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

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

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

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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