

Part-time Hourly Lecturer – Games (Programming)

We are one of the great British art schools: a specialist creative university that draws on our 180 years of history. As a university, we excel in our disciplines and understand powerfully the transformative potential of creative practice for individuals, communities and industries.



For further information about Norwich University of the Arts and our community please visit norwichuni.ac.uk

As we expand our specialist character and bring the power of creative, practice-based education to a wider range of subjects, we celebrate diversity and believe it to be at the core of any creative endeavour. Whatever your background, identity and prior experience, wherever you are from, we want you to bring your whole self to work each day, in an environment that recognises your unique contribution.

In choosing to work at Norwich University of the Arts, you will join a community of creative academics, technicians and professional experts who are committed to delivering exceptional Creative Education, Research and Knowledge Exchange. You will work in a stimulating and critically engaged workplace, where the creativity of all our students will develop because of your commitment.

We are the only specialist creative arts and design university to have achieved Triple Gold in the most recent Teaching Excellence Framework (TEF) and were named Arts University of the Year 2025 by the Daily Mail. In 2023, we were the highest climber in the Complete University Guide and recognised as the top specialist creative arts university outside London. This year, the Guardian University Guide 2026 ranked us as the highest-rated university in the East of England after the University of Cambridge.

You will work in the heart of Norwich. Our award-winning campus has played a key role in the regeneration of one of the city's most vibrant quarters. Our 21st-century teaching spaces and workshops occupy renovated buildings with medieval, Victorian, and Edwardian heritage. The University has recently expanded with Bank Plain, a 37,000 sq. ft city-centre building — a major investment that reflects our ambition to be a leading civic university championing creativity in all its forms.

Ninety-four per cent of our graduates are in work or further study within six months of graduating. Our innovative approach to employability and entrepreneurship has been nationally recognised, and our graduates hold key roles across and beyond the creative industries — from Oscar and BAFTA nominees to D&AD Pencil winners, fine artists, designers, and creative technologists. This track record gives us confidence that our success in graduate outcomes will continue as we apply our distinctive culture and practice to an expanding range of specialist subjects.

Creativity is not only what we teach but how we engage with the world. Through our Research and Knowledge Exchange Institutes, we lead cross-disciplinary projects that address social, cultural, and environmental challenges — from immersive digital experiences tackling climate change to arts-led initiatives in mental health. At the centre of this work is the Interactive Visualisation and Simulation Lab (IVSL), funded as part of the Creative Research Capabilities (CResCa) world-class labs programme.

The IVSL supports research into climate futures, virtual heritage, spatial computing, applied games, and virtual production. Our growing research reputation is also reflected in recent grants and collaborations, including a major award from the Water Restoration Fund (WRF). These achievements demonstrate our expanding contribution to creative innovation, cultural development, and social impact — shaping the future of creative higher education in the UK and beyond.

We hope that as you learn about us, you are inspired by our ambitions for the future.

Professor Ben Stopher,
Vice-Chancellor

Committed to

EQUALITY DIVERSITY

We are committed to being an inclusive community that offers equal opportunities to all and enables our staff and students to flourish and succeed, regardless of their background, perspectives or personal circumstances and based on merit. We seek to create a respectful environment that values difference and where ideas can be explored and discussed openly and constructively.

Through our teaching and creative practices, we promote art and design as a catalyst of social change. We are champions for the creative arts empowering all our students to be valued and productive members of society, with ambitions to change the world.

Situated in the historic city centre of Norwich, with an impressive estate that encompasses both historic buildings and brand-new state of the art facilities, the University is a vibrant community that forms the beating heart of the city and region's arts and cultural worlds.

Norwich University of the Arts is committed to being an inclusive community that offers equality of opportunity and enables our staff and students to flourish and succeed, regardless of their background, perspectives or personal circumstances. We celebrate the diversity of our backgrounds, cultures and actions, promoting art and design as a catalyst of social change. As such, we are champions for the creative arts; empowering all of our students to be valued and productive members of society, with ambitions to change the world.

To assist us in driving our strategic and creative vision forward, the University is now seeking to appoint a Part-time Hourly Lecturer to join our Games team.

