

Visiting Professor in Animation and/or Game Design
Nanyang Technological University

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Posted Aug. 28, 2025, set to expire May 6, 2026

Job Title Visiting Professor in Animation and/or Game Design
Department School of Art, Design and Media
Institution Nanyang Technological University
Singapore, , Singapore

Date Posted Aug. 28, 2025

Application Deadline Sep. 26, 2025
Position Start Date Available immediately

Job Categories Visiting Professor

Academic Field(s) Game Design/Animation

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Job Description

School of Art, Design and Media

College of Computing and Data Science

Nanyang Technological University, Singapore

Visiting Professor in Animation and/or Game Design

The School of Art, Design and Media (ADM) at Nanyang Technological University Singapore (NTU) invites applications for a one-year Visiting Professor position in Games and/or Animation. ADM is part of the College of Humanities, Arts and Social Sciences (COHASS). This position is intended for

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eminent overseas academics such as international prize recipients or distinguished scholars whose presence will enhance the academic standing of the faculty. The primary responsibility of this role is teaching. Therefore, candidates should be able to demonstrate a strong teaching track record in a current or previous Associate Professor academic level position. We seek candidates with expertise in one or more areas of Games and/or Animation, including fields such as game design, interactive media, concept development, animation, and creative technologies. The appointed faculty will play a key role in supporting ADM's position as a leader in contemporary digital media and design education in the region.

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.

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. In 2026 ADM will start an innovative MSc Game Design Art & Technology, taught jointly with the College of Computer and Data Sciences (CCDS). ADM ranks amongst the top 5 art and design schools in Asia and top 20 worldwide (QS World University Rankings by subject 2025).

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

Applicants must be confident navigating the rapidly evolving landscape of digital media and technology and demonstrate a strong commitment to teaching innovation and student mentorship. The role is

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teaching-focused; applicants should bring an established record of tertiary-level teaching experience and curricular engagement.

As a creative practitioner and educator with expertise in animation, games, or interactive media, candidate will demonstrate:

A strong record in tertiary education (A terminal MFA (or its equivalent) or PhD degree in a relevant field is required), with the ability to guide student-led projects from concept to completion across games, animation, visual development, or interactive media.

- A recognised practice in animation, games, or related fields, with an impactful portfolio showcasing innovation, storytelling, and design across emerging technologies such as AR/VR, motion graphics, generative AI, or installations.
- Evidence of scholarly output in contemporary forums related to games, animation, or creative computing, and a commitment to advancing the discipline through research or creative practice.
- A willingness to engage with cultural, ethical, and philosophical dimensions of media practice, and the ability to connect with fields like digital humanities, creative coding, or social platforms.
- A passion for education and the ability to foster a supportive, inclusive, and diverse learning environment, with strong interpersonal and organizational skills.
- National or international recognition by academic or industry, with a track record of leadership and contribution to the evolution of games, animation, or interactive media.

Applicants are invited to submit their applications through the NTU career portal by clicking on the “Apply” button above.

Please provide the following in your application:

1. Cover letter;
2. Curriculum vitae (including records of competitive grants and graduate supervision, significant creative works and scholarly publications; if applicable);
3. Teaching statement;
4. Research statement;

The closing date for applications is 26 September 2025. Only shortlisted candidates will be notified via email.

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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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