



UNIVERSITY OF CALIFORNIA, SANTA CRUZ
ART DEPARTMENT

On-Going Lecturer Pool in Art: Game Design and Playable Media

The [Art Department](#) at the University of California, Santa Cruz (UCSC) invites applications for an on-going pool of qualified temporary instructors to teach full- or part-time, either during the academic year or Summer Session. We seek applications from outstanding candidates with experience to teach Game Design and Playable Media, who are pursuing careers as creative and distinctive artists, and who have experience teaching Game Design at the college or university level. We have an interest in candidates with multidisciplinary orientation bridging areas of Games and Playable Media, which includes interactive installation and sculpture, digital video, animation, social media, sound art and physical computing, etc. In addition, the ideal candidate will demonstrate a broad understanding of the scholarly fields of visual art practices. Possible related areas of research and teaching might include performance, photography, social practice, emissive environments and convergences of design, art, science and technology. As always, the department seeks to add to its current strength in the creation of socially and environmentally engaged work. We are especially interested in candidates who can contribute to the diversity and excellence of the academic community through their teaching. Candidates accepted to our pool may be approached by other units to teach in areas related to their demonstrated areas of expertise.

RANK: Lecturer

SALARY: \$6,126 to \$7,105 per 5 unit course in the academic year, commensurate with qualifications and experience. The campus operates on a schedule of three 11-week quarters per academic year. A full-time appointment is based upon an eight-course equivalency (i.e., \$49,012- \$56,840 annually). Compensation for Summer Session courses may vary from this amount.

BASIC QUALIFICATIONS: M.F.A. or Ph.D. or equivalent foreign degree (practice or research based) in related field of study (i.e. game design and playable media), or four years of equivalent professional experience in artistic and creative work consisting of national and/or international record of performances, exhibitions, or installations in museums, galleries, festivals, or alternative venues engaging the general public.

PREFERRED QUALIFICATIONS: University teaching experience. Applicant should have a notable exhibition record, and show professional experience in contemporary practice of game design and playable media, which may include interactive installation and sculpture, digital video, animation, social media, sound art and physical computing, and application development. Applicants should have a working knowledge of standard digital tools and software along with knowledge of current theories and practices in the field. Experience in an Apple Macintosh environment is preferred. We have a preference for candidates with multidisciplinary orientation bridging areas of drawing, intermedia, public art, sculpture, social practice, environmental art, animation, design, photography, media arts, and gaming.

POSITION AVAILABLE: As openings occur, appointments contingent upon availability of funding.

TO APPLY: Applications are accepted via the UCSC Academic Recruit on-line system, and must include 1) letter of application that addresses scholarly background; 2) curriculum vitae; 3) 10-15 artwork samples (please include in a pdf) or link to personal website; 4) 10-15 examples of student work, if available (please include as a pdf of images or link to website); 5) descriptions of three courses (large lecture and/or studio); 6) Please arrange to have three confidential letters of recommendation* sent directly via the UCSC Academic Recruit on-line system. Applicants are also strongly encouraged to submit a statement addressing past and/or potential contributions to diversity. Documents/materials must be submitted as PDF files.

Apply at <https://recruit.ucsc.edu/apply/JPF00212>

Refer to Position #**JPF00212-15P** in all correspondence.

*All letters will be treated as confidential per University of California policy and California state law. For any reference letter provided via a third party (i.e., dossier service, career center), direct the author to UCSC's confidentiality statement at <http://apo.ucsc.edu/confstm.htm>.

CLOSING DATE: Ongoing. As this is an ongoing recruitment, applicants must update their files every three years if they are interested in remaining in the pool.

The University of California is an Equal Opportunity/Affirmative Action Employer. All qualified applicants will receive consideration for employment without regard to race, color, religion, sex, sexual orientation, gender identity, national origin, disability, age, or protected veteran status. UC Santa Cruz is committed to excellence through diversity and strives to establish a climate that welcomes, celebrates, and promotes respect for the contributions of all students and employees. Inquiries regarding the University's equal employment opportunity policies may be directed to: Office for Diversity, Equity, and Inclusion at the University of California, Santa Cruz, CA 95064; (831) 459-2686.

Under Federal law, the University of California may employ only individuals who are legally able to work in the United States as established by providing documents as specified in the Immigration Reform and Control Act of 1986. Certain UCSC positions funded by federal contracts or sub-contracts require the selected candidate to pass an E-Verify check. More information is available [here](#) or from the Academic Personnel Office (APO) at (831) 459-4300.

UCSC is a [smoke & tobacco-free campus](#).

If you need accommodation due to a disability, please contact the Academic Personnel Office at apo@ucsc.edu (831) 459-4300.

VISIT THE APO WEB SITE AT: <http://apo.ucsc.edu>

10/27/14