

POSITION DESCRIPTION

Lecturer, Animation



POSITION DETAILS

Position Title	Lecturer Animation
Classification	Level B
Position Number	TBD
School/Office	School of Arts, Faculty of Social Sciences, Arts, Business, Education and Law (SABEL)
Division	Provost

POSITION PURPOSE

The Lecturer, Animation is responsible for delivering a defined program of teaching and curriculum development focused on the establishment and initial delivery of the Animation Minor within the Design program.

The role is responsible for the design, coordination and delivery of identified Level 2 and Level 3 Animation subjects, including the development of learning materials, assessment frameworks and teaching resources required for their implementation.

The Lecturer, Animation contributes discipline expertise to support curriculum coherence, student learning outcomes and industry-informed, practice-led teaching, and undertakes scholarly or creative practice where it directly informs the delivery of the specified teaching activities. The role works collaboratively within the Design and Animation discipline and engages with relevant professional and industry communities to ensure teaching remains current and aligned to contemporary animation theory and production.

KEY ACCOUNTABILITIES

1. Design, coordinate, deliver and evaluate undergraduate Animation subjects, including assessment design, marking, moderation and timely student feedback.
2. Develop and update subject learning materials, lesson plans and resources in alignment with course learning outcomes and accreditation requirements.
3. Deliver studio-based and lecture teaching that integrates animation theory, visual storytelling and hands-on production using contemporary tools and workflows.

4. Embed inclusive and scaffolded learning approaches that support students with diverse levels of prior technical experience.
5. Support and mentor undergraduate students to develop creative, critical and professional capabilities.
6. Maintain an active and developing program of research, scholarship and/or creative practice relevant to animation or screen-based media.
7. Integrate research- or practice-informed perspectives into subject design and teaching practice, including contributions to the Scholarship of Teaching and Learning.
8. Participate in supervision of Honours or postgraduate research students, as appropriate.
9. Contribute to discipline, school and faculty activities, including committees, curriculum development and quality assurance processes.
10. Build and maintain productive relationships with relevant industry partners and professional communities to support curriculum relevance and student opportunities.
11. Contribute to the promotion and development of the Animation minor and related programs within the School of Arts.

QUALIFICATIONS, EXPERIENCE AND SKILLS

1. Doctoral qualification (PhD or equivalent) in Animation, Screen Production, Motion Design, Visual Communication or a closely related discipline; or a Master's qualification combined with significant professional experience in animation practice.
2. Demonstrated experience designing and delivering tertiary-level teaching in animation, with evidence of effective student learning outcomes.
3. Demonstrated capability in curriculum and assessment design at undergraduate level.
4. Active or emerging profile of research, creative practice or scholarship relevant to animation or screen-based media.
5. Demonstrated proficiency in contemporary animation production processes, including pre-production, animation, compositing and post-production workflows.
6. Strong communication and interpersonal skills, with the ability to work collaboratively in a collegial academic environment and engage diverse student cohorts.

KEY RELATIONSHIPS

- **This position reports to:** Head of Discipline Design and Animation
- **This position supervises:** N/A
- **Key internal relationships:**
 - Executive Dean of SABEL
 - Dean, School of Arts
 - Academic colleagues in the Visual Communication and Animation discipline group
 - Professional colleagues within the School and University
 - Undergraduate and postgraduate students
- **Key external relationships:**
 - Industry partners
 - Cultural organisations

CHALLENGES

- Maintaining curriculum relevance in a rapidly evolving animation and screen production environment.
- Supporting students with varied technical and creative skill levels within practice-based subjects.
- Balancing teaching, curriculum coordination and scholarly or creative practice within a part-time academic workload.
- Contributing to governance, quality assurance and service expectations alongside teaching

responsibilities.

UNIVERSITY EXPECTATIONS

The University expects that all employees are aware of, and comply with legislation and Western's policies and procedures relevant to the position, including but not limited to:

- Code of Conduct
- Work Health and Safety and Wellbeing Management System
- Enterprise Agreement or Award
- Anti-discrimination principles, Equal Employment Opportunity and staff and student equity.

Approved by: People and Culture Partner

Date: 29 May 2026