

Lecturer in Digital Media

School:	Media, Communications and Cultural Studies
Grade/ Salary:	Grade 7 £44753 - £49738 (pro-rata)
Contract Type:	Fixed-term (36 months)
Hours:	0.6 FTE
Location:	New Cross, London

Goldsmiths

Goldsmiths, University of London is a world-leading centre of educational excellence where ground-breaking research meets innovative teaching and thinking. We're looking for inspiring and talented people to help build on our global reputation while also growing personally in a true learning organisation.

As a college we are working to tackle inequality in all its forms and are working to promote equality on grounds of race, disability, age, sex, gender identity, sexual orientation, religion and belief, marriage and civil partnership, pregnancy and maternity, and caring responsibilities. We are keen to attract candidates from diverse backgrounds who share our commitment to creating an inclusive culture in which all students and staff can thrive.

Information for candidates with disabilities can be found on our [Disability & Individual needs](#) page. We are happy to supply information in alternative formats for disabled applicants. Please contact hr-recruitment@gold.ac.uk to make your request.



School of Media, Communications and Cultural Studies

Goldsmiths' School of Media, Communications and Cultural Studies is one of the longest established departments for teaching and researching media in the world. Housed in the award-winning Professor Stuart Hall Building, it has an internationally outstanding reputation for creative and radical thinking and practice. We are committed to a vibrant teaching and research programme that combines theory and practice with interdisciplinary engagement with the latest developments in media, communications and cultural studies. The Department is currently ranked in the top 4 best UK institutions for communication and media studies (QS World Rankings by subject 2025) and second in the UK for research assessed as 3* and 4* - with 96% of our research evaluated as 'world leading or internationally excellent' in the latest Research Excellence Framework (2021).

The School enjoys a diversity of approaches to the teaching and research of media and culture. It has equal research strengths in media and communications and in cultural studies research, in humanities and social sciences approaches, and in theory- and practice-driven work. It operates across these boundaries wherever possible achieving genuine synergies in both theory and practice across teaching and research that receive international acclaim from the academy and industry. The preservation of across/inter-disciplinary diversity and methodological pluralism is important for the Department's mission for politically engaged research that is critical and creative and has impact beyond the academy.

Its research and teaching spans a wide range of topics and modes of enquiry – from philosophical studies of technology and human life to sociological investigations of media production and use; from issues of cultural identities, embodiment and becoming to feminist, queer theory and critical race, postcolonial and decolonial studies; from global screen studies and transnational investigations of media and culture to critical (media) ecologies and environmental humanities; from political economic studies of news media and journalism, power, policy and politics to anthropological studies of media as social activism and sociological studies of creative labour in the world of fashion and art.

Job description

Reporting to: Head of Media Arts and Screen

Summary:

The MA Digital Media programme based in the School of Media, Communications and Cultural Studies at Goldsmiths, University of London is looking for an experienced professional to join our team. The applicant will be responsible for teaching students key software and supporting them in the development of their own creative and critical projects in Image Making that may involve animation, games, VR/AR projects, or other related forms.

Main duties:

- This role will be teaching on the MA Digital Media Image-Making Pathway. This is a highly successful and strongly recruiting programme that develops students' skills in digital image-making and contextualises them in relation to wider philosophical, political, cultural and artistic concerns. The MA also includes a Culture and Technology pathway devoted to Theory and another devoted to Data Visualisation.
- The job will involve teaching students key software, supervising and supporting them in the development of their own creative and critical projects in Image Making that may involve animation, games, VR/AR projects, or other related forms. This will involve collaboration with other teaching team members and working in several different pedagogic formats.
- The postholder will be able to successfully combine creative and critical use of image-making tools and environments as well as to encourage and support students in their independent learning and the development of self-initiated projects.
- The postholder will have pastoral care duties for students, acting as a personal tutor to MA Digital Media students.
- You will be required to undertake any other duties as may reasonably be required
- Ensure that you are aware of and aligned with Goldsmiths' Regulations, Strategy, and Objectives to work together to proactively advance Equality and Diversity
- At all times to help maintain a safe working environment by participating in training as necessary and following the Goldsmiths' Health and Safety Codes of Practice and Policy

Person Specification

Detailed below are the types of qualifications, experience, skills, and knowledge which are required of the post holder. Selection will be made upon evidence of best fit with these criteria.

