Applications are invited for a 3-year visiting faculty position in the area of video game design within an interdisciplinary context. We seek an innovative designer/programmer committed to encouraging exploration of play; gaming structures; simulation; authored and collaborative, single and multi-participant narratives; and networked communities. This is a joint appointment with the Advanced Computing Center for the Arts and Design (ACCAD) and an appropriate department within the College of the Arts. Candidate will be expected to build on the strengths at ACCAD and interface with multidisciplinary programs within the arts and sciences. The position begins September 2005.

Responsibilities: Position requires teaching on both undergraduate and graduate levels in the interdisciplinary, collaborative environment of the Advanced Computing Center for the Arts and Design (ACCAD) using state of the art resources. Duties also include advising and the development of new curriculum for an undergraduate degree in this area. Faculty are expected to have active creative careers in their own right.

Position Requirements: Applicants must hold an advanced degree in an art or design field or in a related technical field. University-level teaching experience and a strong record of creative and/or scholarly activities is desired. Advanced training and substantial professional experience in one or more of the following areas is required: non-linear storytelling, character design, character modeling and animation, game criticism, environment and level design, Cg Programming.

ACCAD (accad.osu.edu) is an interdisciplinary research and development environment that provides collaborative opportunities for graduate students and faculty interested in art and technology. The focus of research and academic activities at ACCAD is on 3D computer animation, and virtual environments. ACCAD is one of eight units, (ACCAD, Art, Art Education, Art History, Dance, Design, Music, Theatre) within the College of the Arts (www.arts.osu.edu). The Ohio State University (www.osu.edu) consistently ranks among the top national public universities for undergraduate, graduate, and professional programs. Few universities can match our breadth of academic offerings and related interdisciplinary opportunities.

Application requirements: Candidates should show a body of work related to game design and indicate a strong research direction. Applications should include 1) a letter of application that addresses applicant’s position qualifications 2) a current resumé 3) a separate statement discussing the applicant’s creative work and teaching 4) 10 examples and description of applicant’s work, 5) 10 examples and description of student work 6) names, postal and email addresses, and telephone numbers of three professional references 7) a self-addressed, stamped envelope. Copies of transcripts will be requested of finalists.

Send materials to:
Interactive Games – Visiting Faculty Search
ACCAD - The Ohio State University
1224 Kinnear Road
Columbus, OH 43214

Application review begins January 10, 2005.

To build a diverse workforce Ohio State encourages applications from minorities, veterans, women and individuals with disabilities. EEO/AA employer.