

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

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

Job Title	Lecturer in Game Development & Game Programming (Non-Tenure Track)
Department	INTERDISCIPLINARY STUDIES
Institution	Old Dominion University Norfolk, Virginia
Date Posted	Oct. 24, 2023
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/19622

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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