JOB DESCRIPTION

Assistant Professor in Multimedia
Faculty of Humanities and Social Sciences
School of Communications
Permanent

Dublin City University

Dublin City University (DCU) is a leading innovative European University. It is proud to be one of the world's leading Young Universities and is among the world's top 2% globally. DCU is known as Ireland's University of Impact, with a mission to 'transform lives and societies' and focuses on addressing global challenges in collaboration with key national and international partners and stakeholders.

DCU has over 20,000 students in five faculties spread across three academic campuses in the Glasnevin-Drumcondra area of North Dublin. Thanks to its innovative approach to teaching and learning, the University offers a 'transformative student experience' that helps to develop highly sought-after graduates. DCU is currently No. 1 in Ireland for Graduate Employment Rate, and for graduate income (CSO).

DCU is a research-intensive University and is home to a number of SFI-funded Research Centres. The University participates in a range of European and international research partnerships. DCU is also the leading Irish university in the area of technology transfer as reflected by licensing of intellectual property.

As a 'People First' institution, DCU is committed to Equality, Diversity and Inclusion - a University that helps staff and students to thrive. The University is a leader in terms of its work to increase access to education, and is placed in the world's Top 10 for reducing inequalities in the Times Higher Education Impact Rankings.

Overview of the department

The School of Communications at DCU is home to almost 1,000 students at undergraduate, postgraduate and PhD levels. The School is defined by excellence in teaching and research in communications studies, journalism, and multimedia. In the most recent QS global subject rankings DCU was in the top 150 of almost 4,500 universities worldwide in the area of communications and is ranked No. 1 for Communications and Media Studies in Ireland (QS World University Rankings). The School's academic staff undertake research that contributes to national and international debates and to public policy formation. They have also led research projects supported by national and international funders.

Role Profile

Dublin City University seeks to appoint an Assistant Professor in Multimedia. We especially welcome candidates with expertise in the areas of Interactive Media / Multimedia. The successful candidate will have experience of university teaching and industry experience. The successful candidate will have the opportunity to teach in the area of their research specialization but will also be assigned teaching and administrative duties as deemed appropriate by the Head of School. The School offers opportunities to supervise PhD candidates, and encourages and supports applications for external research funding. The School is dedicated to high quality research and creative outputs and requires staff to publish regularly in leading journals and with leading academic publishers.

Duties and Responsibilities

The duties and responsibilities of the position include, but are not restricted to, the following:

Teaching and Learning

The successful candidate will be required to:

- Contribute to the development, teaching, assessment, and administration of modules across a range of undergraduate and postgraduate programmes including but not limited to the BSc in Multimedia and the MSc in Emerging Media,
- Engage proactively with the renewal of existing programmes,
- Contribute to the design, development, and management of future programmes and other developments in the field of multimedia / emerging media,
- Supervise and assess undergraduate and postgraduate projects and dissertations.

Research and Scholarship

The successful candidate will be expected to have clearly articulated research interests and research profile development plans that support the School's research priorities and will be expected to:

- Sustain and conduct research, engage in scholarship of quality and substance, and publish articles in leading peer-reviewed journals and/or books with high-profile publishers and/or engage in substantive and public facing creative practice,
- Develop and support research and/or creative practice initiatives in their area of expertise,
- Apply for external funding for research projects / creative practice,
- Supervise postgraduate students.

Service and Contribution to the University and Society

Activities taken on the successful candidate's own initiative, or allocated by the Head of School, may include:

- Student recruitment,
- Contributing to the organization of public engagement events,
- Engaging with the policy-makers and the media,
- Participating in school and university administrative roles,
- Developing relationships with stakeholders within and outside the University.

Qualifications and Experience

- Applicants should hold a PhD in a relevant area, such as Interactive Media, Multimedia, and/or Interaction Design.
- Essential skills: interactive visual design (e.g. 3D, AR, VR, UX/UI) and/or compatible programming competencies (e.g. Unity, Unreal Engine, Javascript, HTML/CSS).
- Applicants should have teaching experience in higher-education, ideally including experience in innovative pedagogies and/or assessments, and/or online or technology-assisted teaching and/or relevant industry experience.
- Applicants should have strong research credentials and publication record and/or a strong practice-based/creative output appropriate to their career stage.
- Applicants should demonstrate how their research / creative output adds to existing strengths in the School's Multimedia programmes and research agenda.
- The successful candidate will be capable of working in a team and contributing to developing the teaching and research agenda of the School in the context of national and EU research funding landscapes.
- Desirable skills: 3D asset development and animation (e.g. Blender, Maya), visual effects (e.g. post-production and VFX), interactive installations and exhibitions, app development and content management systems, audio production (e.g. live, studio, and/or with DAW).