The Department of Computational Media at the University of California, Santa Cruz invites applications for a tenured Associate Professor in Human Computer Interaction (HCI). We seek outstanding applicants who have demonstrated research and teaching expertise in scientific, technical or design aspects of HCI, considered broadly, including user experience, human-centered design, social computing, computer-supported cooperative work, social media, collective intelligence, interaction design, and/or the design and evaluation of wearable, mobile, robotic or ubiquitous systems.

The successful candidate is expected to continue their established research program, advise graduate students in their research area, 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. The successful candidate is expected to be appointed as the inaugural Vice Chair of Computational Media for the Human Computer Interaction MS program, and in that role will direct and lead the program. The Vice Chair will teach in the program, work as a bridge between the substantial human computer interaction research at UC Santa Cruz and this professional program, be a liaison between the Human Computer Interaction MS program and the Games and Playable Media MS and Serious Games MS programs, and serve as the program’s representative to the Academic Senate and the central administration.

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 six faculty associated with a proposed Professional MS program in HCI (2 faculty) and the existing Professional MS programs (4 faculty) in (a) Games and Playable Media and (b) Serious Games. These programs are 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 develop this emerging area. The department emphasizes the design and 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 currently 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 on 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
Associate 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, Psychology, or other relevant field; demonstrated record of research; demonstrated experience in university teaching at the graduate and undergraduate levels; a demonstrated record of extramural funding; and a demonstrated record of University and public service.

POSITION AVAILABLE
July 1, 2019 (with academic year beginning September 2019), contingent upon final budgetary approval.

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/JPF00664
Please refer to Position # JPF00664-19 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.
RECRUITMENT PERIOD
Full consideration will be given to applications completed by Thursday, January 3, 2019. 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