

Join the Faculty at Columbia College Chicago



Our diverse faculty are academics and practitioners—industry leaders who live what they teach and inspire students to Shape What's Next.

Columbia's art-splashed urban campus is located in the heart of Chicago, a vibrant city that can be your classroom, your canvas, and your home. At Columbia, we value your expertise in theory and practice. Work alongside award-winning scholars, artists and entrepreneurs and empower students to turn their ideas into creative practice.

We are currently looking for full-time tenured/tenure-track and visiting faculty in the following disciplines:

- Cinema and Television Arts
- Communication
- Dance
- Design
- English and Creative Writing
- Interactive Arts and Media
- Music
- Science and Mathematics
- Theatre

TOP 50

Film Schools
2021
—*Variety*

One of Only 16

accredited colleges that offer BA degrees in ASL-English Interpretation.

TOP 100

Best Fine Arts Graduate Program 2020
—*US News & World Report*

#1

Top 20 Animation and Game Design Schools in the Midwest 2019
—*Animation Career Review*

#1

College for Aspiring Comedians 2019
—*College Magazine*

#2

Music School for Composing for Film and Television 2020
—*The Hollywood Reporter*

Job Description – Full-Time Teaching Track Interactive Arts and Media Game Design

Columbia College Chicago actively promotes diversity, equity, and inclusion as vitally important to its present and future success. These principles are essential to the educational experiences of our students, staff, and faculty.

The Interactive Arts and Media Department of Columbia College Chicago seeks applicants for a **full-time teaching track** position in Game Design beginning August 2022.

Candidates will demonstrate technical and critical expertise in game design, matched by a vibrant, complementary practice that directly contributes to the broader creative portfolio of the School of Media Arts. Experience should include fluency in advanced processes and techniques used in game design and development, including Unreal and Unity engines. Experience creatively leading and releasing multiple game projects in AAA or indie games is also preferred. Applicants are expected to have an understanding of the basic concepts and core elements of game design, mechanics, rules, storytelling, player behaviors and game production pipelines from concept to marketing, and should be prepared to teach both introductory and advanced courses in game design and prototyping.

In addition to expertise in their field, successful candidates must exhibit excellent teaching and scholarly credentials and be passionate about undergraduate and graduate education. Intellectual curiosity, an ability to communicate and work well in teams, and an understanding of team production methodologies is essential. We are particularly interested in candidates with experience teaching in African, Latinx, or Indigenous Diasporas, who can fundamentally enhance our curriculum by fostering a more diverse environment in game design and development and help realize interactive stories and experiences produced by a highly diverse student body.

Of particular interest are those with proven leadership skills, experience in curriculum development, and an interest in coordinating the Game Design program.

Interactive Arts and Media serves as a research and development hub for the School of Media Arts, connecting emerging media forms to other areas of scholarly inquiry and practice, including film, television, audio arts, advertising and branded entertainment, and journalism. We are interested in candidates who can further the cross-industrial application of new technologies.

As a metropolitan campus with deep connections to Chicago's diverse media and information landscape, faculty and students in the School of Media Arts are part of a connected city-wide learning laboratory that prepares them to be empowered voices, deeply skilled artists and cultural producers, and leaders in the future of our collective media industries. Columbia sits within a robust media production ecosystem and provides opportunities for candidates to partner with a range of advanced digital effects, virtual production and post-production studios across the greater Chicago area.

Duties & Responsibilities

- Teach at the undergraduate and, as appropriate, at the graduate level in areas assigned by the Department Chair.
- Deliver lesson plans in accordance with the learning objectives set for the course, including practical skills, methods, theories, and techniques.
- Engage with the broader scholarly and professional communities.
- Supervise and advise and mentor undergraduate and graduate students.
- Contribute to the development, planning and implementation of a high-quality curriculum.
- Commit to continuing professional development.
- Provide service to the college, profession, and community.
- Actively follow and promote Columbia College Chicago policies.

We seek individuals with a demonstrated ability to work with students from a wide range of social and cultural backgrounds, and whose creative, scholarly and/or professional work aligns with our commitment to dismantling systems of privilege and oppression. All faculty members are expected to advance the College's DEI mission. For more information on the office of Academic Diversity, Equity, and Inclusion please visit: colum.edu/diversity.

Required Qualifications

- MFA or other terminal degree in game design, visual effects, game art or other relevant field. Candidates with an MS will also be considered. Equivalent professional experience will be considered in lieu of a terminal degree.

Desired Qualifications

- Professional experience as well as college teaching experience are highly desirable.
- Experience creatively leading and releasing multiple game projects in AAA or indie games.
- Expert knowledge of Unreal and Unity and other game design and development platforms.
- Familiarity with all phases of the game design and development process.
- Deep understanding of the basic concepts and core elements of game design, mechanics, rules, storytelling, player behaviors and game production pipelines from concept to marketing.

Application

To apply for this position, submit the following materials [online](#):

- A letter outlining the applicant's background, qualifications, and interest in the position.
- A curriculum vitae.
- An [Evidence of Inclusive Excellence Statement](#) describing actions you have taken to support and advance diversity, equity, access and inclusion in service, teaching, or research/creative activity. Please be succinct with your response.
- Contact information for three references. References will not be contacted without prior consultation with the applicant.
- A statement of teaching philosophy.

Review of applications will begin immediately and continue until the position is filled. For best consideration, apply by April 11, 2022.

This job description is not designed to cover or contain a comprehensive listing of activities, duties, or responsibilities required of the employee and is subject to change based on the needs of the department and/or college.

About the College

Columbia College Chicago is a private not-for-profit college for creatives serving nearly 7,000 undergraduate and graduate students. Columbia College is accredited by The Higher Learning Commission. Located in downtown Chicago's South Loop, the College is centered in one of the world's most lively urban cultural areas. Its many competitive advantages include its strong reputation in the creative industries, outstanding faculty and passionate students, impressive technological and physical resources, and a sincere commitment to bringing diverse voices and experiences into proximity with each other to shape new forms of creative practice.

At Columbia, we offer a rewarding work environment for our faculty and staff. We take pride in offering competitive benefits with affordable health, dental and vision coverage; flexible spending accounts; commuter benefit program; life and accidental, death & dismemberment coverage; paid and unpaid leave options; work/life benefits; educational assistance programs; and retirement and financial planning benefits.

We invite you to join our talented faculty and staff and become part of our collective aspiration to ensure Columbia prepares students for success in their creative fields through innovation, engagement and real-world experiences.

Additional Information

Position subject to a background screening.

This is a non-union position.

This position is overtime exempt.

Columbia College Chicago is an equal opportunity employer and complies with all local, state, and federal laws and regulations concerning civil rights. The college does not discriminate on the basis of race, color, religion, sex, sexual orientation, gender identity, national or ethnic origin, age, disability, protected veteran status, genetic information, or other protected classes under the law.

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