The Department of Computational Media at the University of California, Santa Cruz invites applications for a tenure track (Assistant Professor) position in Games and Playable Media. We seek outstanding applicants who have demonstrated research and teaching expertise in scientific, technical, engineering, or design aspects of computer games, considered broadly, including game design and development, game user research, game artificial intelligence, interactive narrative, novel interface technologies, virtual reality, augmented reality, computer graphics for games, procedural content generation, game software engineering, agent architectures for game characters, game analytics and visualization, novel engine architecture, programming languages as applied to games, natural language generation and dialog systems for games, platform studies, software studies, and automated analysis of games.

The successful candidate is expected to develop a research program, advise graduate students in their research area, advise professional MS students on their projects and career aspirations, obtain external funding, develop and teach courses within the undergraduate and graduate curriculum, perform university, public, and professional service, and be able to work with students, faculty, and staff from a wide range of social and cultural backgrounds. We are especially interested in candidates who can contribute to the diversity and excellence of the academic community through their teaching, research, and service.

This position is one of a cluster hire of four faculty associated with the Professional MS program in Games and Playable Media and a proposed Professional MS program in Serious Games, both located in the UCSC Silicon Valley Campus in Santa Clara, California. The primary office for this position is located in Santa Clara, due to the expectation of teaching and mentoring students in this location. Space for PhD students for this position is also located in Santa Clara. This position is expected to spend multiple days per week in Santa Clara, and is also expected to spend on average one day per week on the Santa Cruz campus (more during Santa Cruz teaching quarters). The successful candidate will need to provide or arrange for their own transportation between Santa Clara and Santa Cruz, with or without accommodations. Teaching duties will typically involve teaching two graduate classes each year in Santa Clara, and one undergraduate class each year in Santa Cruz.

The Computational Media Department is dedicated to the creation, enhancement, and study of media forms where computational processes enable deeply interactive and generative experiences. As a pioneering department, we are looking for new faculty who are excited to help us define and grow this emerging area. The department emphasizes the construction of technologies that make possible novel media experiences, while simultaneously embracing and engaging in theoretical and practical approaches from the arts, humanities, and social sciences. The department offers a BS in Computer Game Design, a Professional MS in Games and Playable Media, and an MS and PhD in Computational Media. The Computational Media Department is located within the Baskin School of Engineering of the University of California, Santa Cruz, which has a long history of embracing groundbreaking interdisciplinary work.

The UCSC Silicon Valley Campus is located in the heart of Silicon Valley, the worldwide epicenter for industry and innovation in games and information technology. The location affords extensive consulting opportunities and avenues for collaborative research with industry. Opened in 2016, the UCSC Silicon Valley Campus features contemporary interior design with multiple classrooms, computer labs, and project rooms, along with an event center, sound studio, and television studio.

**RANK:** Assistant Professor

**SALARY:** Commensurate with qualifications and experience; academic year (9-month) basis

**BASIC QUALIFICATIONS:** A Ph.D. or equivalent foreign degree in Computer Science, Digital Media, Human Computer Interaction, Computer Games, Computational Media or other relevant field, expected to be completed by June 30, 2018; demonstrated record of research and teaching experience.

**POSITION AVAILABLE:** July 1, 2018 (with academic year beginning September 2018). All Ph.D. requirements must be completed by June 30, 2019 for employment beyond that date.

**TO APPLY:** Applications are accepted via the UCSC Academic Recruit online system, and must include: a letter of application, curriculum vitae, a statement of research plans, a statement of teaching interests and experience, a statement addressing contributions to diversity through research, teaching, and/or service; 3 selected publications, and 3 confidential letters of reference*. Documents/materials must be submitted as PDF files.

Apply at https://recruit.ucsc.edu//apply/JPF00492 Refer to Position #JPF00492-18.

*All letters will be treated as confidential per University of California policy and California state law. For an academic year (9-month) basis.

**REVISED CLOSING DATE:** This review of applications will begin on January 22, 2018. To ensure full consideration, applications must be complete by this date. The position will remain open until filled, but not later than 6/30/2018.