Position Announcement

Western Connecticut State University
School of Visual, Performing, and Communication Arts
Communication & Media Arts
Assistant Professor – Digital and Interactive Media Arts
Tenure Track – Academic Year 2026 - 2027

Western Connecticut State University's School of Visual, Performing, and Communication Arts (SVPCA) is pleased to announce that applications are being accepted for a tenure track Assistant Professor position in the Communication & Media Arts department.

WCSU is committed to enhancing our diverse university community by actively encouraging people with disabilities, members of LGBTQIA and BIPOC communities, veterans, and women to apply. We take pride in our pluralistic community and continue to seek excellence through diversity and inclusion. WCSU is honored to be awarded the federal designation as a Hispanic Serving Institution (HSI). This accomplishment marks a pivotal moment in our progress toward fostering diversity, equity, and inclusion within our campus community.

Only an hour from New York City yet located in the scenic foothills of New England's Berkshires, the School of Visual, Performing, and Communication Arts www.wcsu.edu/svpa offers a professional training program in a liberal arts context at the relatively affordable cost of a public university. New York City's proximity means our students receive the benefit of a faculty of nationally recognized artists, directors, designers, performers, and scholars dedicated to teaching a highly diverse student population. The Department of Communication & Media Arts offers a Bachelor of Arts degree in Digital & Interactive Media Arts (DIMA), Communication Studies, and Media Arts. Additional information about the department may be found at www.wcsu.edu/communication-media-arts/. Information on the University may be found at www.wcsu.edu.

Position Summary: The successful candidate will teach courses in the Communication & Media Arts Department that fall within the Digital & Interactive Media Arts (DIMA) program. We are specifically looking for someone able to teach DIMA's Game Development & Design courses. The successful candidate will also have a background more generally in Communication Studies, or Visual Design/Motion Graphics areas.

The DIMA program integrates game design, game animation, game scripting, and interactive media in a collaborative, project-based learning environment that bridges art, computer science, and design. Students complete an interdisciplinary core in media production, computer science, and visual design before specializing in one of several options, including a new Game Development & Design option (www.wcsu.edu/dima/). We are seeking someone who combines being a practitioner in/of game development with academic training or ongoing scholarship within the communication studies discipline.

The successful candidate will participate in departmental and university service, contribute to curriculum development, engage in scholarly or creative activity related to games or interactive media, advise and mentor students, and support student groups and initiatives. WCSU's small class sizes promote hands-on, student-centered

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learning and project-based instruction. The standard teaching load for all full-time faculty is four courses (12 credits) per semester.

Required Qualifications: Candidates must hold a terminal degree (Ph.D., M.F.A., or M.S.) in Game Design, Communication Studies, Interactive Media, or a closely related field. ABD candidates will be considered if their degree is completed by the time of appointment. Applicants must demonstrate expertise in game design and game development. The ability to teach courses in 3D modeling, asset creation, computer graphics, animation pipelines, and interactive game systems is essential.

Professional or creative experience in 3D modeling (Blender, Substance Suite, or Maya) and asset creation for games, game animation pipelines for real-time environments, gameplay and systems design, programming and interactivity using Unity or Unreal Engine (or comparable real-time platforms), computer graphics, interactive applications, and advanced techniques for creating playable and immersive game experiences is required.

Evidence of effective college-level teaching, creative and/or scholarly achievement, and a record of professional accomplishment in game design, game development, or interactive media is required. In their application materials, the successful candidate should demonstrate a commitment to student-centered, project-based learning, and a strong interest in interdisciplinary collaboration.

Preferred Qualifications: Experience with both academic and professional approaches to game design and communication; A record of scholarly, creative, or industry activity related to games, interactivity, or digital communication; Ability to teach foundational digital imaging using Adobe Creative Cloud (Photoshop, Illustrator). Ability to teach introductory digital photography and digital darkroom techniques; Ability to teach selected Communication Studies courses (e.g., theory, methods, persuasion, ethics, media environments, digital communication, or human–technology interaction); and Experience supporting diverse student populations and fostering inclusive learning environments.

A candidate who does not meet the above standards may also be appointed provided they have credentials and/or experience substantially comparable to the above qualifications.

WCSU is particularly interested in applicants who have experience working with students from different backgrounds and a demonstrated commitment to improving access to higher education for first-generation and under-represented groups. The successful candidate is expected to value and encourage all forms of diversity, including neurodiversity.

Salary & Benefits: The hiring salary range is $73,912 – $86,231 is commensurate upon candidates' experience. WCSU offers a comprehensive benefits package. Additional information on benefits can be found at www.wcsu.edu/hr/benefits/. There are grant opportunities to support research and conference attendance.

Application Process: Interested applicants must submit the following:

- Cover Letter (maximum two pages) – Describe your qualifications and experience relevant to both game design/development and communication studies. The letter should highlight your teaching philosophy, creative and/or scholarly work, professional experience, and how your background aligns with WCSU's Digital & Interactive Media Arts (DIMA) program and Communication & Media Arts department.
- Curriculum Vitae (CV) – Include teaching, creative, technical, and scholarly experience, as well as any professional credits in game design, game development, or interactive media.
- Game Portfolio (required) – Provide clear evidence of your role in hands-on experience with game design and game development, including examples such as:
    i. Playable games, prototypes, or interactive experiences you have designed or developed.
    ii. Documentation or demos showing game animation, gameplay scripting, systems, or level design, UI/UX design for games, or other work in Unity, Unreal Engine, or similar platforms.
    iii. Links to playable builds, short demo videos, or portfolio websites are preferred. General animation or digital media reels <u>without</u> a demonstrated connection to game development <u>will not</u> meet this requirement.
- Names and contact information for three (3) professional references who can address the applicant's teaching, scholarship, and professionalism.

Optional materials may include:
- Evidence of teaching effectiveness (student evaluations, sample syllabi, or examples of student game projects).
- A statement of ongoing creative or research activity connecting communication and interactive game design.

Questions may be directed to hrpositions@wcsu.edu referencing Communication DIMA TT.

To apply: Submit your materials to:
https://westernconnecticutstateuniversity.applytojob.com/apply/TOXgxSUVH5/Communication-Media-Arts-Assistant-Professor-Digital-And-Interactive-Media-Arts

Application materials must be submitted no later than **Sunday, January 11, 2025**. Late applications will not be accepted.

Western is an Affirmative Action Equal Opportunity Educator/Employer