

CALIFORNIA STATE UNIVERSITY, EAST BAY
FACULTY EMPLOYMENT OPPORTUNITY

Department of Art

Part-Time Lecturer Pool

Position No. 18-19 ART-PTL-01

POSITION AVAILABLE: One or more temporary, part-time lecturers for a pool from which instructors will be considered for appointments as they become available for Fall Semester 2018, and/or Spring Semester 2019.

THE DEPARTMENT: The Department of Art offers coursework leading to a B.A. or B.F.A in Art with eleven Concentrations: BA in Art History & Visual Studies, Design, Studio Arts, BFA in 3D Art & Design, Fine Arts Practice, Graphic Design, Illustration, Interaction & Game Design, Photography, Transdisciplinary Arts, and Video & Animation. Coursework in this area focuses on the development of students' perceptual skills, their imaginations, and their ability to think critically and independently. The Department of Art also offers coursework leading to an M.A. in Multimedia with a concentration in Interaction Design.

Area	Requirements
Art History & Visual Studies	Ph.D. (or ABD) in Art History at time of appointment, or M.A. in Art History with significant collegiate teaching experience is required. Experience teaching critical reading, developing writing skills, and working with Blackboard LM is preferred. Seeking lecturers to teach lower division undergraduate coursework in the areas of World Art, Western Art, and/or Design History; and upper division topical coursework in areas of World Art (e.g. Latin American Art, Visual Culture of Colonial Mexico, Art of Japan, Visual Cultures of North Africa, etc).
Graphic Design	M.A., M.F.A. or M.Des. with teaching experience is required. Experience teaching graphic design and/or web design is preferred.
Illustration	M.A., M.F.A. or M.Des. with teaching experience is required. Experience teaching illustration (analog and/or digital) is preferred.

DUTIES OF THE POSITION:

B.F.A./B.A. in Art: To teach studio or design courses in illustration, photography, ceramics, printmaking, painting/drawing, sculpture, 3D modeling, 2D and 3D animation, videography and video editing, web design, game design, interaction design, and graphic design at introductory and advanced levels.

B.A. in Art (Art History Concentration): To teach "Monuments of World Art" survey course (several sections each semester, offered in hybrid format), focusing on developing writing, reading, and visual literacy skills in the discipline. Possibility of future upper division art history course in area of specialization (non-Western, ancient, or early modern areas are preferred).

M.A. in Multimedia (Interaction Design Concentration): To teach interaction design courses in design theory and methods, design research, and design practice (using Processing/P5js, Arduinos and 3D printing).

All coursework requires one office hour per course per week. Please note that teaching assignments at California State University, East Bay include courses at the Hayward, Concord and Online campuses.

RANK AND SALARY: Lecturer. Salary is dependent upon educational preparation and experience. Position appointment is subject to budgetary authorization.

DATES OF APPOINTMENT: Fall Semester begins August 17, 2018; Spring Semester begins January 22, 2019.

QUALIFICATIONS:

Interaction & Game Design	M.A., M.F.A. or M.Des. with teaching experience is required. Experience teaching interaction design or game design preferred. Especially seeking lecturers with experience teaching the Unity platform
Photography	M.A. or M.F.A. with teaching experience is required. Experience teaching photography is preferred.
Studio	M.F.A, with teaching experience is required. Strong foundation skills with an ability to communicate both the technical and conceptual approaches to contemporary art-making to undergraduate students is required. Educators with a contemporary art/design practice to teach foundation and upper division studio and lecture courses within their field are preferred. Coursework areas include (but are not limited to): painting, drawing, ceramics, sculpture, and printmaking.
Video & Animation	M.A., M.F.A. or M.Des. with teaching experience is required. Experience preferred teaching in one or more of the following areas: video production; 2D animation; stop action animation; or digital 3D modeling/animation. Especially seeking lecturers with experience teaching Blender and/or Maya platforms.

APPLICATION DEADLINE: Positions open until filled. Applications are considered on a continuing basis. Those presently in the pool, whether teaching or not, must submit a new letter of application for the new academic year, and a current vita. All applicants must submit a letter of application, a complete and current vita, the academic application <http://www.csueastbay.edu/oaa/files/docs/policies-and-procedures/acapp.pdf>, graduate transcripts, and three letters of recommendation to:

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Note: California State University, East Bay hires only individuals lawfully authorized to work in the United States. All offer of employment are contingent upon presentation of documents demonstrating the appointee's identity and eligibility to work in accordance with provisions of the immigration Reform and Control Act. A background check (including a criminal records check and prior employment verification) must be completed and cleared prior to the start of employment.

CSUEB is an Equal Opportunity Employer and does not discriminate on the basis of age, race, color, national origin, sex, sexual orientation or disability. The University is committed to the principles of diversity in employment and to creating a stimulating learning environment for its diverse student body.