

Digital Music Technology – Full-time, Tenure-Track

Georgia State University

The School of Music at Georgia State University invites applications for an anticipated tenure-track position in Digital Music Technology as part of a four-person cluster hire in *New Media* pending budgetary approval. Start date: August 2011. Terminal degree in music composition, music technology, sonic art, or performance (or equivalent professional experience) required. Demonstrated success in publication and presentation of original research, and an established record of performances, recordings, and exhibitions is expected. Salary and rank will be commensurate with qualifications.

The successful candidate will be a professionally active composer, performer, or sound artist, engaged in music research that expresses the currency of digital technology in a number of the following areas: electroacoustic music, computer music synthesis, technology in live performance, musical signal processing, multi-channel sound spatialization, computer-aided algorithmic composition, musical psychoacoustics, real-time interactivity, hyperimprovisation, interface design, new/virtual instruments, new interfaces and performance systems, telematic performance, sound installation, radiophonic art, and analysis of electroacoustic music. Intersections with digital art, computer graphics, computer animation, virtual art, Internet art, interactive art technologies, computer robotics, and art as biotechnology are highly desirable. Experience with audio recording production and sound design for video, film, installation, and performance is also sought. Finally, the candidate should demonstrate success in the area of external funding support through grants and fellowships.

Consideration will be given to a person capable of teaching a broad range of courses in music technology studies and related areas on the undergraduate and graduate levels within a comprehensive School of Music. Applicants must demonstrate an in-depth knowledge of contemporary trends in music, the role of new media and technology in contemporary music performance and composition, and new developments in the field of music and technology. Excellent communication and organizational skills are expected. Well developed collaborative skills are essential to facilitate and develop new research and programming agenda within the School of Music and in collaborations with the following departments: Communication, School of Art and Design, and English.

Send letter of application, CV, artist statement, statement of teaching philosophy, links to digital portfolio if available, three letters of reference, and a supplemental reference list including contact information. Application deadline is November 15, 2010, or until filled. Send materials to: Digital Music Technology Search c/o Ms. Julinda Norton, School of Music, Georgia State University, P.O. Box 4097, Atlanta, GA 30302-4097. Offer of employ contingent upon funding and background investigation. Georgia State University is an EEO/AA employer.