

Full-time Lecturer in Digital Media and Immersive Media  
Design  
University of Maryland, College Park

Direct Link: <https://www.AcademicKeys.com/r?job=232307>

Downloaded On: May. 8, 2024 11:55pm

Posted Mar. 4, 2024, set to expire Jul. 6, 2024

<b>Job Title</b>	Full-time Lecturer in Digital Media and Immersive Media Design
<b>Department</b>	Department of Art <a href="https://art.umd.edu/">https://art.umd.edu/</a>
<b>Institution</b>	University of Maryland, College Park College Park, Maryland
<b>Date Posted</b>	Mar. 4, 2024
<b>Application Deadline</b>	Best consideration date 4/4/2024
<b>Position Start Date</b>	Available immediately
<b>Job Categories</b>	Lecturer/Instructor
<b>Academic Field(s)</b>	Digital Media
<b>Job Website</b>	<a href="https://art.umd.edu/job-posting-full-time-lecturer-digital-media-and-immersive-media-design">https://art.umd.edu/job-posting-full-time-lecturer-digital-media-and-immersive-media-design</a>
<b>Apply Online Here</b>	<a href="https://art.umd.edu/job-posting-full-time-lecturer-digital-media-and-immersive-media-design">https://art.umd.edu/job-posting-full-time-lecturer-digital-media-and-immersive-media-design</a>
<b>Apply By Email</b>	
<b>Job Description</b>	

We are seeking a dynamic individual with demonstrable skills and a proven track record in creative applications of emerging technologies in the arts. The successful candidate will teach undergraduate courses in digital media within the Department of Art as well as courses in the newly established Immersive Media Design (IMD) Major. The ideal candidate will be able to provide students with a solid foundation in emerging technologies in immersive digital media such as interactive installation art, large-scale projection, digital fabrication, virtual reality, augmented reality, mixed reality, and related art

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practices. Successful applicants are expected to teach and mentor undergraduate students, as well as provide leadership and service to support the IMD major.

Responsibilities:

- Teach undergraduate courses in digital media within the Department of Art.
- Teach courses within the newly designed Immersive Media Design program, a collaborative multi-track major offered in partnership between the Departments of Art and Computer Science.
- Deliver introductory to advanced level curriculum that integrates emerging media technologies in the arts. Courses often focus on collaborative and team-based knowledge building.
- Contribute service to the Immersive Media Design Program through curriculum design, curriculum assessment, lab design, and other.

Minimum qualifications.

Education:

- Master's or terminal degree in a relevant field.

Experience:

- Prior teaching experience at the undergraduate level.
- Demonstrated expertise in the creative use of emerging technologies within the arts.
- Ability to work collaboratively across disciplines and contribute to a diverse academic community.
- Proficiency in real-time interactive graphics applications such as game engines (Unity, Unreal, etc), node-based visual programming tools (Touchdesigner, Max/MSP, etc), and creative-coding environments).

Preferred qualifications.

- Ability to work collaboratively across disciplines and contribute to a diverse academic community.
- Evidence of an active practice of creative research as demonstrated through exhibition of artwork in galleries, museums, online art spaces, or other relevant venues and events.
- Knowledge of supporting tools such as 3-D modeling, photogrammetry, motion capture, audio synthesis, and digital fabrication among others is preferred.

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**Contact Information**

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

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