Assistant Professor Department of Visualization  
College of Architecture - Texas A&M University

The Department of Visualization at Texas A&M University seeks two tenure-track Assistant Professors. Responsibilities for both positions include pursuing innovative and creative research agendas, teaching and advising at the graduate and undergraduate levels, and service to the department, university, and the field, including outreach to develop departmental-industry connections. Demonstrated experience in cross-disciplinary collaborative work is highly preferred. Candidates must possess a terminal degree (e.g., MFA, PhD) at the time of hire. Expected start date is August 15, 2013.

The focus of one position is in the area of studio art including traditional media and digital media such as digital animation, digital sculpture, time-based or interactive media. A record of significant accomplishment in one or more of these areas is expected. Evidence of scholarly engagement with contemporary art history and critical theory is preferred. The successful candidate will be expected to teach studio, lecture and seminar courses in art incorporating contemporary theory, and other courses as ability and program needs determine.

The focus of another position is the area of interactive visualization with an emphasis on games for education, entertainment and/or simulation. Game production experience is highly preferred. The successful candidate will be expected to teach studio, lecture and seminar courses in game design and development, interactive visualization, and other courses as ability and program needs determine.

The Department of Visualization seeks to advance the art, science, and technology of visualization. Academic programs include the B.S, M.S. and MFA in Visualization, with approximately 300 students. A proposal to add a Ph.D. program in Visualization is currently under development. The role of our 20 faculty and staff is the development and implementation of emerging methods for enhancing understanding and gaining insight through visual means in teaching, research, and creative works including the historical roots, ethical implications, and future directions of the field.

The reputation of our graduates as skilled creative visual problem solvers has led to strong ties to the animation, visual effects, and game industries. Faculty members are recognized for their scholarly contributions ranging from art installations to fundamental research in computer visualization, computational modeling and psychophysiology. Our academic programs, faculty research, and creative works are supported by the resources of the Visualization Laboratory. Further information about the department is available at [http://www.viz.tamu.edu/](http://www.viz.tamu.edu/).

To apply, candidates should submit a letter of application, curriculum vitae, samples of work or portfolio, and names and addresses of three references to: search@viz.tamu.edu. Alternatively, send these materials to: Visualization Faculty Search, Department of Visualization, Texas A&M University, 3137 TAMU, College Station, TX 77843-3137. Additional materials may be requested. For further information, contact search@viz.tamu.edu. Review of applications will begin November 15, 2012. The positions will remain open until filled.

*Texas A&M University is an Equal Opportunity Employer. Texas A&M University does not discriminate on the basis of race, color, sex, religion, national origin, age, disability, veteran’s status or any other legally protected status in employment.*