

JOB ADVERT: ASSOCIATE / ASSISTANT PROFESSOR in INTERACTIVE MEDIA

Language: English

Location: Kristiansand (Norway)

Contract Type: Academic

Work Hours: 37.5 Hours per Week

Expected Start Date: negotiable

Division / School: Interactive Media

Job Type: Permanent (After a 3-month probationary period)

The successful applicant for this vacancy *may* be appointed either on a fixed term or a permanent contract depending on the extent of their previous relevant experience.

For informal enquires please contact:

Mr Ernst Sundt, Rector NUC

POST OVERVIEW

Noroff University College seeks to appoint new academic staff in the area of Interactive Media. Based at the Kristiansand campus, within the Department of Interactive Media, you will deliver courses on the University's Interactive Media bachelor degree program across the Games and/or Animation specialisation tracks. You will join a team of staff with whom you will be expected to work in very close collaboration. As such, evidence of prior collaboration within academic teams is essential.

You should have a post graduate qualification (preferably PhD) and/or extensive practical work experience in either animation, computer games, or a related field, with expertise in two or more of the following topics: drawing and concept art, storyboarding, modeling, rigging, character animation, technical direction, game play strategies, level design, development of game assets (both visual and audio), game programming. If you are not a PhD graduate, someone who is interested in gaining further academic qualifications would be considered for this post.

In addition to the specific area of expertise, we are looking to appoint someone who is enthusiastic about learning and education in general and is open to innovative models of learning and teaching. At least two years' experience in teaching across multi modal learning groups (ie on-campus, online asynchronous and synchronous) would be a distinct advantage.

Excellent spoken and written communication skills with an ability to engage audiences is essential for this post. Experience in the design, development, implementation and management of curriculum would be useful. A history of publications and research projects in their chosen field would be a distinct advantage as Noroff University College wishes to continue to grow in terms of volume and quality of research.

The successful applicant must be willing to take direction from senior academic staff, but also be capable of taking initiative and show self-motivation.

The salary for this position will be within the following salary frame:

- Associate Professor (senior lecturer) - LR24 (ranges in salary level: 57-65),
- Assistant Professor (lecturer) – LR25 (ranges in salary level: 47-59).

Relevant experience and expertise will be recognised when appointing staff to a specific post and location within the salary range.

JOB DESCRIPTION

Main Purpose of the Job:

To contribute to the delivery of an effective teaching and scholarly experience for the University's students, and to help further Noroff University College's ambitions in teaching and research.

Responsible to:

Head of Interactive Media

Responsible for:

Duties in relation to the post or Associate / Assistant Professor in Interactive Media

Principal Duties and Responsibilities:

- Teaching, engaging, informing and inspiring staff and students through both classroom and online delivery of lectures, tutorials and seminars.
- To develop required teaching material for both classroom and online delivery and to contribute to the maintenance and development of existing courses.
- To develop and run effective assessments and ensure adequate feedback to students is provided.
- To actively promote the degrees in conjunction with other Noroff University College and liaise with the external sector to ensure effective moderation of the course, in line with University requirements.
- To liaise with the Head of Department on the development of curriculum and strategic direction in the subject area.
- To foster and maintain links with the industry sector at a local and national level.
- To assist in marketing the degree program and NUC, as required.
- To participate in professional duties such as faculty open days and other recruitment activities as appropriate.
- To undertake appropriate levels of pastoral care for students ensuring interpersonal skills are adequately developed.
- To supervise the work of students in areas such as personal projects, fieldwork and industry placements.
- To communicate effectively with colleagues and students through internal networks, and the sharing of ideas and information.
- To carry out other duties as agreed with the Head of Interactive Media

PERSON SPECIFICATION

SKILLS AND ABILITIES Essential	Desirable
<ul style="list-style-type: none"> a) To be able to effectively teach within an undergraduate Interactive Media program b) To be able to develop a teaching portfolio in the area of Interactive Media c) The ability to engage students at all levels in innovative, informative and rigorous teaching and learning practices d) Excellent communication skills, to include written, oral and visual e) A strong commitment to team-working f) Administrative ability which includes the everyday paperwork and organisation involved in course leadership, teaching and management 	<ul style="list-style-type: none"> g) Ability to teach using different strategies and in different circumstances h) Familiarity with academic quality assurance and enhancement activities at university level i) An active and/or developing research profile
KNOWLEDGE Essential	Desirable
<ul style="list-style-type: none"> j) Knowledge and understanding of both the media industry and Higher Education k) Knowledge of how to lead and motivate a team, organise, manage, evaluate and report on funded and other projects 	<ul style="list-style-type: none"> l) Be prepared to engage with further study / research to develop and broaden base knowledge with regards to current issues
EXPERIENCE Essential	Desirable
<ul style="list-style-type: none"> m) Experience of teaching at University level n) Experience in the design, development and implementation of curriculum o) Experience working in one of the create industries p) For Games Specialization a game design portfolio is required for confidently showing off the relevant game development q) For Animation Specialization a visual portfolio is required as an artist or animator showing creative development experience. 	<ul style="list-style-type: none"> r) Preferable portfolio should reflect industry experience
TRAINING Essential	Desirable
<ul style="list-style-type: none"> s) A postgraduate qualification in a related degree 	<ul style="list-style-type: none"> t) Ph.D. u) Teaching qualification v) Experience in course leadership
OTHER REQUIREMENTS Essential	Desirable

<ul style="list-style-type: none"> w) To work in and contribute to a dynamic and visionary team environment x) Ability to work under pressure and to deadlines y) Good time-management skills z) Contribute to flexible working hours when undertaking projects, overseeing Open Days and other recruitment activities 	<ul style="list-style-type: none"> aa) Arranging and participating in student-centred field trips
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