The Essential criteria sections show the minimum essential requirements for the post, therefore if you cannot demonstrate in your application, you meet the essential criteria categorised below, you will not be invited to interview.

The Desirable criteria sections show additional attributes which would enable the applicant to perform the role more effectively with little or no training.

The Category column indicates the method of assessment:

A = Application form

C = Certificate

I = Interview

R = Reference

T = Test

P = Presentation

	Category
Essential Criteria 1 - Qualifications	
Experience and knowledge of critical and experimental digital media practices in art and related fields	A, C, I
Demonstrable track-record of using digital media as an experimental art-making tool	A, I
Desirable Criteria 1 - Qualifications	
PhD in a related field	A, C
PGCHE	A, C
Essential Criteria 2 – Experience	
Experience and knowledge of Unreal engine in artistic and design work	A, I
Experience of developing cultural projects in digital media	A, I
Ability to teach in lecture, seminar, workshop, crit and one on one formats and to plan teaching over the course of the year.	A, I, R
Desirable Criteria 2 – Experience	
Experience with interactive multi-media tools (TouchDesigner, vvvv, PureData, Processing etc.)	A, I
Experience and knowledge of Adobe CS.	A, I
Essential Criteria 3 – Knowledge	
Understanding of critical, theoretical and artistic approaches to digital media and culture.	A, I, R
Knowledge of critical use of AI Image-Making tools (ComfyUI, Flow)	A, I
Desirable Criteria 3 - Knowledge	
Knowledge of AR and VR techniques	A, I
Knowledge of wide range of alternative software such as FLOSS	A, I
Knowledge of other techniques such as Python, TensorFlow, etc.	A, I
Essential Criteria 4 - Skills	
Ability to work with and to supportively teach the abovementioned software.	A, I

Ability to work with students driven by creative ideas and concerns informed by cultural theory.	A, I, R
Helping students plan and deliver projects to tight schedules.	A, I, R
Desirable Criteria 4 - Skills	
Active development of research, by practice, in the area.	A,I
A strong engagement with creative and critical digital media research.	A,I

Please also note that where qualifications are required, employment is conditional on the verification of them. Qualifications (must be original documents) will be checked on or before the first day of appointment.

Summary of Benefits

If you choose to work with us, you'll become part of a learning organisation that is committed to professional and personal development, with comprehensive and innovative staff development and wellbeing programmes.

You'll also have access to frequent lunchtime and evening talks, seminars and performances, and annual performance and development reviews.

Our other benefits include:

- Competitive salary
- Working in Zone 2, with fantastic transport links and interest free travel to work loans
- Excellent annual leave entitlement plus additional closure days at Christmas and Easter
- 3 days of volunteering leave per annum, plus parental and study leave allowance.
- Maternity, paternity, shared parental leave and adoption leave and pay
- Membership of USS or LPFA pension scheme, dependent upon grade
- Contractual sick pay provision
- Access to an Employee Assistance Programme, offering 24/7/365 confidential and free advice, support, and information service on a range of personal, family, or work-related matters.
- Free eye tests
- Cycle to work scheme
- Wellbeing initiatives including the Chaplaincy and Staff Choir
- On-site [dining facilities](#)
- Access to University of London facilities such as [Senate House Library](#)
- Membership of Staff Diversity Networks: (Dis)Ability, Goldsmiths Race Equality Group, LGBTQ+, Menopause, Parents and Carers, Women at Goldsmiths. (Staff are also encouraged to join networks as Allies should they wish to do so rather than as members)

Further information

For more information about Goldsmiths, please visit: www.gold.ac.uk/about

Thank you for your interest in working with us, we wish you all the best with your application.