

Lecturer in Game Development & Game Programming  
(Non-Tenure Track)  
Old Dominion University

Direct Link: <https://www.AcademicKeys.com/r?job=224198>

Downloaded On: May. 9, 2024 1:10pm

Posted Oct. 24, 2023, set to expire Oct. 31, 2024

<b>Job Title</b>	Lecturer in Game Development & Game Programming (Non-Tenure Track)
<b>Department</b>	INTERDISCIPLINARY STUDIES
<b>Institution</b>	Old Dominion University Norfolk, Virginia
<b>Date Posted</b>	Oct. 24, 2023
<b>Application Deadline</b>	Open until filled
<b>Position Start Date</b>	Available immediately
<b>Job Categories</b>	Lecturer/Instructor
<b>Academic Field(s)</b>	Game Design/Animation
<b>Job Website</b>	<a href="https://jobs.odu.edu/postings/19622">https://jobs.odu.edu/postings/19622</a>

**Apply By Email**

**Job Description**

The Monarch Institute for Game Design and Development (MIGDD) at Old Dominion University seeks applications for a full-time (non-tenure track) lecturer in Game Design or Development with expertise in game programming, or 2D and 3D digital art, 3D modeling and animation, or game-based storytelling starting in July 2024.

Depending on their areas of specialization, candidates will teach introductory-level courses in game programming, game art, game design, and game criticism, and intermediate and upper-level courses in game programming, 2D and 3D digital art, animation, and game-based storytelling.

Candidates will also be able to develop and teach specialized topics courses in accordance with their expertise and the needs of the program. Duties will include teaching and service in the Monarch Institute for Game Design and Development, including student advising, recruitment, and program development. Candidates will have the opportunity to contribute to and shape one of ODU's newest

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and rapidly growing programs.

**Minimum Qualifications - knowledge, skills, and abilities**

Ability to teach on-campus and online courses at the college level.

**Minimum Qualifications - Education or training**

A master's degree in Game Design and/or Development, or closely related field.

**Preferred Qualifications**

- A terminal degree in Game Design & Development or a closely related field.
- Some university-level teaching experience and/or will be able to articulate their interest in and qualifications for teaching at the university level.
- Possess secondary expertise in game project management and the game development pipeline.

**Contact Information**

Please reference Academickeys in your cover letter when applying for or inquiring about this job announcement.

**Contact**

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