



UNIVERSITY OF CALIFORNIA, SANTA CRUZ
DEPARTMENT OF COMPUTATIONAL MEDIA
Assistant Professor, Games and Playable Media
UCSC Silicon Valley Campus

The Department of Computational Media <https://www.soe.ucsc.edu/departments/computational-media> at the University of California, Santa Cruz (UCSC) invites applications for a tenure track (Assistant Professor) position in Games and Playable Media. We seek outstanding applicants who have demonstrated research and teaching expertise in scientific, technical, engineering, or design aspects of computer games, considered broadly, including game design and development, game user research, game artificial intelligence, interactive narrative, novel interface technologies, virtual reality, augmented reality, computer graphics for games, procedural content generation, game software engineering, agent architectures for game characters, game analytics and visualization, game engine architecture, programming languages as applied to games, natural language generation and dialog systems for games, platform studies, software studies, and automated analysis of games.

The successful candidate is expected to develop a research program, advise graduate students in their research area, advise professional MS students on their projects and career aspirations, obtain external funding, develop and teach courses within the undergraduate and graduate curriculum, perform university, public, and professional service, and be able to work with students, faculty, and staff from a wide range of social and cultural backgrounds.

We welcome candidates who understand the barriers facing women and minorities who are underrepresented in higher education careers (as evidenced by life experiences and educational background), and who have experience in equity and diversity with respect to teaching, mentoring, research, life experiences, or service towards building an equitable and diverse scholarly environment.

This position is one of four faculty associated with the Professional MS program in Games and Playable Media and the Professional MS program in Serious Games, both located in the UCSC Silicon Valley Campus in Santa Clara, California. This position is expected to spend multiple days per week in Santa Clara and is also expected to spend on average one day per week on the Santa Cruz campus (more during Santa Cruz teaching quarters). The primary office for this position is located in Santa Clara, due to the expectation of teaching and mentoring students in this location. Space for PhD students for this position is also located in Santa Clara. Graduate level teaching duties will be mainly at the Santa Clara campus with undergraduate courses to be taught at the Santa Cruz campus. The ability for on-demand transportation between Santa Clara and Santa Cruz with or without accommodations is essential.

The 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. The department offers a BS in Computer Game Design, a Professional MS in Games and Playable Media, A Professional MS in Serious Games, and an MS and PhD in Computational Media. The Computational Media Department is located within the Baskin School of Engineering of the University of California, Santa Cruz, which has a long history of embracing groundbreaking interdisciplinary work.

The UCSC Silicon Valley Campus is located in the heart of Silicon Valley, the worldwide epicenter for industry and innovation in games and information technology. The location affords extensive consulting opportunities and avenues for collaborative research with industry. Opened in 2016, the UCSC Silicon Valley Campus features contemporary interior design with multiple classrooms, computer labs, and project rooms, along with an event center, sound studio, and television studio.

ACADEMIC TITLE

Assistant Professor

SALARY

Commensurate with qualifications and experience; academic year (9-month basis).

BASIC QUALIFICATIONS

A Ph.D. or equivalent foreign degree in Computer Science, Digital Media, Human Computer Interaction, Computer Games, Computational Media or other relevant field, expected to be completed by June 30, 2019; demonstrated record of research and teaching experience.

POSITION AVAILABLE

July 1, 2019, with the academic year beginning in September 2019. Degree requirements must be completed by June 30, 2020 for employment beyond that date.

APPLICATION REQUIREMENTS

Applications are accepted via the UCSC Academic Recruit online system; all documents and materials must be submitted as PDFs.

APPLY AT <https://recruit.ucsc.edu/apply/JPF00638>

Please refer to Position # JPF00638-19 in all correspondence.

Documents/Materials

Letter of application that briefly summarizes your qualifications and interest in the position

Curriculum vitae

Statement addressing contributions to diversity through research, teaching, and/or service (required). Guidelines on diversity statements can be viewed at <https://senate.ucsc.edu/committees/caad-committee-on-affirmative-action-and-diversity/DivStateGuidelines.pdf>.

Statement of research plans

Statement of teaching interests and experience

3–4 selected publications

3 confidential letters of recommendation*

Please note that your references, or dossier service, will submit their confidential letters directly to the UC Recruit System.

*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>.

RECRUITMENT PERIOD

Full consideration will be given to applications completed by **December 14, 2018**. Applications received after this date will be considered only if the position has not been filled.

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. In the process, our faculty demonstrate that cutting-edge research, excellent teaching and outstanding service are mutually supportive.

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 the Office for Diversity, Equity, and Inclusion at the University of California, Santa Cruz, CA 95064 or by phone at (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 (see <https://www.uscis.gov/e-verify>). More information is available at the APO website (see <https://apo.ucsc.edu/policy/capm/104.000%20.html>) or call (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>

[08/31/18]