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

Job Title	Lecturer in Game Development & Game Programming (Non-Tenure Track)
Department	INTERDISCIPLINARY STUDIES
Institution	Old Dominion University
	Norfolk, Virginia
Date Posted	Feb. 2, 2024
Application Deadline	Open until filled
Position Start Date	Available immediately
Job Categories	Lecturer/Instructor
Academic Field(s)	Game Design/Animation
Job Website	https://jobs.odu.edu/postings/20243
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

and rapidly growing programs.

Contact Information

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

Contact

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