed PhD on a topic within Sound and Music Computing or a related field (near completion will be considered if viva date has been set).
2. A publication record in peer reviewed journals /conference papers/other forms of research output, appropriate to stage of career.
3. Research experience must be in one or more of the following areas:
 - Real-time simulation and sound synthesis.
 - Music-related human-computer interaction and mapping strategies.
 - Music-related sensor and actuator technologies.
 - Evaluation and diagnostics studies of new digital musical instruments.
 - Musical robotics.
 - Machine learning for digital musical instruments.
 - Spatial audio.
 - Immersive technologies (for VR/AR, gaming).
 - Digital Audio Effects.
 - Audio signal processing and computing.
4. Ability to make a contribution to the Research Excellence Framework (REF), appropriate to stage of career.
5. Research interests that are sustainable and which complement or enhance research activities of the Sonic Arts Research Centre.
6. Evidence of ability to earn external research income, appropriate to stage of career.
7. Teaching experience at tertiary level appropriate to stage of career.
8. High level of analytical capability.
9. Ability to communicate complex information clearly.
10. Effective interpersonal skills.
11. Engagement in continuous professional development.
12. Ability to assess and organise resources.
13. Ability to work outside normal working hours to attend concerts and related events.

DESIRABLE CRITERIA:

1. PGCHET and/or membership of an appropriate professional and/or teaching body eg. HEA.
2. Interdisciplinary research experience.
3. Involvement in large-scale collaborative externally funded research projects (e.g. cross council UK, EU).
4. Experience in undergraduate and/or postgraduate course design.
5. Evidence of engagement in knowledge transfer and outreach activities leading to research impact outside academia.
6. Evidence of contribution to broader management and administrative processes, appropriate to stage of career.
7. Experience in institutional internationalisation.
8. Experience of developing custom software and/or hardware for musical applications.