

Assistant Professor or Associate Professor in Games Nanyang Technological University

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Posted Jul. 30, 2024, set to expire May 6, 2025

Job Title	Assistant Professor or Associate Professor in Games
Department	School of Art, Design and Media http://www.ntu.edu.sg/adm
Institution	Nanyang Technological University Singapore, Singapore, Singapore
Date Posted	Jul. 30, 2024
Application Deadline	30 September 2024
Position Start Date	January 2025
Job Categories	Assistant Professor Associate Professor
Academic Field(s)	Game Design/Animation
Job Website	https://ntu.wd3.myworkdayjobs.com/Careers/job/NTU-Main-Campus-Singapore/Assistant-or-Associate-Professor-in-Games_R00017916
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Job Description	

School of Art, Design and Media

College of Computing and Data Science

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Nanyang Technological University, Singapore

Faculty Position in Games at Assistant Professor / Associate Professor Level

The School of Art Design and Media and the School of Computer Science and Engineering at NTU, Singapore, invite qualified academics to apply for 2 faculty positions as Assistant or Associate Professor (tenure track) in Games. ADM is part of the College of Humanities, Arts and Social Sciences (COHASS). These positions seek expertise in one or more areas of Games, with expertise in relevant fields including game design, interactive media, animation, computing and creative technologies. The appointed faculty will play a key role in maintaining and enhancing NTU's reputation as a leader of contemporary digital media and design technologies in Singapore.

Both positions are joint appointment between the School of Art, Design and Media (ADM) and the College of Computing and Data Science (CCDS) at Nanyang Technological University Singapore (NTU). One position will be housed at ADM; another position will be housed at CCDS.

Applicants for either position must be comfortable with the dynamically evolving landscape of contemporary digital media and design and technology, and have the confidence to maintain proficiency, both academically and technically, to contribute to the vibrant research-driven culture that is embraced at NTU. You will contribute to the on-going development of innovative curriculum to ensure relevance to contemporary industry and society. These positions are research based, so you will either have a well-established research profile, or be able to demonstrate readiness and ability to begin a research-based academic career.

1. **The Assistant or Associate Professor (tenure track) in Games (housed at ADM)**, owns expertise in all relevant areas of **Game Design**, including but not limited to interactive media, animation, visual design, creative coding and game design technologies. We also welcome candidates with additional expertise in emerging technologies such as computational imaging, AI-generative image creation, creative coding and other forms of technology-collaborative creativity.

As a candidate you will demonstrate:

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- a. Proven ability to supervise students' games, interactive media, animation, or visual development projects from idea generation through to final rendering and presentation.
- b. An enthusiasm to lead students in the expansion of games beyond the current traditional forms. This may include animation for games, VR, digital installation, social media, or any media that holds potential for engagement and a form of creative communication.
- c. High level of demonstrable practice in one or more mediums of games, including interactive media, animation, or game visual development, and an active awareness of the surrounding media landscape, including games development and production, alternative forms of interactive media, generative A.I. animation, motion graphics, and visual development.
- d. Appropriate experience of teaching and developing curriculum at a tertiary level, following established pedagogical approaches.
- e. A track-record and enthusiasm for research in these fields, including forms of publications such as conference publications, journal publications, screenings or exhibitions.

Tenure-track hires are expected to pursue activities that will position them as well-known experts in their field. You must be able to demonstrate the potential to bring international visibility to ADM through both academic scholarship and creative activity. The university provides excellent opportunities and facilities for funded faculty research and practice. The school also expects a variety of service duties, including academic and career advising of undergraduate and graduate students; school and university committee service; and community engagement.

Located in multi-cultural Singapore, the School of Art Design Media (ADM) in Nanyang Technological University (NTU) offers a studio-based education in a comprehensive university setting, providing students with the knowledge and skills needed to develop and produce groundbreaking creative works and scholarly activity. ADM also promotes Singapore's creative culture and identity and is positioned to play a central role in the transformation of Singapore into a regional center of media and creativity.

