



JOB DESCRIPTION & PERSON SPECIFICATION

Post title:	Senior Lecturer in Computer Science	Post number	BDT-D68
Faculty/Service:	Faculty of Business & Law	DBS required	N
Employee Category:	Academic	Grade:	8
Post responsible to:	Head of Department		
Post/s responsible for:	None		

Job purpose

The Senior Lecturer in Computer Science will work within the Department of Finance and Computer Science delivering undergraduate and postgraduate teaching in Computer Science and Software Engineering with a particular focus on design and implementation of subjects including, but not limited to, to Inclusive Applications Development, Cross Platform Development, Disruptive Open-Source Development , DevOps for Organisations, Principles of Programming, Systems Testing, Inclusive Applications Development, Cross Platform Development, Principles of Programming and Systems Testing. The post holder will supervise dissertations at undergraduate and postgraduate levels. The post holder will work with PL on the development of the Computer Science programmes and be accountable for its quality and academic coherence and promoting an effective and supportive learning and teaching environment for students and learners in conjunction with colleagues.

The post holder will be expected to demonstrate up-to-date applied scholarship in the area of their expertise. This includes, crucially, a significant amount of applied experience and willingness to actively contribute to the education, consultancy and research of the School.

Main duties and responsibilities

- Work with the Heads of Department within the Faculty of Business and Law in the on-going development and validation of undergraduate and postgraduate programmes in Computer Science, Cyber Security, and Software Engineering.
- Design and deliver teaching material across a range of modules or within a subject area, with particular emphasis on software engineering, secure software development, secure coding techniques, software assurance, high-integrity systems, AI, DevSecOps, and the application of security-by-design principles.

- Make a significant contribution to teaching, learning and assessment on our undergraduate and postgraduate degree programmes as required by the Heads of Department within the Faculty of Business and Law.
- Set, mark and assess assignments and examinations and provide timely and constructive feedback to students.
- Supervise undergraduate and postgraduate dissertations.
- Lead modules within one or more of the above programme areas.
- Contribute to the operational running of the department, including the support of students on our degree apprenticeship programmes where appropriate.
- Participate in the supervision of doctoral students, as appropriate.
- Identify needs and develop innovative, industry-informed approaches to teaching and learning that reflect current practice in software development and engineering, formal methods, assurance and emerging technologies.
- Contribute to the successful development of curricula and teaching methods in the School, including authentic project-based learning that enables students to design, implement, test, verify, document and evaluate software with security, resilience, safety, reliability, privacy and maintainability built in from the outset.
- Undertake administrative duties as deemed necessary by the Heads of Department within the Faculty of Business and Law, including participation in Departmental and Faculty committee meetings.
- As leader of a module/ programme or significant sections of a programme, coordinate the work of other staff to ensure module, programme, enterprise or research project is delivered to the standards required.
- Engage in appropriate scholarship, and maintain the currency of subject knowledge, for example through attendance at relevant conferences and/or courses.
- Participate in the accreditation of courses and quality assurance and enhancement processes.
- Plan, co-ordinate engagement projects; organisation of external activities such as student projects, field trips and industrial placements; manage or monitor engagement budgets and ensure effective use of resources.
- Seek to establish working partnerships with other external agencies and institutions both at home and abroad.
- Contribute to a supportive working environment and develop productive working relationships with other team members.
- Support colleagues with less experience and advise on personal development; train/advise on own area of expertise where appropriate; coach and support colleagues in developing scholarly activities.
- Effectively contribute to operational activity, process development, project work and organisational change. • Contribute to wider school/university activities e.g. open days, student welcome, graduation and clearing events.
- Any other duties as may be reasonably required.

General information

It is anticipated that this job description will change over time in accordance with the needs of the role. The role holder will be fully consulted on any proposed amendments.