The role involves preparing and delivering on-campus and digitally taught sessions including lectures, workshops, and tutorials across all aspects of students' learning and may involve conducting assessment. Administrative duties such as register taking, preparing handouts and course material, and writing tutorial notes are an essential part of this post.

You will have experience and skills in the following areas: essential programming and coding for games development, proficiency in C++ and C++ for Unreal Engine, and experience of games design and development; desirable working experience of Godot. You will have the ability to support students in taking creative risks and addressing global challenges and be an advocate for the cultural, social and economic benefit of the arts who shares the values of the University.

You will be able to demonstrate strong organisation, communication and teamworking skills and have professional and/or teaching experience in a related area. Ideally, you will have relevant HE level teaching experience in the UK.

Please note that teaching sessions are usually scheduled in 3-hour blocks from 09.30 onwards. Timetabled sessions for this role may include one or two blocks per day.

This position is for up to 400 hours across the academic year. The usual working day(s) are Tuesday, Thursday and/or Friday.



Part-time Hourly Lecturer – Games (Programming)

This position is for up to 400 hours across the academic year. Additional hours may be available subject to requirements.

Salary: £46.71 per teaching hour. This role also includes £18.25 per hour for assessment.

Closing date for applications: 30th August 2026 at 11pm.

Interviews will be conducted the week commencing 7th September 2026.





Job Description

Part-time Hourly Lecturer – Games (Programming)

Reporting to: Course Leader

Job Purpose

To provide part-time hourly teaching duties as detailed by line management for area of specialism.

Duties and Responsibilities

- Teach in accordance with syllabuses and programme of work to the classes specified, to prepare schemes of work with the agreement of the designated Manager
 - Make up and mark the attendance register for each class and to keep such records of homework, class-work and workshop, etc. as required. All marks must be totaled, and report forms must be completed as required by the designated Manager
 - Make all preparation for each lesson before the class commences and to start the lesson at the proper scheduled time. Classes must begin punctually and continue for the full period specified
 - Complete all marking, assessments and/or moderation connected with the contract and ensure that all results are given to the designated Manager within a specified time
 - Notify the appropriate designated Manager at the earliest opportunity (if unable to attend the meeting of any class) and, where possible, describe the topic for the next lesson in the course
 - Be familiar with the student services available at the University such as learning resources and counselling and encourage students to take up these facilities where appropriate
 - Maintain an up-to-date knowledge of the post-holder's subject area and identify staff development/ training needs
 - Curriculum development – this includes identification of consumer requirements; Planning, development and evaluation of course and course materials and supervision of course provision
- For this role you are not required to assist with:
- Management/Administration – this covers administration and management of institutions of education and training programmes (or of significant facets or sub-divisions of any of these) and may include responsibilities related to publicity and public relations for which you will be paid the special rate as designated by the Vice-Chancellor
 - Membership of University Committee



Project Hall, Bank Plain

Person Specification

Essential	Desirable
• Confident understanding of games design and development principles • Strong knowledge of Unreal Engine and Blueprints • Professional experience in an industry context and/or teaching experience • Ability to design and deliver high quality teaching which supports and encourages students in taking creative risks and addressing global challenges • Strong communication, team working, organisational and time-management skills • Commitment to responsible and inclusive practices, alongside freedom of speech principles • Educated to degree level in a relevant subject and / or significant relevant industry experience	• Experience working with C++ and games programming or experience working within publishing and marketing games • Experience of teaching at Higher Education level • Commitment to gaining a teaching qualification or equivalent professional recognition

Further Information

Equality, Diversity and Inclusion

We are committed to being an inclusive community that offers equal opportunities to all and enables our staff and students to succeed regardless of their background, perspectives or personal circumstances and based on merit. We are committed to creating a respectful environment that values colleagues and students' differences and where ideas can be explored and discussed openly and constructively.

Health and Safety

We are all responsible for helping to make the University a safe and healthy place to work and study, ensuring that we are compliant with our Health and Safety Policy.

Policies and Procedures

We should keep up to date with the University's policies and processes which are usually available on our intranet, reflecting these in the way that we work.

Staff Development

Our performance and development activities include appraisal and development reviews, participation in learning and development, and a personal responsibility to maintain our own subject knowledge.

