Candidate Information

Position: Lecturer in Games Technology
School/Department: School of Arts, English and Languages
Reference: 26/113104
Closing Date: Monday 9 February 2026
Salary: £45,349 - £62,695 per annum.
Anticipated Interview Date: Friday 6 March 2026
Duration: 3 years or until 1 March 2029, whichever is soonest

JOB PURPOSE:

To support teaching and research in the MediaLab, a research institute based in the School of Arts English and Languages. The role will extend the reach of the MediaLab into areas such as engineering, health simulation, advanced media production and game technologies and development.

MAJOR DUTIES:
Teaching:
1. Design, develop, deliver and assess innovative teaching materials across a range of modules, programmes and courses in the subject area at undergraduate and postgraduate level.
2. Collaborate with colleagues, management and industry on the development of existing and new programmes with the view of continuous improvement.
3. Marking/assessing tasks, assignments and examinations and providing timely and constructive feedback to students.
4. Respond to student feedback and take action as appropriate.
5. Develop teaching strategies, materials and assessments which are inclusive and appropriate to the student population.
6. Act as the module leader, taking responsibility for allocated programmes/modules, Canvas content, and coordinate activities, resources and assessments.
7. Act as academic advisor to a group of allocated students, pro-actively engaging with all students ensuring feedback is provided in a timely and appropriate manner.
8. Use listening, interpersonal and pastoral care skills to deal with sensitive issues concerning our diverse student body.
9. Contribute to the enhancement of quality teaching within the subject or Faculty, ensuring that course design and delivery comply with the appropriate benchmarks and regulations.
10. Develop and advise others on learning and teaching tasks and methods.
11. Act as internal examiner for undergraduate and postgraduate students.
12. Where required, to support the delivery of transnational education, either through distance learning or though delivery in international contexts.

Research:
1. Develop and contribute to the research strategies of the MediaLab and maintain a reputation as an expert in own subject area.
2. Contribute to the interdisciplinary research activities of the MediaLab.
3. Sustain an extensive track record of published research findings by publishing in refereed journals and presenting at national/international conferences or developing research through practice-based or proof-of-concept approaches.
4. Develop innovative research proposals and lead funding bids.
5. Direct, coach and develop research staff, where appropriate.
6. Ensure that research projects are completed on time and within budget.
7. Act as referee and contribute to peer assessment of research.

Administration/Contribution to the Community:
1. Contribute significantly to the development and running of the MediaLab by taking on appropriate co-ordinating roles. Such duties may include, for example, Module/Year/Programme Co-ordinator or other recognised official University roles.

2. Act as mentor or appraiser to colleagues, including Teaching Assistants, advising on their personal development and ensuring that that they are meeting the standards required.
3. Provide pastoral care for students within own area to ensure, as far as practicable, that relevant issues are dealt with in a timely, sympathetic and effective manner.
4. May sit on major University committees.
5. Contribute to the School's outreach strategy by designing or delivering Community outreach programmes and developing external links.

ESSENTIAL CRITERIA:
1. Hold or be about to obtain (within 6 months) a PhD in a relevant subject area.
2. Commitment to continuous professional development in teaching and learning.
3. Demonstrated ability to produce research outputs of international quality, with a publication record suitable for REF submission.
4. Evidence of developing or contributing to successful research funding applications.
5. Research interests that complement and enhance the MediaLab's interdisciplinary profile, including areas such as games technology, VR/AR, simulation, or advanced media production.
6. Experience of teaching in Higher Education with a focus on games programming and related technologies.
7. Ability to design and deliver inclusive, innovative teaching strategies and assessments at undergraduate and postgraduate levels.
8. Knowledge and/or professional practice in programming for games (e.g., gameplay, AI, tools, console, graphics) and familiarity with game engines such as Unreal Engine or Unity and/or in the use of tools such as the Omniverse for simulation and engineering applications.
9. Contribution to a range of administrative tasks in HE.
10. Contribution to a range of community outreach programmes/initiatives in designing and delivering innovative programmes linked to gaming and/or media technologies.
11. An up-to-date understanding of the policy, skills, and industry needs in the games industry.

DESIRABLE CRITERIA:
1. Completed PGCHET (or equivalent) with HEA membership.
2. Evidence of securing research funding.
3. HE experience in designing new and innovative modules/pathways or assessment methods commensurate with stage of career.
4. Experience of delivering maths and physics for games and visual effects.
5. Experience of C++/C# development of game systems including gameplay, graphics, AI, networking, physics, tools etc.
6. Experience of game engines such as Unreal Engine or Unity3D.

ADDITIONAL INFORMATION:
Informal enquiries can be directed to: Donal Phillips - Donal.phillips@qub.ac.uk.