**JOB DESCRIPTION**

**Purpose of role**:

The Course Leader for Digital Animation for Film and Games must be an experienced digital animation practitioner working in the film, television and games industry with a solid understanding, knowledge and practical experience of industry customs and practices for real-time.

As **Course Leader** for **Digital Animation for Film and Games** you will:

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| 1. Prepare and deliver modules, workshops and teaching days thoroughly with students and fellow tutors. 2. Teach a significant, practical component of the Digital Animation curriculum and oversee the teaching in other specialist areas. 3. Manage and develop the curriculum, in consultation with the specialist tutors across the subject area, including: setting and marking assignments; maintaining and improving existing structures; reviewing students’ progress; pastoral support and promoting and advocating for the course. |
| 1. Take full responsibility for the smooth practical running of a modules, workshops, teaching days and productions, and contribute to evaluation and future planning when completed. 2. Collaborate with other Heads of Department, when necessary, to ensure that students on all courses get a coherent, high-quality experience. |
| 1. Produce module briefs, workshop briefs and descriptions of teaching days, in line with School principles and course learning outcomes. 2. Support NFTS production work which rely upon digital animation, advising on approach, workflow and supporting final delivery. |
| 1. Ensure that student assessments and feedback are recorded on relevant forms after all exercises, workshops and projects and that progress reviews are completed at the relevant points in the year. |
| 1. Participate fully in the School's module, workshop, and teaching day evaluation procedures, including preparing and completing all relevant paperwork. |
| 1. Attend any tutor or other meetings relevant to professional responsibilities at the School. |
| 1. Engage with continuing professional development of teaching and learning practice. |

**PERSON SPECIFICATION**

* This post requires an experienced digital animation practitioner working in the film, television and/or games industry with a solid understanding, knowledge and practical experience of industry customs and practices.
* An in-depth knowledge of and ability to teach at least some of the following as an animator: Blender, Maya, Unreal,Houdini.
* An essential quality is the ability to recognise and foster potential talent, whilst also ensuring students reach the standards required of them.
* You should also have the ability to engage positively with the other departments of the NFTS.
* Course Leaders are expected to inspire enthusiasm amongst the students and staff for whom they are responsible.
* Good interpersonal skills and excellent communication skills are essential.