Position: PROFESSOR OF PRACTICE in GRAPHIC DESIGN

Advertisement:
Full-time Professor of Practice position beginning August 2017.

Qualifications:
This position requires a proven record of significant and current experience in the professional practice of graphic design and motion graphics. The ideal candidate will have a combination of current professional experience and BFA/MA/MFA degrees in Graphic Design, Visual Communications, or related field(s).

Minimum Experience and Skill Requirements:
The successful candidate will demonstrate an extensive and strong background in graphic design practice spanning a decade or more; familiarity with live-action video production, motion graphics, or experiential design, as well as typography, digital imaging, and current trends and developing modes of graphic design practice. The applicant should possess proficiency in Adobe After Effects, Adobe CC, and other essential programs in a Mac environment and their application within the profession. Additionally, the applicant should demonstrate knowledge of current design practice, theory and history and possess excellent interpersonal and communication skills. The chosen candidate should have a proven record of working well with a diverse clientele, student body, faculty, staff, and community.

Preferred Education and /or Experience:
Preference will be given to candidates with a record of professional accomplishments working on national and international campaigns for Fortune 500 clients and global brands; ability to teach in cross-disciplinary contexts, particularly bringing real-world clients and case-studies into the classroom; an understanding of the role of emerging media and technology in visual communication, live-action video production, motion graphics, and experiential design; five or more years engaged in teaching practices that encourage critical thinking, design thinking, and strategies for problem solving; student advisement, especially career advisement vis à vis entrepreneurial strategies and creative independence; and experience teaching brand strategy, corporate identity design, motion design, print and editorial design, and experiential design. The preferred candidate will have a minimum of 15 years as senior creative with an ongoing portfolio of professional practice with promise of continuing growth and commitments.

Responsibilities:
Teach both undergraduate and graduate graphic design courses as needed with a 3/3 workload and maintain an active and distinguished professional practice of client-based and service-oriented projects. Other responsibilities will include: student advisement, especially career advisement vis à vis entrepreneurial strategies and creative independence; limited participation in the ongoing evolution of the graphic design area inasmuch as it relates to the duties and expectations of a Professor of Practice in the Graphic Design program (e.g., curriculum development, implementation, and coordination with other faculty activities in Graphic Design).

Send cover letter; CV or résumé; teaching philosophy; names and contact information for 3 references; 20 examples of professional work, including an image list with explanatory notes; and 20 examples of student work in PDF format. Examples of work by others under candidate’s direct supervision will be considered as evidence of instructional and professional practice competency. Motion work should be limited to 15 minutes of total view time. Email applications to wsadrecruiting@gsu.edu

Review of applications will begin on March 1, 2017 and will continue until filled. An offer of employment will be conditional on background verification. GSU’s Welch School of Art & Design offers graduate and undergraduate programs in Art Education; Art History; Drawing, Painting, and Printmaking; Graphic Design; Interior Design; Photography; Textiles; and 3D studies. Georgia State University is one of the Southeast’s major public research institutions and is located in downtown Atlanta.

Georgia State University is an EEO/AA employer.