

**CINEMATIC ARTS AND TECHNOLOGY
ASSISTANT PROFESSOR IN GAMING/VIRTUAL ENVIRONMENTS
JOB DESCRIPTION**

DEPARTMENT: CINEMATIC ARTS AND TECHNOLOGY
CLASSIFICATION: EXEMPT- FULL/TIME FACULTY
REPORTS TO: DEPARTMENT CHAIR
LAST UPDATED: MARCH 26, 2019

Summary of Responsibilities: Incumbent will work with the Cinematic Arts & Technology Department Chair and Academic Dean in the delivery and instruction of a curriculum designed to prepare students for professional careers in fields directly and peripherally related to gaming, virtual environments and programming. The incumbent will perform the duties, responsibilities, and requirements of the position outlined in the Essential Functions, as well as support IAIA's mission, vision and core values.

Essential Functions:

- Teach beginning, intermediate and advanced levels of Cinematic Arts & Technology with an emphasis on gaming/virtual environments and programming. Incumbent with relevant qualifications may also be asked to teach classes related to video production, gaming, animation and visual effects as needed.
- Teach a minimum of three courses per semester and oversee independent studies, internships and senior projects as necessary.
- Maintain on-going professional practices and demonstrate standing in the field of gaming, virtual environments and programming.
- Participate in educational and professional activities within the Institute.
- Participate in department activities that may include but are not limited to community outreach, film screenings, film industry networking, identifying internship opportunities for students; identifying funding opportunities, recruitment of students and program development.
- Provide students with proficient advising in the Cinematic Arts & Technology degree Program and career opportunities.
- Keep the appropriate number of office hours per week.
- Participate in assigned committee work and meetings.
- Participate in curriculum development.
- Participate in as required/assigned in all assessment and/or accreditation activities.
- Participate in all required activities during in-service periods.
- Maintain adequate facilities for the Program and the delivery of required courses.
- Collaborate with related departments.
- Other duties as assigned.

Required Education and Experience: Requires a Master's Degree in a discipline related to Game Design and Interactive Media with recent and relevant teaching experience at the college level. Significant experience with programming and programming languages is a must. Incumbent must demonstrate a professional track record in game design, virtual and immersive environments and/or interactive media. Must have a satisfactory background check. Experience with American Indian and Alaska Native students, artists and cultures is highly desirable.

Optional/Preferred Qualifications: Skills related to, and experience with, visual effects, digital animation, video production and editing, sound production and editing, are also highly desirable.

Required Competencies (Skills/Knowledge and Abilities)

- Possess comprehensive knowledge of the tools and technology of game design, virtual and immersive environments, interactive media, and programming.

- Excellent and proven communication and problem solving skills as it relates to instructional responsibilities.
- Knowledge of best practices for game design, virtual and immersive environments, interactive media, and programming education.
- Proven ability to communicate clearly and effectively with all levels and with all peoples and groups.
- Proven ability to interact and work successfully with faculty, students and staff as related to job responsibilities.
- Demonstrated ability and willingness to adapt teaching style towards learning outcomes.
- Demonstrated ability and willingness to support Program goals.
- Demonstrated ability to guide and facilitate students through a process of knowledge and skill building.
- Demonstrated sensitivity towards Native American culture and values, and an ability to motivate and teach students from diverse ethnic backgrounds.
- Demonstrated commitment to assuming faculty responsibilities beyond the classroom in a shared governance environment.
- The faculty member must adhere to appropriate professional standards of conduct and ethics, including:
 - confidentiality
 - integrity, and honesty
 - compliance with directives
 - cooperate and work respectfully with others
 - participate in meetings as required
- Ability to adapt quickly and effectively to changes in the work environment.
- Ability and skill to demonstrate a pleasant, courteous, and professional demeanor and presence at all times.
- Ability to be a self-starter and highly self-motivated to support and improve IAIA goals.
- Ability to respond to requests in a timely manner.
- Excellent communication skills using the spoken and written word.
- Ability to work with moderate supervision, to begin assignments independently (or as assigned), and to bring assignments to conclusion on a timely basis.
- Demonstrate compliance with all applicable and essential IAIA policies, processes and/or procedures.
- Ability to perform other duties as assigned.

Working Conditions:

- Ability to safely set up and operate all tools used for video production and virtual/immersive environments including but not limited to cameras, sound and lighting equipment, grip equipment. May include heavy lifting.
- Ability to effectively use a computer for extended periods of time.
- Ability to instruct for extended periods of times, in a classroom environment.
- Effective communication skills using the spoken and written word to a wide range of audiences, but in particular to college students and faculty colleagues.
- Ability to see, view, review and wide range of relevant academic information.
- May be asked by Department Chair/Dean to perform other duties.
- Performance evaluation will be assessed on academic results as described herein.
- The Dean in conjunction with the Cinematic Arts & Technology Department Chair, reserves the right to revise this job description at any time, with notice.
- The job description is not a contract for employment.