

#### Teaching and Learning Projects Lead – School of Engineering and Computing – Grade I

Job Description

### **Purpose**

To lead and coordinate the development and delivery of our innovative curriculum transformation projects. This pivotal role will oversee the end-to-end project management of curriculum content creation, the redevelopment of teaching spaces and strategic engagement with the University's Academic Quality Unit (AQU).

#### **Duties**

## **Curriculum Development Project Management**

- 1. Lead the planning, execution and delivery of curriculum development initiatives, including digital content creation (videos, interactive guizzes, online content).
- 2. Support the innovative use of technology to engage learners and expand the range of learning and assessment in collaboration with academic staff.
- 3. Collaborate with academic teams to ensure content aligns with pedagogical best practices and industry relevance.
- 4. Manage timelines, resources and risk mitigation strategies to ensure successful project outcomes.

# **Teaching Space Redevelopment**

- 5. Oversee the transformation of physical learning environments to support the new curriculum.
- 6. Liaise with Estates and Facilities to ensure spaces are technologically equipped and pedagogically aligned.
- 7. Ensure capital projects meet accessibility, sustainability and innovation standards.

#### **Quality Assurance and Governance**

- 8. Act as the primary liaison with the Academic Quality Unit (AQU) to ensure compliance with internal and external academic standards.
- 9. Support programme validation, revalidation and accreditation processes.
- 10. Ensure regulatory compliance and cohesion both internally and externally.
- 11. Maintain robust documentation and audit trails for curriculum-related activities.

#### **Stakeholder Engagement**

- 12. Work cross-functionally with academic staff, technical teams, external partners and students to co-create impactful learning experiences.
- 13. Facilitate workshops, consultations and feedback loops to ensure inclusive curriculum design.



#### **Strategic Leadership**

- 14. Translate strategic vision into operational plans and measurable outcomes.
- 15. Sponsor and lead strategic initiatives that enhance the School's academic portfolio and student experience.
- 16. With regards to the nature of your role and its impact upon our students, make an active contribution to and support the improvement of the student experience.
- 17. Undertake other relevant duties and responsibilities appropriate to the grade of the post.

### Person Specification

## Knowledge, Skills, and Behaviours (Essential)

- Proven experience in project management within a higher education or curriculum development context (Application/Interview).
- Demonstrable success in managing multi-disciplinary teams and complex academic portfolios (Application/Interview).
- Experience in capital project sponsorship, particularly in educational infrastructure (Application/Interview).
- Undergraduate degree in a relevant subject area or equivalent experiential learning (Application).
- Strong understanding of academic quality assurance, regulatory compliance and programme accreditation (Application/Interview).
- Familiarity with digital learning technologies and online content development (Application/Interview).
- Excellent communication, leadership and stakeholder management skills (Application/Interview).
- An understanding of and demonstrable commitment to the University's Values of Achieving Together, Being Proud, Creating Opportunity and Supporting All, as a framework for decisions, actions and behaviours (Application/Interview).

Knowledge, Skills, and Behaviours (Desirable)



- PRINCE2 Practitioner or equivalent project management qualification (Application).
- Chartered Manager (CMgr MCMI) or membership of APM, CMI, or ILM (Application).
- IPMA Level D® or similar international project management certification (Application).
- Postgraduate qualification in Business Administration, Education Leadership, or related field is advantageous (Application).