

Computational Arts Lecturer

Department:	Computing
Grade/ Salary:	Grade 8/9 (£51,838 - £70,226)
Contract Type:	1 x Permanent 1.0 full-time position. 2 x Fixed Term 1.0 full-time position (available as full-time or part-time)
Hours:	1 FTE is equivalent to 35 hours, flexible working available
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 are looking for inspiring, talented people to help Goldsmiths build on its global reputation as we expand our capabilities as 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 can supply information in alternative formats such large fonts or printed format upon request. For this please contact hr@gold.ac.uk or visit www.gold.ac.uk/hr.



Passionate about advancing equality
and celebrating diversity.
Together, we are different



Department of Computing

The Department of Computing at Goldsmiths is a vibrant, innovative and intellectually stimulating environment in which to work and study. Over the last two decades, we have developed a unique view of computing as a creative practice-based discipline: we pride ourselves on pushing the boundaries of computer science research to the limits of other disciplines. We also take pride on our mission of teaching students to be innovative and practical professionals, to be able to think for themselves, and to bring creative solutions to employers and to society. This is true both for our on-campus students and our distance-learning students around the world. For over twenty years, we have been producing the distance learning computing programmes for the University of London (the world's oldest distance learning provider). Our research is radically multi-disciplinary and varied, with a span that encompasses (a) strong emphasis on interactivity, virtual reality, and creative uses of computers, (b) data analytics in medical and commercial applications, and (c) quantum informatics and financial technologies, alongside much more as well. We have been highly successful in recent years, attracting exciting new members of staff, winning important research grants, and greatly expanding in size, impact, and mission. Working at Goldsmiths, you will help the Department of Computing to move to the next stage, in which we aim to reinforce our internationally significant position in interactivity, creative computing and games, while building up strength in data science and theoretical computer science, and other disciplines. Now is an exciting time to be joining this Department. We are at the beginning of several major initiatives that will help us widen and deepen the influence of both our research and our teaching.

We are proud of our inclusive, friendly culture and continue to promote and encourage diversity with several policies, including the option to apply for flexible working and support for staff returning from maternity leave and other breaks in service. The Department of Computing is committed to ensuring the selection process is fair and inclusive in all respects. We particularly welcome applications from women and BAME groups that are under-represented in UK Computer Science Departments.

Job description

Reporting to: Programme leader / member of Department Management Team

Teaching Requirements

We are looking for people who can join the Computational Arts teaching team. You will teach topics such as Practice Based Research, Physical Computing (currently based on the Arduino microprocessor), Creative Coding (currently based on p5.js), Programming for Artists and Designers (currently based on Python) in our undergraduate and postgraduate Computational Arts programmes. You will also play a key role in supervising projects in this area and providing critical feedback to students.

The post holder will be teaching in both our undergraduate and post-graduate programmes, on campus.

Research / Scholarship Requirements

We are looking for candidates with an established track record in research and/or artistic practice in the international digital and media arts scene. We welcome innovative ideas on engaging students in both the theoretical and practical aspects of Computational Arts, whether as an artist, creative technologist or researcher. We seek a candidate with an established track record of professional exhibitions at venues such as Ars Electronica, Siggraph, Transmediale, etc.

Summary

- This job is available either in a Teaching/Scholarship role or in a Teaching/Research position, depending on your background and expertise.
- You will play a key role in looking after the experience of students in the department.
- You will work with other members of the department to ensure that we deliver a coherent, relevant and forward-looking curriculum.
- You will work with those who have a remit for graduate outcomes, as well as with the careers service, to help raise the aspirations of students.

Main duties

- Develop materials and deliver teaching in undergraduate and postgraduate modules. This includes supervision of projects both face-to-face and in our online programmes.

- Maintain relationships with London cultural sector partners and raise the profile of the programme internationally.
- Liaise with module leaders where necessary to ensure module content remains relevant to, and compatible with, programme curricula.
- Set, mark and moderate coursework and exam assessments.
- Keep up to date with knowledge of pedagogical issues in your subject.
- Provide pastoral care and academic advice to students where appropriate, particularly as personal tutor.
- Work with the Department of Computing and the University of London to prepare for undergraduate and postgraduate exam boards.
- Support the department with student recruitment activities by participating and leading on student open days, events, workshops, and dissemination initiatives.
- Enthusiasing and engaging students at all levels and in a variety of contexts.
- Undertake any other duties as may reasonably be required by the Head of Department.
- Communicate with colleagues and students in a way that is respectful and polite.
- Ensure that you are aware of and aligned with Goldsmiths Regulations, Strategy, and Objectives to work together to proactively advance Equality and Diversity
- 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 that 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. The desirable criteria sections show additional attributes which would enable the applicant to perform the role more effectively with little or no training.

If you cannot demonstrate in your application that you meet the essential criteria categorised below but feel you can still carry out the demands of the job, please do still apply and we will consider your application.

The Category column indicates the method of assessment:

A = Application form

C = Certificate

I = Interview

R = Reference

T = Test

P = Presentation

Criteria	Category
Essential Criteria 1 – Qualifications	
Holds a postgraduate qualification in a relevant subject or equivalent professional experience.	A, C, I
Desirable Criteria 1 – Qualifications	
A PhD in a relevant subject area.	A, C, I
A postgraduate qualification in teaching.	A, C, I
Essential Criteria 2 – Experience	
Industry / professional experience in Computational Arts as an artist, creative technologist or educator.	A, I, R
Experience of teaching an area of Creative Computing / Computational Art / Art / Programming / Practice Based Research	A, I, R
Experience of teaching medium to large groups of students.	A, I, R
Desirable Criteria 2 – Experience	
Experience of building, maintaining and exhibiting interactive installations and computational artworks.	A, I
Experience of curriculum development.	A, I
Essential Criteria 3 – Knowledge	
Has a deep knowledge in one or more areas of Computational Arts: <ul style="list-style-type: none"> • physical computing (using a range of microprocessors and prototyping techniques) • creative coding (using a range of coding languages including p5, python and C++ and tools such as Touch Designer) • machine learning for creative practice • interaction design • VR/AR environments • Practice Based Research • Creative technology development pipelines 	A, I, R
Broad knowledge of Computational Arts including knowledge of Computational Artists, Creative Technology Studios, current technological trends in Computational Art.	A, I

Criteria	Category
Ability to think critically about computational artworks and to provide meaningful, relevant and detailed feedback to students.	A, I, R
A demonstrable ability to engage and enthuse students.	A, I, R
Essential Criteria 4 – Skills	
Ability to use a virtual learning environment as a means of effective teaching support.	A, I
Planning/ organizing, problem solving.	A, I, R
Excellent interpersonal skills, teamwork and team-building skills.	A, I, R
Desirable Criteria 4 – Skills	
Ability to use video and other online material as part of teaching delivery.	A, I
Potential to develop strategic academic leadership skills.	A, I

Please note that where qualifications are required, employment is conditional on the verification of these qualifications. Qualifications, which must be submitted in the form of original documents, will be checked before the appointment begins.

If you have any questions about the role or the application, please contact the Programme Leader for MA/MFA Computational Arts Jessica Wolpert by emailing j.wolpert@gold.ac.uk

April 2024

Summary of Benefits

If you choose to work with us, you will 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.
- Membership of USS or LPFA pension scheme, dependent upon grade.
- Maternity, paternity, shared parental leave and adoption leave and pay
- 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](#).

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.