LUCA SCHOOL OF ARTS

Postdoctoral position in Meaningful Play and Virtual Environments (3-year position)

Locatie: https://www.luca-arts.be/nl/campus-genk-c-mine

LUCA School of Arts

LUCA School of Arts is a multidisciplinary educational and research environment in which creative talent can develop on an artistic, performative, and technical level. LUCA promotes the practice of art and creative design as well as the development of innovative insight. LUCA combines the strength and expertise of five renowned institutions on as many campuses: Sint-Lukas Brussel, Narafi Brussel, C-mine Genk, Sint-Lucas Gent, and Lemmens Leuven. With over 800 staff members and about 3,800 students, LUCA School of Arts is a creative hub for over 4,500 artists, musicians, theatrical and filmmakers, photographers, and designers.

#weArt #weDesign

Job Description

As a postdoc researcher (70%) at the Inter-Actions Research Unit you will participate in the Meaningful Play cluster which investigates the application of game design in artistic, social, educational and economic contexts. You will participate in ongoing projects (coordination, implementation) and initiate applications for new projects. You will develop your own research line in this broad field of research-through-design, with an emphasis on either artistic, educational or industry-oriented projects.

As a lecturer (30%) in the Department of Audiovisual Arts you will teach in the Game Design program at Campus C-mine. You will develop new courses, masterclasses and workshops on the use of game engines within immersive environments (XR, 360° and acoustic spaces), next to being involved in existing courses on game design and game programming.

As doctor-assistant you will also execute a limited amount of administrative and organizational tasks.

Responsibilities

o   You will be involved in teaching existing courses at the Game Design program, specifically Game Engines, Level Design and Emerging Game Interfaces.
o   You will set up new courses focusing on sound design and immersive game spaces.
o   You will aid in the coordination of ongoing projects at the Inter-Actions Research Unit, such as for instance XR-Huis (https://www.xrhuis.be/).
o   You will initiate your own projects within the broad field of design-based game research, and write applications to acquire funding for these projects.
o   You will disseminate your research at Art Expositions, symposia, conferences and in artistic or academic publications.
o   You will participate in board meetings, research activities and symposia of the Inter-Actions Research Unit.

Profile

o   You have an art-, design- or practice-based Ph.D. in game design, or in a related field with a focus on game design.
o   You have experience in modeling and creating architectures in 3D tools such as Blender, 3DS Max or Maya, as demonstrated in your artistic portfolio.
o   You have experience in creating interactive rules within game engines such as Unreal or Unity, and in applying these to immersive environments (XR, 360°). This is demonstrated in your artistic portfolio.
o   You have an affinity for, and an active interest in sound design for games.
o   You have experience in writing applications for project funding and in coordinating projects.
o   You are willing to communicate on your research at conferences, through artistic presentations and through publications.
o   You are willing to develop new course materials in collaboration and dialogue with the teacher team at the C-mine campus.
o   You are passionate about game research, you take initiative, you have innovative ideas, and experiment with new concepts.
o   You are able to perform work with responsibility, both independent and in team.
o   You can communicate in English and Dutch, conform the language requirements that apply to higher education in the Flemish part of Belgium.
o   You are loyal towards the mission, vision and educational policy of LUCA School of Arts.

Project

As part of your application you describe a project that you want to initiate within the Meaningful Play research cluster, and how this project can be extended into a course module for BA and MA-level students in game design. The project should entail art- or practice-based research related to game design, and should deal with a topic of relevance to the future of gaming. It should show an engagement with actors in the gaming industries, or in other cultural fields that are relevant to gaming. The project identifies a number of conceptual, social, technological and artistic challenges in contemporary gaming, and explores through practical work, new pathways for the gaming industries. You also create a plan for funding and dissemination of this research.

Your research proposal should provide the following information and structure:

1.   Title and summary (max. 200 words) of the research proposal;
2.   Research subject (min. 400, max. 800 words):
     a.   Describe the artistic or design field or disciplines in which your postdoctoral research can be situated;
     b.   Describe as clearly as possible the research topic, research questions and the objectives of the research.
3.   Research process (min. 300, max. 600 words):
     a.   Describe in practical terms how and by which methods you will give shape to the research process;
     b.   Demonstrate how your own art or design practice is an integral part of your research methods;
     c.   Demonstrate how artistic skills, creativity and imagination are part of the research (refer to your portfolio if necessary).
4.   Work planning:
     a.   Planned duration of the research (set at 3 years);
     b.   Describe the objectives per year, in relation to the planned duration (min. 150, max. 300 words).
     c.   Describe how this research can be connected to different actors in the gaming industries or other cultural fields relevant to gaming, and how these partners will be included in the research process;
5.   Funding, dissemination and valorization (min. 300, max. 800 words):
     a.   Describe a plan for financing this research: to which funding instances is it relevant (if applicable, identify specific calls); and which (academic and non-academic) partners can be included in the research?

b. Indicate how your project and its results can otherwise be brought to the attention of researchers, professionals, and the wider audience;
c. Make a suggestion on how the research results can be valorized beyond their dissemination or presentation.

Offer

At LUCA you will be part of an environment where respect and integrity define our basic attitude, where we see sustainability and diversity as an asset and quality is our motivation. In the coming years, we want to give LUCA an identity as an actor in society, let our education institute become part of a laboratory, complement our offer with demand-driven initiatives, and open up our multicampus reality to a network. This will put you in a stimulating environment in which we offer numerous opportunities to give your own interpretation on your main campus in Genk or on one of the other campuses of LUCA School of Arts.

LUCA aims to create an environment in which all talents can develop to their full potential, regardless of gender, age, cultural background, nationality or disability. That is why we welcome all talented people who recognize the added value of diversity and want to help shape an inclusive organisation.

We offer a temporary employment, fixed-term appointment (100%) in the position of doctor-assistant (scale 509) for 3 years. More information about the salary scales can be found on the website of the Department of Education: (www.ond.vlaanderen.be). Estimated starting date is 1/10/2023.

Interested?

More information can be obtained via Dr. Steven Malliet: steven.malliet@luca-arts.be

You can apply until 31/08 via CV Warehouse.

Your application consists of a dossier containing a motivation letter, a research project proposal, a portfolio, a CV, and a certificate of your diploma (and if applicable, a declaration of conformity of your diploma).