ACADEMIC ROLE DUTY STATEMENT
Role-Specific Information

(To be read in conjunction with the Position Description)

About this document

This document provides additional information specific to this role, including details about the work area, expectations, and selection criteria.

It is intended to complement the Academic Position Description (PD), which outlines the broader responsibilities and expectations of the role in line with Murdoch University's Academic Career Expectations (ACE) Framework.

To avoid duplication, information already included in the PD is not repeated here.

Important information for applicants

This document focuses on what is specific to this role, School or discipline. It should be read alongside the Academic Position Description, which forms the primary reference for the role. The appointment level, scope of responsibilities and expected academic contribution will be determined at appointment and applied in accordance with Murdoch University's Academic Career Expectations (ACE) Framework, workload allocation principles, School priorities, and the strategic and operational needs of the University.

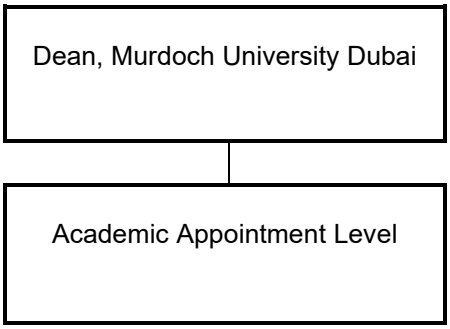
Discipline / Subject Area	Games Design
Reports to	Dean, Murdoch University Dubai
Division	Global Engagement
College	Transnational Education

About The Work Area

The Games Design discipline at Murdoch University Dubai delivers innovative, industry-relevant education that prepares graduates for careers across game development, interactive media, immersive technologies, digital entertainment, simulation, serious games and emerging creative technology sectors. The program integrates creative design, storytelling, technical development, user experience design and emerging digital technologies to develop graduates with both creative and technical capabilities. Academic delivery is undertaken in close collaboration with Murdoch University's Perth campus to support curriculum consistency, assessment standards, quality assurance processes and student outcomes across locations. The discipline maintains strong relationships with industry to support curriculum currency, student employability and opportunities for external engagement and collaboration.

Reporting Relationships

This role reports to the Dean, Murdoch University Dubai and works closely with Perth-based academic leaders, discipline leads, unit coordinators and academic quality colleagues to support high-quality, consistent delivery of Games Design offerings across locations. The role also collaborates with student services, recruitment and marketing teams, industry partners and relevant external stakeholders to support student success, discipline growth and industry engagement.



Role-Specific Focus

This role includes a particular focus on:

- Contributing to academic delivery, coordination and/or leadership for Games Design programs delivered at Murdoch University Dubai, with a focus on curriculum alignment, assessment quality, moderation and student learning outcomes, commensurate with the academic appointment level.
- Delivering and/or contributing to contemporary Games Design teaching across areas such as game development, interactive storytelling, user experience design, digital media production, game mechanics, immersive technologies and related discipline specialties, appropriate to the academic appointment level.
- Building and maintaining productive industry partnerships within the games, creative technology, digital media and interactive entertainment sectors to support employability, industry projects and work-integrated learning opportunities, appropriate to the academic appointment level.
- Contributing to curriculum innovation, quality enhancement and portfolio growth so that the Games Design offering remains aligned with emerging technologies, industry trends and future workforce requirements, with contribution expectations determined by appointment level.
- Supporting the growth and reputation of the Games Design discipline through scholarship, research and/or creative practice, student recruitment activities, community engagement and collaboration with colleagues across Murdoch University locations, commensurate with the academic appointment level.

Selection Criteria

Specific Knowledge and Competencies

- Demonstrated expertise in Games Design, Interactive Media, Game Development or a closely related discipline, including contemporary theory, practice and emerging trends, commensurate with the academic appointment level.
- Specialist capability in one or more areas such as game design, game production, digital storytelling, user experience design, game programming, immersive technologies, virtual reality, augmented reality, animation, digital art or serious games, appropriate to the academic appointment level.
- Experience using contemporary industry-standard software, platforms and development tools relevant to Games Design education and professional practice.
- Demonstrated ability to contribute to unit coordination, program development and academic quality assurance processes within a higher education environment, appropriate to the academic appointment level.
- Ability to develop and maintain effective relationships with industry partners, external stakeholders and professional networks to enhance teaching, scholarship, student employability and discipline growth, commensurate with the academic appointment level.

Specific Qualifications

- Qualifications, professional standing and academic experience appropriate to the academic appointment level in Games Design, Game Development, Interactive Media, Digital Media, Computer Games Technology, Creative Technologies or a closely related discipline.
- Professional industry experience relevant to Games Design, game production, interactive media or related creative technology sectors is desirable and should be appropriate to the academic appointment level.
- A doctoral qualification, or progress toward completion, may be required or desirable depending on the academic appointment level and discipline requirements.
- Evidence of active scholarship, research, creative practice or professional engagement within the Games Design discipline, commensurate with the academic appointment level.

Specific Work Requirements

- Willingness and ability to engage with external industry partners, professional bodies and community stakeholders within the UAE and internationally to support program development and student opportunities.
- Capability to contribute to student recruitment, outreach, marketing events, industry showcases, open days and other activities supporting growth of the Games Design discipline.
- Ability to deliver teaching across multiple delivery modes, including face-to-face, blended and technology-enabled learning environments.
- Willingness and ability to travel domestically and internationally as required to support University activities, collaboration and professional engagement.
- UAE law/requirements will apply where relevant.