Clinical Assistant Professor in Expressive Robotics and Physical Computing
School of Arts, Media and Engineering
Herberger Institute for Design and the Arts at Arizona State University

The School of Arts, Media and Engineering (ame.asu.edu) in the Herberger Institute for Design and the Arts at Arizona State University invites applicants for a full-time appointment at the Clinical Assistant Professor level beginning fall 2017. The successful candidate will teach and take a leadership role in expressive robotics, physical computing, and media art.

Arizona State University is a new model for American higher education, an unprecedented combination of academic excellence, entrepreneurial energy and broad access. This New American University is a single, unified institution comprising four differentiated campuses positively impacting the economic, social, cultural and environmental health of the communities it serves. Its research is inspired by real world application blurring the boundaries that traditionally separate academic disciplines. ASU serves more than 80,000 students in metropolitan Phoenix, Arizona, the nation’s fifth largest city. ASU champions intellectual and cultural diversity, and welcomes students from all fifty states and more than one hundred nations across the globe.

The Herberger Institute for Design and the Arts, the largest comprehensive design and arts school in the nation, is a vibrant example of the of the New American University philosophy. With 4,700+ students, nearly 400 faculty and faculty associates, 125 program options and a tradition of top-ranked programs, the Herberger Institute is built on a combination of disciplines unlike any other program in the nation. The institute includes the School of Art, The School of Arts, Media + Engineering, The Design School, The School of Film, Dance and Theatre, The School of Music, and the ASU Art Museum. Through recognizing that design and the arts are critical resources for transforming society and solving complex problems, the Herberger Institute is committed to positioning artists, scholars, designers, and educators at the center of public life. http://herbergerinstitute.asu.edu/.

The School of Arts, Media and Engineering is a leading transdisciplinary program in media arts and sciences. The appointee's efforts will merge with efforts of other faculty for the achievement of significant advancements in experiential media and more broadly the relation between culture and computing. The appointee is expected to further existing research connections between the School of Arts, Media and Engineering and the Fulton Schools of Engineering (e.g. School of Computing, Informatics, and Decision Systems Engineering and School of Electrical and Computer Engineering) in areas of common interest related to the appointee’s interests and strengths.

The School of Arts, Media and Engineering offers a PhD in media arts and sciences, an undergraduate BA in Digital Culture (http://digitalculture.asu.edu) with concentrations in nine collaborating units spanning the arts, design, sciences and engineering. The successful candidate is expected to enhance our connections to the Fulton Schools of Engineering, be involved in the development and teaching of new undergraduate and graduate curriculum in Digital Culture, and further develop our connections to industry. The school has state-of-the-art facilities for the development of embodied interactive media systems with focus on rehabilitation, education, cultural networks and enactive art. Significant federal, private foundation and industry support along with clinical, education and cultural partnerships
contribute to the development and deployment of these systems.

**Required Qualifications**

(1) A PhD by the time of appointment in Media Arts and Sciences or related fields, with an emphasis on physical-digital systems and expressive robotics. (2) At least 2 years experience teaching undergraduate courses in media programming and digital culture, with experience in mentoring undergraduate capstone projects. (3) Demonstrated experience teaching realtime media techniques, including Max/MSP/Jitter and physical computing.

**Desired Qualifications**

Demonstrated familiarity with tangible interaction, digital-physical fabrication processes, computationally-modulated materials and structures with expressive affordances. Familiarity with art practice equivalent to an MFA studio arts, as well as with related engineering methods. Ability to synthesize theoretical resources such as philosophy of technology and social or critical studies of technology with new practices in media arts and sciences. Interest in developing innovative learning platforms.

We seek a candidate with experience in research and education spanning arts, design, humanities and engineering.

**Application Deadline:** Application deadline is October 31, 2016; if not filled, reviews will occur every two weeks thereafter until search is closed. Screening of candidates will begin immediately; for best consideration, application materials should arrive by the deadline.

**Application Procedure:**

Send a letter of interest, CV, statement of research, statement of teaching vision (consistent with the transdisciplinary nature at AME), three representative publications and/or media products, and names, addresses and telephone numbers for three to five professional references, via one zipped attachment, to: physcomp-search@asu.edu. Zipped files sent to this email address are limited to 10MB. For larger files, candidates may alternatively provide a URL to which the search committee may access the candidate’s materials. Please note that if a URL is provided, the site must include only the above requested documents in order for the application packet to meet the requirements. For more information, please email: david.tinapple@asu.edu.

ASU conducts pre-employment screening for all positions, which includes a criminal background check, verification of work history, academic credentials, licenses and certifications.

Arizona State University is a VEVRAA Federal Contractor and an Equal Opportunity/Affirmative Action Employer. All qualified applicants will be considered without regard to race, color, sex, religion, national origin, disability, protected veteran status, or any other basis protected by law. See ASU's complete non-discrimination statement at https://www.asu.edu/aad/manuals/acd/acd401.html. See ASU’s Title IX policy at www.asu.edu/titleIX