The Art Design: Games & Playable Media Program (http://games.arts.ucsc.edu) (AGPM) at the University of California, Santa Cruz (UCSC) invites candidates working in Games and Playable Media to apply for a tenure-track faculty position recruited at the level of assistant professor.

The BA program in AGPM is a highly interdisciplinary program. Students from the AGPM BA form a shared cohort throughout their undergraduate years with students in UCSC’s Computer Science: Computer Game Design Bachelor of Science program, and collaborate on the creation of digital and non-digital games during that time. Faculty in this position will be teaching students from computer science and art backgrounds who have an interest in games. The interest in contributing significantly to graduate education and the mentoring of graduate students is highly desirable.

We seek an accomplished games practitioner with evidence of a developed research trajectory and demonstrated recognition of their work. We have a preference for candidates with a multidisciplinary orientation, who are experienced with game design as both a technological and artistic practice, and can work with undergraduate and graduate students from diverse disciplinary backgrounds. In addition, the ideal candidate seeks games as an expressive practice, demonstrating a broad understanding of the scholarly fields of games studies and experimental game design, critical histories of games, and visual arts practices. Possible related areas of research and teaching might include experimental animation, visual design, interactive audio design, interface design, interactive narrative and interdisciplinary art.

We are especially interested in candidates who can contribute to the diversity and excellence of the academic community through their research, teaching, and service. The successful candidate must be able to work with students, faculty and staff from a wide range of social and cultural backgrounds.

The campus currently operates on a schedule of three 11-week quarters per academic year. This appointment will reside in the Arts Division (http://arts.ucsc.edu/) and the successful candidate will be expected to teach five 5-unit courses per year, or their equivalent, in accordance with the AGPM Program’s workload policy; advise and mentor students; actively engage in research activity; and actively participate in administrative responsibilities for the program, division, and the campus.

The Arts Division supports cross disciplinary research, funded through a generous grant program. Our program is particularly rich in its variety of possible specialties and themes available to the student, including collaborations within the Arts Division, Computational Media and Computer Science, and the Digital Arts and New Media program. The Arts Division supports faculty research through the Arts Research Institute (http://artsresearch.ucsc.edu/ari/); the campus supports research and teaching with grants awarded by the Committee on Research, the Committee on Teaching, and other groups.

The UC Santa Cruz faculty make significant contributions to the body of research that has earned the University of California the ranking as the foremost public higher education institution in the world. The AGPM program engages with this tradition by exploring the boundaries of experimental gameplay through playful and expressive technological practices. The campus is located among redwood forests and meadows overlooking Monterey Bay, along California’s Central Coast in close proximity to Silicon Valley and the San Francisco Bay Area.

RANK: Assistant Professor

SALARY: Commensurate with qualifications and experience

BASIC QUALIFICATIONS: Applicants must have terminal degree in an area of expertise related to Game Design (or equivalent foreign degree) or a demonstrated record of accomplishment and creative work in the field as evidenced by released games, exhibition, and performance of games at conferences, festivals, museums and galleries, nomination for major awards, recognition in the press, and/or publication and critical discussion in the press, journals and other means of presentation.

PREFERRED QUALIFICATIONS: University teaching experience.

POSITION AVAILABLE: July 1, 2018, with academic year beginning September 2018.

TO APPLY: Applications are accepted via the UCSC Academic Recruit online system and must include: 1) letter of application outlining scholarly and creative background as well as current and future research plans; 2) curriculum vitae; 3) portfolio of published/completed games with descriptions of each work; 4) ten images of student work (optional); 5) three letters of recommendation; 6) three writing samples (optional); and 7) a statement addressing their contributions to diversity through research, teaching and/or service.

Apply at https://recruit.ucsc.edu/apply/JPF00505. Refer to Position #JPF00505-18 in all correspondence.

UCSC 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) 459-2868.

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.

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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.