

## Tenure Track in Interactive Games and Media

The School of Interactive Games and Media (IGM) in the Golisano College of Computing and Information Sciences at RIT is growing significantly. As a result, applications are invited for a tenure-track assistant professor who will start in August 2025.

We are seeking candidates specifically in research in areas related to game design and development. Of particular interest are candidates who incorporate Artificial Intelligence and/or methods at the intersection of digital twins, interactive simulation, modeling, and computational media.

Successful applicants are expected to contribute to the scholarship of the school and college through externally funded research and teaching and mentoring of BS, MS, and PhD students.

Additionally, successful candidates must possess the ability and interest in contributing to RIT's commitment to student centeredness; professional development and scholarship; integrity and ethics; respect, diversity and pluralism; innovation and flexibility; and teamwork and collaboration. For more information, please click the links to RIT's core values, honor code, and statement of diversity.

### Minimum Qualifications begin at:

- PhD in related discipline by the start date of the appointment.
- Record of publicly disseminated scholarly and/or creative work in game and/or interactive media development.
- Demonstrated potential to teach at the college/university level.
- Demonstrated potential for conducting independent scholarship.
- Demonstrated potential to attract external funding.
- Demonstrated interest in mentoring undergraduate and graduate students.
- Ability to communicate effectively in English.
- Ability to contribute in meaningful ways to the College's continuing commitment to cultural diversity, pluralism, and individual differences.

The School of Interactive Games and Media (IGM; <https://igm.rit.edu>) has 34 full-time faculty and is committed to excellence in teaching and research. IGM offers undergraduate Bachelor of Science degrees in Game Design and Development, New Media Interactive Development, a Master of Science in Game Design and Development, and an accelerated BS/MS in Game Design and Development. IGM serves over 800 undergraduate students and about 60 graduate students.

IGM currently ranks in the top 10 in the Princeton Review, U.S. News & World Report, and the Animation Career Review for Game Design and Development programs at the undergraduate and graduate levels.

IGM works closely with RIT's MAGIC (Media, Arts, Games, Interaction & Creativity) Center, a university-wide collaboration for research and publishing in games and digital media. The MAGIC Center comprises a university research and development center and an independent game publishing studio.

**To review the full description and to apply, go to <https://apptrkr.com/5635511> and search for 9162BR.**

As a member of the RIT community, you'll receive a well-balanced benefits package that offers a variety of choices and access to additional employment advantages.

**Salary range (9-month base):** \$105,000 - \$135,000

**Full-Consideration Application Deadline:** December 1, 2024

**Anticipated Start Date:** August 13th, 2025

*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 or the U.S. Department of Education at ED.Gov.*