



COLLEGE OF ENGINEERING

Department of Electrical and Computer Engineering

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The Department of Electrical and Computer Engineering at the University of Iowa (<https://ece.engineering.uiowa.edu>) invites applications and nominations for a tenure-track Assistant Professor position in the area of **Augmented Reality (AR)/Virtual Reality (VR)** to begin in fall 2017. We seek candidates with AR/VR expertise and a strong commitment to interdisciplinary collaboration in performing and visual arts (theater, dance, music, museum, ceramics, sculpture, photography, ...). The position is part of a major multidisciplinary initiative establishing Public Digital Arts (<https://pda.uiowa.edu>) at the University. The Public Digital Arts Cluster augments an existing strong cadre of faculty in the performing and visual arts, engineering, and computer science. The University of Iowa offers an exceptional environment for interdisciplinary collaboration and has been a leader in integrating new digital technologies into artistic expression. The transformative integration of digital tools, immersive media, and performance represents the next wave in performing and visual arts. This new position will serve to expand the long tradition of innovation in the creation of new works at the University of Iowa.

The successful candidate will be expected to participate actively in a newly formed multidisciplinary cluster in digital public arts and humanities (<https://pda.uiowa.edu/cluster-faculty>) encompassing research and education. The faculty candidate will complement the existing University of Iowa expertise to form the core of this ambitious initiative aiming at fostering creativity. Participation in the initiative will be an important component of faculty performance evaluation.

Required qualifications are: a doctoral degree in Computer Science, Electrical and Computer Engineering, or closely related disciplines, with expertise in AR/VR; a strong commitment to effective teaching and mentoring students in the area of Computer Science and Engineering, potential to develop an internationally recognized research program, excellent communication skills, and a commitment to a welcoming and inclusive environment. Desirable skills include previous record of successful development of AR/VR systems in the context of public digital arts.

Faculty responsibilities include effective classroom teaching at the undergraduate and graduate levels including courses contributing to the PDA cluster initiative, developing curricula, laboratories, and performance spaces, supervising MS and PhD student research and/or creative work, demonstrating scholarly productivity by publishing journal papers and other creative work, developing and maintaining an internationally-recognized research program, and making appropriate service contributions. The College of Engineering is committed to building a welcoming and inclusive academic community with the support systems for all persons to thrive.

Interested applicants should apply electronically to Requisition #69821 at <http://jobs.uiowa.edu/faculty/>. Candidates must submit a letter describing their areas of specialization as well as statements of research and teaching interest, current curriculum vitae, and a list of three to five professional references. Applications will be reviewed starting December 1, 2016 and will be accepted until the position is filled.

The University of Iowa is an equal opportunity/affirmative action employer. All qualified applicants are encouraged to apply and will receive consideration for employment free from discrimination on the basis of race, creed, color, national origin, age, sex, pregnancy, sexual orientation, gender identity, genetic information, religion, associational preference, status as a qualified individual with a disability, or status as a protected veteran.