All staff are expected to contribute to University administration, course planning, curriculum development, the recruitment of students, engage in research and knowledge transfer and scholarly activities and programme leadership. Additionally, staff are required to participate in relevant staff development activities. The University's courses involve evening and weekend teaching and, where necessary, this will form part of the duties of the post.

The post will be on the Teaching and Scholarship profile. The role profile can be seen on the job advert for this post or obtained from Human Resources.

To educate, to advance knowledge and to serve the common good.

APPLICATION INFORMATION

The successful candidate will be experienced at supporting learners across a range of levels of study, but with the skills and experience to work with our new intakes to build a firm foundation in the computer science and Software Engineering discipline.

The interview process will be conducted as follows:

1. A mock 10-minute lecture to a final year UG class on a topic of the candidates' preference.
2. Question and answer session
3. Formal interview

Informal enquiries concerning this post can be made to Dr Salih Kirmizi, Head of Finance and Computer Science salih.kirmizi@winchester.ac.uk

PERSON SPECIFICATION

The person specification details the attributes that the successful post holder requires to enable them to succeed in this role.

Each of the attributes are designated as either essential (E) or desirable (D).

To be shortlisted for interview, your application needs to demonstrate that you meet all the essential (E) attributes and as many of the desirable (D) attributes as possible that are being assessed at application (A) stage.

(I = interview, P = presentation)

ATTRIBUTES	ESSENTIAL or DESIRABLE	ASSESSMENT A, I, P
EDUCATION/TRAINING		
Honours Degree in relevant area	E	A
Relevant higher degree or professional experience	E	A
Doctorate or equivalent portfolio of academic publications/experience	E	A
Relevant industry experience within Computer Science and/or Software Engineering	E	A
HE teaching qualification (PGCert)	E	A
EXPERIENCE		
Teaching Computer Science and/or Software Engineering at undergraduate and post-graduate level, or in a professional environment	E	A,I,P
Relevant industry or workplace-based experience and networks	E	A, I
Curriculum design and development	E	A, I
Good record of research and knowledge exchange activity commensurate with stage of career stage	E	A, I
Success in using a VLE and other digital platforms/software in teaching delivery	E	A, I
Understanding of how the outputs of scholarship and research or professional body engagement can inform curriculum development to enhance the learning experience of students. Evidence of demonstrable engagement with the student experience	E	A, I
Ability to undertake organisational and administrative tasks appropriate to working within Higher Education	E	A, I
Commitment to fostering a positive learning environment for students and of providing excellent pastoral and academic support to students	E	A, I
Ability to initiate development in the curriculum and take responsibility for the effective and efficient delivery of teaching programmes/modules	D	A, I
Experience of submitting applications for external funding through research grants and contracts, etc	D	A, I
KNOWLEDGE		
In-depth subject knowledge of Computer Science and Software Engineering relevant to the undergraduate, postgraduate, and professional development curriculum.	E	A,I,
In-depth knowledge of the design and development of cloud computing	E	A,I,P

ATTRIBUTES	ESSENTIAL or DESIRABLE	ASSESSMENT A, I, P
KNOWLEDGE CONTINUED		
Knowledge of applied database design, software design, software development and DevOps.	E	A, I
Knowledge of artificial intelligence, secure software development, mobile or web development, embedded systems, software testing	E	A, I
An in-depth understanding of pedagogy	E	A, I
Knowledge and strong experience in modern software development (languages, frameworks, tools, and workflows)	E	A, I
An in-depth understanding of research/enterprise and scholarly activity	D	A, I
SKILLS/ABILITIES		
Ability to communicate effectively	E	A, P
Ability to take initiative and good organisational skills, including working to deadlines	E	A, I
Excellent team working skills	E	A, I
Ability to work independently	E	A, I
Skilled in the use of information and communication technology	E	I, P
PERSONALITY		
Reliable, committed and enthusiastic	E	I
Approachable and empathetic to the needs of students	E	I
Committed to equality of opportunity in Higher Education	E	I
OTHER		
Actively contributing to the development and teaching of your subject discipline	E	A, I