

University of Art and Design Linz—Vacancy for a University Assistant at 30 to 40 hours a week in the Department of Time-based and Interactive Media Art at the Institute of Media for the content focus on time-based media art

The Institute of Media at University of Art and Design Linz invites applications for a position as University Assistant in the Department of **Time-based and Interactive Media Art** for the content focus on time-based media art starting on 1 September 2022 at 30 hours a week for a fixed period of 3 years. In principle, it is possible to increase the number of hours per week to 40 in combination with actively pursuing a PhD at University of Art and Design Linz. The decision on such an increase in the numbers of hours per week can be made in agreement between the employee and the employer at the beginning or during the first year of work. (University of Art and Design Linz pays a minimum monthly salary of €2,293.95 (before tax and deductions) fourteen times a year based on Section 49 of the collective bargaining agreement for university assistants at 30 hours a week).

We are looking for someone with professional experience in the field of video, audio, and postproduction who would be interested in sharing their knowledge and expertise.

University of Art and Design Linz is located at the main square (Hauptplatz), in the city centre, next to the Danube and opposite the Ars Electronica Center, one of our key partners.

The Department of Time-based and Interactive Media Art is responsible for the study programme of the same name, within which the main duties and responsibilities of the assistant position advertised here are to be performed.

The Time-based and Interactive Media Art bachelor programme offers students a wide range of content with the following focuses:

Time-based media comprise three interlinked disciplines—i.e., moving image, audio, and performance—in their manifold combinations and embodiments. In the programme, this field of work is extended by adding two other aspects, namely interface and interaction. Digital media play an essential role in the conception and artistic execution of projects. Particular attention is paid to the blending and linking of different disciplines in order to develop new visions, formats and artworks—hybrids that essentially shape and mould our programme.

The main aim of this programme is to nurture the formulation, clarification, and presentation of the students' own ideas, to encourage critical examination of them, as well as to foster the development of the students' personalities and ability to express themselves.

What we offer:

- Wide range of duties and responsibilities as part of a dedicated team.
- Excellent infrastructure with well-equipped studios and workshops.
- Resources for the advancement and appreciation of the arts, in particular for developing and carrying out a PhD project.

Qualifications:

- Diploma or master degree.
- Practical knowledge of current video and audio technologies as well as film lighting and studio equipment.
- Experience in carrying out audio-visual projects, in particular digital video and audio production and working on filmsets and in the studio.
- Software skills in the areas of postproduction, audio, video, and animation.
- Social skills, ability to communicate and work in a team, self-initiative.
- Gender and diversity competence.
- Very good oral and written language skills in German and English.

Duties and responsibilities:

- Holding of courses.
- Supervision of student projects.
- Responsibility for video, audio, and lighting equipment (maintenance, training and support of students, purchasing, etc.)
- Organisational activities in the context of exhibitions, excursions, workshops, and lecture series.

- Administrative activities in the department and participation in university committees.
- Advancement and appreciation of the arts.
- Optional: developing and carrying out a PhD project.

In addition to the usual documents, the application must include a portfolio, a cover letter, and a brief teaching concept (one A4 page) for one to two courses in the field of video technology (e.g., introduction to video and audio technologies) or postproduction (e.g., colour grading or motion graphics).

The Department of Time-based and Interactive Media Art strives to increase the proportion of women among the artistic university staff and therefore explicitly invites qualified women to apply. In the case of equal qualifications, women shall be given priority.

University of Art and Design Linz pursues an anti-discriminatory hiring policy and is committed to equal opportunities and diversity. Applicants with migration experience and/or a migration background and applicants with disabilities are explicitly encouraged to apply.

Applicants are not entitled to compensation for any expenses (e.g., travel and accommodation costs) arising from the application process.

Written applications are to be sent to ufg.bewerbung639@ufg.at by no later than 27 April 2022.

Mag.^a Brigitte Hütter MSc
Rector