

Requisition Number: 6161BR
School/Department: Interactive Games & Media
College: Golisano College of Computing and
Information Sciences

Faculty Rank: Assistant Professor
Tenure Status: Tenure-Track
Anticipated Start Date: 8/1/2022

View the complete job description online.

<https://sjobs.brassring.com/TGWEBHost/jobdetails.aspx?partnerid=25483&siteid=5291&AReq=6161BR>

Detailed Job Description:

The School of Interactive Games and Media (IGM) is growing significantly, and applications are invited for multiple Assistant Professor Positions starting August 2022 or January 2023.

Successful applicants will contribute to IGM and the college via scholarship, research, teaching and mentoring of undergraduate and graduate students and service to the department, university, and the field. We seek strong, creative researchers with high technical/computational skills in the context of media technologies, design, and the computational arts, and whose work is disseminated via a wide array of platforms and venues. The candidates should demonstrate the potential for scholarly, cultural, technical, and pedagogical innovation.

We will consider qualified applicants working in a wide range of computational fields, including but not limited to these areas: Game AI, Game Engines/Systems, Computational Creativity, Creative AI, Procedural Generation, Physical and Wearable Computing, Immersive Media/Mixed Reality, Computational Audio and Music, Locative Media and Speculative Design. The ideal candidate will engage in cross-disciplinary work across IGM, the college, and university.

Candidates will contribute to a community committed to student-centeredness, professional development and scholarship, integrity and ethics, respect, diversity and pluralism, innovation and flexibility, and teamwork and collaboration. Please see RIT's [core values](#), [honor code](#), and [statement of diversity](#).

Department/College Description:

GCCIS:

Golisano College of Computing and Information Sciences (GCCIS) at RIT is one of the most comprehensive computing colleges in the nation. The college is housed in modern facilities in Rochester, NY, that include leading programs in computer science, game design and cybersecurity. As home to the country's first undergraduate programs in software engineering and information technology, as well as the recently opened Global Cybersecurity Institute, Golisano College has long been a leader in computing education and research. Faculty, staff and students have access to specialized studios, labs, and equipment that are among the most complete and current of any university in the world. Moreover, Golisano College graduates go on to work at the world's leading tech firms and have developed groundbreaking technology like the Kinect for Xbox 360 and game changing innovations like jQuery. The college is home to the departments of Computer Science, Computing Security, and Software Engineering, as well as the School of Information, the School of Interactive Games & Media, and a college-wide PhD program, providing abundant opportunities for research collaboration within and beyond the college.

IGM:

[The School of Interactive Games and Media](#) (IGM) has over 30 full-time faculty and is committed to excellence in teaching and research. IGM offers undergraduate Bachelor of Science degrees in Game Design and Development, New Media Interactive Development, a Master of Science in Game Design and Development, and an accelerated BS/MS in Game Design and Development. IGM serves nearly 900 undergraduate students (including mandatory co-op experience) and about 60 graduate students. IGM is currently ranked in the top 10 of the Princeton Review, US News & World Report, and the Animation Career Review for Game Design and Development programs at the undergraduate and graduate levels. IGM works closely with [RIT's MAGIC](#) (Media, Arts, Games, Interaction & Creativity) Center, which is a university-wide collaboration for research and publishing in games and digital media. The MAGIC Center is comprised of both a university research & development center and an independent game publishing studio.

ABOUT THE UNIVERSITY:

Founded in 1829, Rochester Institute of Technology is a diverse and collaborative community of engaged, socially conscious, and intellectually curious minds. Through creativity and innovation, and an intentional blending of technology, the arts and design, we provide exceptional individuals with a wide range of academic opportunities, including a leading research program and an internationally recognized education for deaf and hard-of-hearing students. Beyond our main campus in Rochester, New York, RIT has international campuses in China, Croatia, Dubai, and Kosovo. And with more than 19,000 students and more than 125,000 graduates from all 50 states and over 100 nations, RIT is driving progress in industries and communities around the world. Find out more at www.rit.edu.

REQUIRED MINIMUM QUALIFICATIONS:

- PhD or MFA in related disciplines by the start date of the appointment;
- Record of publicly disseminated scholarly and/or creative work in game and/or interactive media development;
- Expertise in an area of interactive media development;
- Demonstrated potential to teach at the college/university level;
- Demonstrated potential for conducting independent scholarship;
- Demonstrated potential to attract external funding;
- Demonstrated interest in mentoring undergraduate and graduate students;
- Ability to contribute in meaningful ways to the College's continuing commitment to cultural diversity, pluralism, and individual differences.

HOW TO APPLY:

Apply online at <http://careers.rit.edu/faculty> Search: 6161BR. Please submit the following: your online application; cover letter (please explain your interest in applying for this position and how you anticipate covering classes based on your experience along with areas of growth addressing the required qualifications for this position); a curriculum vitae, and upload the following attachments:

- Diversity Statement – explain how you've demonstrated a commitment to diversity and inclusion in your work
- Teaching Statement – explain your approach to teaching, mentoring, and/or advising.

- Research Statement – explain your core research area(s) and how you have or intend to develop a scholarly record of disseminated, peer-reviewed, and impactful work.
- Portfolio (optional) – please include a link to examples of your work (e.g., a website, GitHub, etc).

Please arrange to have at least three letters of recommendation sent directly to the Interactive Games & Media School Administration Search Committee c/o Jill Bray jcbics@rit.edu.

Review of applications will begin immediately and will continue until the position is filled.

The hiring process for this position may require a criminal background check and/or motor vehicle records check. Any verbal or written offer made is contingent on satisfactory results, as determined by Human Resources. RIT does not discriminate. RIT promotes and values diversity, pluralism and inclusion in the work place. RIT provides equal opportunity to all qualified individuals and does not discriminate on the basis of race, color, creed, age, marital status, sex, gender, religion, sexual orientation, gender identity, gender expression, national origin, veteran status or disability in its hiring, admissions, educational programs and activities. RIT provides reasonable accommodations to applicants with disabilities under the Rehabilitation Act, the Americans with Disabilities Act, the New York Human Rights Law, or similar applicable law. If you need reasonable accommodation for any part of the application and hiring process, and you wish to discuss potential accommodations related to your application for employment at RIT, please contact the Human Resources office at 585-475-2424 or email your request to careers@rit.edu.