

## Notice

This notice is being provided as a result of the filing of an application for permanent alien labor certification for the job opportunity described below. Any person wishing to comment may provide documentary evidence to the Certifying Officer, U.S. Department of Labor; Employment and Training Administration; Office of Foreign Labor Certification; 200 Constitution Avenue NW, Room N-5311; Washington DC 20210.

### Assistant or Associate Professor of Design

**Position Overview:** The Department of Design at the University of Kansas is seeking a tenure-track or tenured faculty member at the Assistant or Associate Professor level to work with both undergraduate and graduate students in Interaction Design. The successful candidate will excel in teaching User Interface/User Experience (UI/UX) design, research methods, human factors, and interaction design principles. The candidate should demonstrate proficiency in creating engaging interactive prototypes and have a passion for educating students in these areas. We seek a dynamic and enthusiastic colleague who will explore and innovate in interaction design, developing new applications, tools, and techniques while maintaining a robust research agenda. The successful candidate will work closely with faculty to develop and implement the curriculum. Candidates with experience in research, teaching, curriculum development, and professional practice will stand out, though we also encourage recent master's degree graduates eager to launch a career in research and teaching to apply. The department offers a collegial, collaborative, and energetic environment, working alongside award-winning students and nationally recognized faculty. Our undergraduate programs include Animation, Illustration, Interaction Design, Industrial Design, and Visual Communication Design, as well as MA degrees in Design. We are particularly interested in candidates who present innovative and critical approaches to interaction design, data visualization, user interface, user experience, and emerging technologies. The successful candidate will have: A pioneering mindset and the ability to navigate new industrial challenges, The ability to work closely with industrial partners, collaborate with colleagues, and inspire students, A strong interest in multidisciplinary work at the intersection of practice, education, and research, Expertise that bridges screen-based interactive systems and physical computing, and The ability to integrate theoretical, historical, and practical knowledge with craft-based methodologies, while embracing a cross-platform approach to creation. KU's excellence is a result of the rich tapestry of experiences, perspectives, and backgrounds of our faculty, staff, students, and colleagues from across our nation and the globe. At KU, we invest in continuous learning and growth by creating a climate where people engage in respectful dialogue and debate and support each other's success. We foster a culture of care where each person is seen, heard and valued. When people feel a true sense of belonging, we believe they are better able to reach their full potential and achieve remarkable things.

**Job Description:** 40% Teaching/Advising: Teach courses in Design, as well as courses open to all other majors. Instruct at the undergraduate and graduate level. Typical teaching expectations will be a 2-2 load. Participate in the planning and integration of existing and new coursework and technologies in the Interaction program. Candidates must also meet departmental expectations in terms of student advising. 40% Research: Conduct research, creative, and/or professional work that focuses on issues of interaction design. Disseminate this work through peer-reviewed publications and conferences. Seek external funding to support a focused research agenda. 20% Service: Serve the department, university, state, and the profession. This includes attending departmental meetings, participating in committees and boards, and performing select administrative departmental functions. \*\*Ad also contained a description of the university and application instructions.\*\*

**Required Qualifications:** Required Qualifications for all candidates:

1. Master's degree in interactive design, human-computer interaction, interaction design, user experience design, user interface design, multimedia design, product design, visual communication, or related field.

2. A strong portfolio demonstrating expertise in teaching, research, and/or industry experience, specifically in the areas of interaction, user interface, user experience, experiential design, and/or emerging technologies.
3. Ability to teach at the undergraduate level.
4. Ability to demonstrate a commitment to collaborate and support faculty colleagues, develop curriculum, and help expand interaction design studio offerings.
5. Demonstrated excellent written and oral communication skills and a strong collaborative spirit for teamwork and service.

Additional Required Qualifications for Associate Professor:

1. An established record of teaching that is consistent with the department's standards for promotion to the rank of Associate Professor.
2. An established record of research/creative/professional work that is consistent with the department's standard for promotion to the rank of Associate Professor.

Reply to:

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