Tenure Track, Assistant Professor, New Media Design

The School of Design in the College of Imaging Arts and Sciences at the Rochester Institute of Technology invites applicants to apply for a tenure track position to teach in the New Media Design program.

We are seeking candidates that are well-rounded design professionals and educators with advanced visual design, interface design and user experience design skills for responsive and cross device solutions and digital products. Additional creative skills within interactive design, motion graphics, creative coding or installation work is recommended. Candidates should be qualified to teach throughout the curriculum. Primary responsibilities will be teaching user experience design, visual design, graphical user interface design, experimental interaction design, information and project planning for small and large scale interactive problems. Professional work experience in branding, consumer electronics and product design and development are suggested to help foster professional relationships between the New Media Design program and industry leaders. Ideal candidates will possess the ability to provide leadership and vision in integrating emerging technologies and techniques into the New Media Design curriculum. In addition to a full teaching load each term, other responsibilities include advising students, assisting in curriculum development, participating in research, scholarship and creative activity, and providing service to the university, college, department and profession.

The position begins August 17, 2016.

We are seeking individuals who are committed to contributing to RIT’s core values, honor code, and statement of diversity.

Required Minimum Qualifications

- MFA in Design or a terminal degree in a related field of study (completed by June 2016).
- Minimum of four years professional experience in interaction design, user experience design, and visual design.
- Minimum of three years teaching experience at the university level beyond a teaching assistantship.
- Teaching experience in areas such as interaction design, user experience design, visual design, team projects, experimental design, motion graphics, 3D are suggested.
- Proficiency in typography, design principles and methodology, graphical user interface design, user experience design, interactive coding, and project planning.
- Proficiency in Adobe applications and emerging web and mobile technologies.
- Ability to contribute in meaningful ways to the college's continuing commitment to cultural diversity, pluralism, and individual differences.

How to Apply


Please submit your cover letter addressing the listed qualifications; a curriculum vitae; a contribution to diversity statement; a brief teaching philosophy; and the names, addresses, phone numbers and emails for three references. Additionally, include examples of course syllabi and assignments; PDF or a link to a website presenting twenty examples of professional work; PDF or a link to a website presenting twenty examples of student work.

Review of applications will begin on Monday, January 18, 2016 and continue until a suitable candidate is found. Candidates are encouraged to apply by that date.

You can contact the search committee with questions on the position at:
Peter Byrne, Administrative Chair, School of Design, Rochester Institute of Technology,
73 Lomb Memorial Drive, Rochester, NY 14623, phone 585-475-6107 or by email at pjbfaa@rit.edu

RIT does not discriminate. RIT is an equal opportunity employer that promotes and values diversity, pluralism, and inclusion. For more information or inquiries, please visit [RIT/TitleIX](http://www.rit.edu/TitleIX) or the U.S. Department of Education at [ED.Gov](http://www.ed.gov).