UC Santa Cruz invites applications for a Lecturer position in the Department of Computational Media. The Computational Media Department at UC Santa Cruz is an equal opportunity/affirmative action employer and is committed to diversity and excellence in the academic community through their teaching, professional activity, and/or service.

The Computational Media Department at the University of California, Santa Cruz (UCSC) invites applications for a teaching professor position at the Lecturer with Potential for Security of Employment, Lecturer with Security of Employment, or Senior Lecturer with Security of Employment levels. The Lecturer SOE rank is a full-time, permanent position with the rights and responsibilities of membership in the Academic Senate; “Potential Security of Employment” is analogous to tenure track; “Security of Employment” is analogous to tenure.

Teaching, professional achievement and activity, and University and public service constitute the criteria for advancement. The title Senior Lecturer SOE may be assigned to an appointee who provides services of exceptional value to the University and whose excellent teaching and professional accomplishments have made them recognized leader in their professional field and/or in education.

Successful candidates will be expected to develop and teach courses (including technically oriented courses) within the undergraduate and graduate curriculum, engage in field-related professional achievement and activity, and perform university and professional service. The ability to contribute significantly to graduate education and the mentoring of graduate students is highly desirable. The successful candidate must be able to work with students, faculty and staff from a wide range of social and cultural backgrounds. We are especially interested in candidates who can contribute to the diversity and excellence of the academic community through their teaching, professional activity, and/or service.

The recently formed Computational Media Department is dedicated to the creation, enhancement, and study of media forms where computational processes enable deeply interactive and generative experiences. As a pioneering department, we are looking for new faculty who are excited to help us define and grow this emerging area. The department emphasizes the construction of technologies that make possible novel media experiences, while simultaneously embracing and engaging in theoretical and practical approaches from the arts, humanities, and social sciences. UC Santa Cruz hosts the Center for Games and Playable Media, the largest technical games research group in the world, comprised of the Expressive Intelligence Studio, Computational Cinematics Studio, Natural Language and Dialog Systems Lab, Interactive Systems for Individuals with Special Needs Lab, Augmented Design Lab, Social and Emotional Technology Lab, and the Software Innovation Lab. The Computational Media Department is located within the Baskin School of Engineering of the University of California, Santa Cruz. Our beautiful campus has a long history of embracing groundbreaking interdisciplinary work, and our proximity to Silicon Valley and San Francisco affords extensive consulting opportunities and avenues for collaborative research.

RANK: Lecturer with Potential for Security of Employment (SOE); Lecturer with Security of Employment; Senior Lecturer with Security of Employment, commensurate with qualifications and experience.

For Lecturer with Potential for Security of Employment position: Ph.D. or equivalent foreign degree in Computer Science, Digital Media, Human Computer Interaction, Computer Games or other relevant fields, expected to be conferred no later than June 30, 2016; teaching experience (demonstrated by college level teaching experience, TA experience, research presentations and/or professional training seminars), and some demonstrated record of professional achievement and activity.

For Lecturer position: Ph.D. or equivalent foreign degree in Computer Science, Digital Media, Human Computer Interaction, Computer Games or related fields; demonstrated experience in university teaching at the graduate and undergraduate levels; demonstrated record of professional achievement and activity; and a demonstrated record of university and professional service.

SALARY: Commensurate with qualifications and experience, academic year (9-month) basis

BASIC QUALIFICATIONS: Terminal degree (Ph.D. or M.F.A.), or equivalent foreign degree in Computer Science, Digital Media, Human Computer Interaction, Computer Games or other relevant fields, expected to be conferred no later than June 30, 2016; teaching experience (demonstrated by college level teaching experience, TA experience, research presentations and/or professional training seminars), and some demonstrated record of professional achievement and activity

POSITION AVAILABLE: July 1, 2016, with academic year beginning September 2016. Appointment is contingent upon degree being conferred by June 30, 2016.

TO APPLY: Applications are accepted via the UCSC Academic Recruit online system, and must include a letter of application, curriculum vitae, a statement of professional interests and plans, a statement of teaching interests, 3-5 selected publications that document creative accomplishments or other professional activities, outstanding and recognized contributions to the development of the field and/or pedagogy, 3-4 confidential letters of reference. In addition, up to ten sets of instructor teaching evaluations may be submitted. Applicants are also invited to submit a statement addressing their contributions to diversity through professional contributions, teaching and/or service. Documents/materials must be submitted as PDF files.

Apply at https://recruit.ucsc.edu/apply/JPF00340

Refer to Position #JPF00340-16 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

REVISED CLOSING DATE: Review of applications will begin on March 25, 2016. To ensure full consideration, applications should be complete (and letters of recommendation received) by this date. The position will remain open until filled, but not later than 6/30/2016.

UC Santa Cruz

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

2/24/16