![Queen's University Belfast logo]

Candidate Information

Position: Lecturer (Education) in Computer Science
School/Department: Education Cluster
Reference: 22/110489
Closing Date: Monday 9 January 2023
Salary: £35,333 - £42,155 per annum
Anticipated Interview Date: Weeks commencing 16 & 23 January 2023
Duration: Fixed term contract post, ending no later than 31 July 2026

JOB PURPOSE:

To undertake significant teaching at undergraduate and postgraduate level in Computer Science with extensive experience in Blended/Connected Learning.

MAIN ACTIVITIES/RESPONSIBILITIES:

1. Teaching and Learning (80% of time spent)
- Using extensive knowledge and experience in Blended/Connected Learning, develop and foster an exceptional CS Connected Learning experience for CS students at QUB.
- Develop teaching methods, design course units and deliver a range of face-to-face and online teaching and assessment (formative and summative) activities including lectures, online learning activities, coursework, practicals, and fieldwork in the subject.
- May design and be responsible for course/s delivered by others, preparing the teaching materials and being responsible for the assessment.
- Develop approaches to teaching and learning, which are appropriate for the subject area and may reflect developing practice.
- Contribute to the enhancement of quality teaching within the subject, school or faculty.
- Develop and advise others on learning and teaching tasks and methods.
- Contribute to the design of innovative teaching programmes as we strive for excellence in CS Connected Learning delivery.
- Plan and review own approach to teaching.
- Be responsible for practical work where applicable and advise students on techniques.

2. Scholarship (10% of time spent)
- Develop links with relevant professional bodies to ensure that teaching reflects current best practice in own area of subject specialism.
- Develop proposals and prepare, in collaboration with others, funding bids for external contract work that might involve, for example, publishing materials for use within a profession.
- Engage in scholarly activity e.g. conference paper presentations, external funding secured, book reviews published, writing practice manuals, publication of professional materials.
- Maintain and develop teaching and subject expertise.

3. Citizenship (10% of time spent)
- Contribute to the School's outreach strategy by developing external links.
- Provide pastoral care for students within own area to ensure, as far as practicable, that all relevant issues are dealt with in a timely, sympathetic and effective manner.
- Carry out designated School functions, including, for example, participation in committee work, assisting in the process of admissions, and preparation of submission for teaching quality assessment.
- Be responsible for the record–keeping associated with teaching and the preparation of teaching materials.
- Mentor and support students on placement.
- Communicate complex and conceptual ideas to students as well as to peers using high level skills and a range of media.

- Engage with the School as a member of the School Board and Examination Board and other such committees relevant to the posts administrative duties.
- Collaborate with other staff within School.
- If appropriate, supervise the work of others, for example in research teams and projects.
- Manage own teaching, research and administrative demands under general supervision of Head.
- Assist in the development of skills and competence in others (for example through the supervision of research students).
- Participate in and develop networks, for example to identify sources of funding, contribute to student recruitment, secure student placements, market the institution, facilitate outreach work, generate income, obtain consultancy projects, or build relationships for future activities.

ESSENTIAL CRITERIA:

1. Undergraduate honours (2.1) or postgraduate degree in Computer Science or closely related discipline.
2. Have, or be about to obtain, a PhD in a relevant area of Computer Science.
3. Demonstrable teaching experience and skill, using a range of teaching methods to educate Computer Science students at UG and/or PGT levels within the last 4 years.
4. Extensive and demonstrable relevant experience of Blended/Connected Learning preferably at UG and/or PGT levels.
5. Proven ability to devise, advise on, manage and enhance teaching programmes including assessment methods at UG and/or PGT levels.
6. Evidence of good teaching evaluations at a level commensurate with stage in career.
7. Proven experience, achievement and growing reputation in the discipline, reflected in involvement in national educational events.
8. Record of scholarly activity related to teaching and learning of Computer Science e.g. conference paper presentations, external funding secured, book reviews published, writing practice manuals, publication of professional materials.
9. Ability to manage resources and understanding of management processes.
10. Ability to contribute to administrative tasks within the School e.g. course development, assessment exercises examinations, recruitment, and management of resources, contribute to community/outreach activities.
11. Excellent interpersonal skills with a demonstrable ability to interact effectively and professionally with a range of stakeholders.
12. Strong presentation skills with the ability to communicate complex information effectively and encourage commitment to learn in others.
13. An established programme of continuous professional development

DESIRABLE CRITERIA:

1. PGCHET and/or membership of an appropriate professional and/or teaching body e.g. HEA/Advance HE.
2. Evidence of innovative, creative delivery/thinking that is engaging and has led to enhanced student experience.
3. Demonstrable experience of using digital platforms.
4. Teaching Awards.

ADDITIONAL INFORMATION:

Candidates should provide a summary table of their teaching experience including class size, class type, topic, year of programme, number of hours taught and student feedback scores if available.