Confidentiality

We must maintain appropriate confidentiality in relation to our work and that of the University.

Variation to Job Description

We may vary your duties and responsibilities outlined in the job description to reflect the changing needs of the University.





General Information

Terms and Conditions of Appointment

On appointment, you will receive a full statement of terms and conditions for your role.

Duties

Your duties and responsibilities are outlined in the job description

Starting Date

This post is offered on an indefinite basis to commence as soon as you are available.

Hours of Work

The maximum number of teaching hours for a part-time hourly lecturer is 420 per academic year.

This position is for up to 400 hours across the academic year.

Salary

£46.71 per teaching hour. This role also includes £18.25 per hour for assessment.

These roles at Norwich University of the Arts are paid at what's known as a "rolled up rate". The hourly rate of pay is comprehensive and includes all of the associated administration and pro-rata annual leave. For each hour of teaching a further 1 hour 30 minutes of preparation, marking and administration work is assumed. This includes preparing course material, resources for the VLE, writing tutorial notes and responding to student and staff email enquiries – the Course Leader will explain what is specifically expected.

We usually start teaching at 9.30 am, break between 12.30 and 1.30 pm and finish at 4.30 pm, so an average teaching day will usually be 6 hours, or 3 hours for a half day.

Pension

You will automatically join the Teachers' Pension Scheme. Benefits in this scheme are built up on a Career Average Revalued Earnings (or CARE) basis. The percentage contribution you will pay into the scheme will be based on your annual salary. The University will also contribute to your pension.

You can find out more about the pension scheme by visiting the Teachers' Pension Scheme website at www.teacherspensions.co.uk

Interview Expenses

Reasonable travel and incidental expenses will be reimbursed when agreed in advance in line with the University's Candidate Interview Expenses Guidelines which are available on request.

Offers of Employment

All provisional offers of employment are subject to evidence of eligibility to work in the UK, verification of qualifications, satisfactory references and medical assessment process.

If you are unsure of your right to work in the UK, you can use the Gov.uk visa checking tool to establish your eligibility and options relating to visas.

Please be aware that all visa routes have their own eligibility criteria and not all roles/applicants will be eligible for sponsorship under the Skilled Worker visa route

Referees

References will not normally be taken up unless a provisional offer of employment is made.

All offers of employment are subject to receipt of satisfactory references covering current or most recent employment and the past three years of work.

Application and Recruitment Process

Job Description and Person Specification

Within this pack you will find the job description and person specification for the post for your consideration before you complete your application form.

The Job Description provides information about the main duties and responsibilities for the position. It also explains the purpose of the post.

The Person Specification sets out the experience, skills, abilities and characteristics to perform the duties in the job description.

We recognise that candidates may sometimes not meet all of our requirements. If you like what you've seen so far, we would still like to hear from you.

Application Form

We ask that applicants complete the application form in full and as clearly as possible.

You may, if you wish, submit a CV with your application form. However, we are unable to accept CVs without a fully completed application form.

The application form is the first stage in the recruitment and selection process and is a key element in being short-listed for an interview and the possible offer of a job.

Equal Opportunities Monitoring

We monitor the diversity of our workforce and applicants to help us review the effectiveness of our policies and procedures.

To help us with this, we ask that you complete the Equal Opportunities Monitoring section of the application form.

Submission of Application Form

Please submit both your completed application and EDI forms to jobs@norwichuni.ac.uk quoting reference A1218.

Please note that we can only accept forms in either PDF or DOC format.

The closing date for this vacancy is:
30th August 2026 at 11pm.

We regret we are unable to accept late applications.

Interview Arrangements

Interviews will normally be held on campus.

We will be in touch to let you know if you are shortlisted for interview.

Interviews will be conducted the week commencing 7th September 2026.

Due to the high volume of applications we receive we are unable to provide you with feedback.

If you are shortlisted, we will ask you to provide us with evidence of your eligibility to work in the UK.



We would like to take this opportunity to thank you for your interest in this position and wish you success with your application. If you have any queries regarding any aspect of the recruitment and selection process, please contact the Human Resources Team by emailing jobs@norwichuni.ac.uk



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NORWICH
UNIVERSITY
OF THE ARTS