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Designed and taught by international faculty drawn from nearly 20 countries, the school offer 4-year BFA programs in Design Art and Media Art, with an adaptive and evolving curriculum building upon excellence in our core disciplines of Animation, Film, Game, Photography, Interaction, Product Design, and Visual Communication, The programs are designed to meet the highest professional and academic standards worldwide and are responsive to student interests and evolving global needs. Post-graduate programs combine theory and practice, offering MA and PhD by research and a MA in Museum and Curatorial Practice. ADM ranks amongst the top 5 art and design schools in Asia.

2. The Assistant or Associate Professor (tenure track) in Games (housed at CCDS), owns expertise in all relevant areas of **Game Technologies**, including but not limited to coding/programming, technical direction and art/technology collaboration.

College of Computing and Data Science (CCDS) is a leading school for higher learning that is known for its excellent curriculum, outstanding impactful research, and talented faculty. Today, we are ranked Top 10 for Computer Science in the latest US News and World Report Best Global Universities listing and NTU has been recognised as the top university for AI research and citation impact. CCDS serves a critical role in the university and society as we harness the power of digital technology and tech-enabled solutions to not only enhance the learning and research experience of our students and staff, but also to create innovative solutions for some of the grand challenges facing our world.

We invite qualified and passionate academics to apply for a tenure-track Assistant or Associate Professor position in College of Computing and Data Science. We seek individuals with exceptional promise for or a proven record of research achievements within their chosen field of research. They should also demonstrate strong ability for effective undergraduate and graduate level teaching. Candidates must have vision and an interest in defining the research frontier as well as educating our next-generation of young leaders in this rapidly evolving field. Candidates should also demonstrate the ability to combine theoretical knowledge with practical development of computational solutions and systems.

Educational Qualification(s)

A PhD degree in a relevant field is required. A terminal MFA in a relevant field supported by strong industry experience will be considered for the ADM position.

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Knowledge Required

- Strong track record to teach all aspects of games, game design and game technologies, with relevant expertise in related fields in interactive media, computing, animation, motion graphics, game visual development, creative computing and technology-enabled art.
- Demonstration of scholarship in contemporary publication or output forums for games, interactive media, animation, game visual development, computing or machine learning/AI is essential.
- A suitable candidate for the ADM position focused on **Game Design** will have a strong creative portfolio demonstrating high impact and excellence in creative output. The candidate should foremost be a conceptually strong artist and storyteller who can innovate through design that drives and push technological approaches.

In keeping with the school's interdisciplinary ethos, we will also welcome candidates with additional expertise in related disciplines such as communication design, social media content creation, emerging technologies such as computational imaging, AI-generative image creation, and creative coding.

Creative practice and/or academic research that demonstrates transdisciplinary engagement such as with digital humanities, anthropology, ecology, and computer engineering among others.

A suitable candidate for the CCDS position focused on **Game Technologies** will have in depth knowledge of computer sciences related to games practice and theory. This can include but it is not limited to field-specific approaches to coding, software development and implementation, AI and machine learning methods applicable to games, geometric modeling for games, real-time rendering techniques, game physics and realistic simulation, and game analytics for player behavior analysis.

NTU is a research-intensive university, home to 33,000 undergraduate and postgraduate students in Engineering, Science, Humanities, Social Science, Business, Education and Medicine. Ranked amongst the world's top 30 universities by QS, NTU has also been named amongst the world's top young universities for the past 7 years.

Further information about the University and the School can be viewed at the following websites:

NTU : www.ntu.edu.sg

ADM : www.ntu.edu.sg/adm

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Application Procedure

Please click on the link (https://ntu.wd3.myworkdayjobs.com/Careers/job/NTU-Main-Campus-Singapore/Assistant-or-Associate-Professor-in-Games_R00017916) to submit your application.

Your application has to include the cover letter and a comprehensive CV including degrees and employment history, significant creative works and scholarly publications (if applicable). It also needs to include research and teaching statements.

Closing date for applications: **30 September 2024**

Only shortlisted candidates will be contacted.

Contact Information

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

Contact

Singapore