

Assistant Professor / Interaction Design / University of Washington

The Division of Design in the School of Art within the College of Arts & Sciences at the University of Washington in Seattle seeks applicants for a full-time, tenure-track position in Interaction Design starting September 2011. This faculty member will be the second of two full-time tenure track faculty members in the Interaction Design program.

We define interaction design as a discipline concerned with the human-centered design of experiences with products, services, interactive media and information spaces. It is an inherently cross-disciplinary field that incorporates concepts from design (visual communication design, industrial design, architecture), HCI and the social sciences (psychology, cognitive sciences, informatics and communication).

UW faculty engage in teaching, research and service. The appointed faculty member is expected to actively pursue independent research and/or design practice. The faculty member will be responsible for developing and teaching both undergraduate and graduate courses in the Interaction Design program. In the undergraduate curriculum, the faculty member is also expected to contribute to teaching within the sophomore-level foundation courses that are required for all design majors (Industrial Design, Visual Communication Design and Interaction Design). In the graduate program, the faculty member is expected to advise Master's candidates and to chair and/or serve on thesis committees.

Requirements:

MFA in Design or equivalent/advanced/terminal degree in related discipline.

Strong evidence of excellence in interaction design work and mastery of technical skills.

Demonstrated ability to conduct design research and/or design practice.

Understanding and mastery of traditional/formal design principles.

Excellent communication and problem-solving skills.

Please visit www.design.washington.edu for more information on UW design programs.

Please visit the UW IxD blog (<http://depts.washington.edu/ixd>) for additional news and information.

Preference will be given to applications received before Friday, 7 January 2011.

Submit letter of application, CV, statement of teaching philosophy, statement of research/design interests, digital portfolio of design work (CD/DVD and/or URL address(es) and/or PDF), examples of student work (if applicable), a list of three references including phone numbers and email addresses and SASE (materials will not be returned without SASE) to:

Interaction Design Search Committee
Division of Design, School of Art, University of Washington
4000 15th Ave NE, Art Building, Room 104
Seattle, Washington USA 98195-3440

For questions, contact: Assistant Prof. Axel Roesler | roesler@uw.edu | 206-685-9053

The University of Washington is an equal opportunity employer. The University is building a culturally diverse faculty and staff and strongly encourages applications from women, minorities, individuals with disabilities and covered veterans.