



The [Art & Design: Games & Playable Media Program](#) 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 designers within the field, and who have experience teaching Game Design on the college or university level. We have a preference for candidates with multidisciplinary orientation bridging areas of Games and Playable Media, which includes digital video games, interactive environment design, alternative physical interfaces, animation, sound design, etc. In addition, the ideal candidate will demonstrate a broad understanding of the scholarly fields of game design, critical game studies, and the history and aesthetics of play. Possible related areas of research and teaching might include interactive installations and sculpture, performance, and game design as social practice. We are especially interested in candidates who can contribute to the diversity and excellence of the academic community through their teaching.

RANK: Lecturer

SALARY: \$6,512 to \$7,552 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., \$52,099- \$60,419 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 relevant field of study, 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; a notable exhibition record, with 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; a working knowledge of standard digital tools and software along with knowledge of current theories and practices in the field; and experience in an Apple Macintosh environment is preferred.

TO APPLY: Applications are accepted via the UCSC Academic Recruit on-line system, and must include 1) letter of application that addresses game design and/or scholarly background; 2) curriculum vitae; and 3) three confidential letters of recommendation*. Applicants may also submit 4) one to five examples of design and/or games work; 5) one to three descriptions of prior courses taught (large lecture and/or studio); and 6) 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/JPF00427>

Refer to Position #JPF00427-17P 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.