

## ASSISTANT PROFESSOR IN EXPERIMENTAL ART PRACTICE (AA9182)

The Center for Digital Arts and Experimental Media (DXARTS) at the University of Washington seeks to hire a full-time (100%, 9-month), tenure-track faculty in experimental art practice to begin in September 2015. Appointment will be made at the rank of Assistant Professor.

## DXARTS

Established in 2001, DXARTS is a leading research center for Digital Art. DXARTS' position within the University of Washington is unusual: it is not a subset of a school of art, engineering or computing, instead it exists as an autonomous academic program, thus it is able to define its own research and teaching agenda and fully explore the notion of artistic experimentation in the 21<sup>st</sup> century. Core DXARTS faculty are practicing generative artists and work alongside affiliate faculty from a variety of other departments, including Music, Neuroscience, Engineering, Law and Computer Science.

DXARTS has an internationally renowned and highly competitive PhD program, populated by emerging artists working with a broad range of materials, ideas and forms. The program emphasizes interdisciplinarity, with students taking classes across the university based upon their own research trajectories. DXARTS asserts that artistic knowledge is a particular type of intellectual and academic inquiry, and that it has value equivalent to that in other disciplines. DXARTS PhD students are expected to develop studio-based research projects, develop any technologies necessary to realize those projects and apply appropriate research methodologies to ensure their work makes a contribution to the field.

## QUALIFICATIONS

The successful applicant to this position will mentor and supervise doctoral students, and therefore it is preferred that he or she holds a PhD, or foreign equivalent, by the start of appointment. Applications from artists holding an MFA and having substantial research experience will be also considered. The applicant should understand the value of artistic research, and be capable of articulating research methodologies and techniques to students. The successful applicant will be an artist with a strong record of exhibiting or presenting their work and a clear understanding of studio-based research. It is expected that candidates will be conversant with video, sound and interactive art, although their practice does not necessarily need to focus on those areas. The position offers an opportunity to either reinforce an existing sub-discipline, or establish a new one in the department, and as such we encourage applications from any area of practice.

The applicant should be capable of teaching studio-based classes at both undergraduate and graduate levels. These typically comprise of a core sequence of courses that are taught on an annual basis, as well as several advanced/special topics classes. The full-time teaching load at DXARTS consists of five courses, spread over three quarters. University of Washington faculty members engage in teaching, research, and service.

## HOW TO APPLY

Applications must include: letter of application, resume, artist statement, teaching statement, links to a cohesive portfolio of artworks, and the names of three references with phone numbers, mail and e-mail addresses.

Electronic submissions only: email all materials to <u>search@dxarts.washington.edu</u>. Also please inform us if you will be attending the CAA conference in New York City. Priority will be given to applications received by January 9, 2015.

The University of Washington is an affirmative action and equal opportunity employer. All qualified applicants will receive consideration for employment without regard to, among other things, race, religion, color, national origin, sex, age, status as protected veterans, or status as qualified individuals with disabilities. The University of Washington is building a culturally diverse faculty, and strongly encourages applications from female and minority candidates.