

TWO VISITOR POSITIONS 2019-20

VISUAL STUDIES AND FOUNDATIONS

POSITIONS:

- Visiting Professors in Studio Art
- Teaching Visual Studies and Foundations
 - position 1. Interactive studio, Time Studio, Foundations and Design
 - position 2. Image Studio, Site-based projects, Foundations and Design
- Department of Visual and Media Arts/ College of Liberal Arts and Sciences/ Grand Valley State University, a public liberal arts university in Allendale, Michigan
- Beginning August 26, 2019

Visual Studies at GVSU is a studio emphasis area in the Department of Visual and Media Arts that uses innovative pedagogies to address rich contexts in contemporary art practice. In Time Studio, Interactive Studio and Image Studio students engage the prevalence of digital media and networks in human experience by making and thinking critically about these media. In Civic Studio, Curatorial Studio and Space Studio students design and implement special contexts and engagements to learn about human experience and power. These six courses make up the core Visual Studies BFA curriculum, one of the BFA studio emphasis areas in the Department of Visual and Media Arts. Visual Studies operates integrally with other visual and academic methodologies within the Department, University, and Community. For more information about Visual Studies at GVSU see: <http://visualstudies.art.gvsu.edu>.

Foundations is the first-year program in Studio Arts at GVSU. It consists of six courses: Drawing 1, Drawing 2, 2D Design, 3D Design, Color and Design, and Making + Meaning. Foundations teaching primarily in Making and Meaning (a foundation course about contemporary practices), 2D Design, and Color and Design.

QUALIFICATIONS:

- MFA (or comparable degree) with in-depth practice and knowledge in the creation, presentation, and critique of art, including Digital Media.
 - Position 1 Interactive and time-based media, foundations, design.
 - Position 2 Image, installation, foundations, design.
- Work with digital media in relation to other studio and intellectual ways of knowing and working.
- Engagement with theory and writing in Contemporary Art and Design, Digital Media and Culture, and Art and Foundations pedagogy.
- Ability to organize and maintain a healthy, safe, and productive studio learning environment and manage site-based public projects.
- Ability to teach in foundations, and other studio areas, including Graphic Design, Web Design, Digital Studies.

RESPONSIBILITIES:

Teach four courses per semester in a NASAD accredited undergraduate program. Teaching responsibilities in 2019-20 will include Visual Studies courses ([Time Studio](#), [Interactive Studio](#), [Image Studio](#), [Space Studio](#)), ART153 Making and Meaning (a foundation course about contemporary practices), ART150 2D Design, ART152 Color and Design, and other courses.

DEADLINE:

Positions are open until filled, but submit by June 10, 2019 to assure full consideration.

Direct any questions about the positions to Paul Wittenbraker, Professor of Art, at wittenbp@gvsu.edu.

HOW TO APPLY:

Email an application to wittenbp@gvsu.edu. Include:

- Letter or email
- Specify position(s) you wish to be considered for and your relevant experience and qualifications
- Links to samples of work
- Links to samples of student work
- CV
- List of 3 references
- Attach any other documents (teaching statement, artist statement, pdf portfolio, writing sample).
- An overview of proficiencies in the following studio contexts and technologies. Indicate level of proficiency (familiar, competent, expert)
 - Time Studio (video, audio, performance)
 - Interactive Studio (screen, objects, spaces)
 - Web Design, Coding, Programming
 - Print Design (Photoshop, InDesign, Illustrator)
 - Digital Image Production and Presentation Technologies, (large format printing, vector-based drawing, projection, mounting/lamination, combined media)
 - Camera: still and video
 - Installation, Curatorial, Socially-Engaged Art
 - 2D Design and Color, Graphic Design

UNIVERSITY LINKS

[Visual Studies Website](#)
[Visual Studies Instagram](#)
[Visual and Media Arts Department Website](#)
[Padnos Gallery and Endowed Chair](#)
[GVSU Vision and Mission](#)
[Digital Studies Minor at GVSU](#)
[GVSU Web Site](#)

LOCAL VISUAL CULTURE

[UICA Urban Institute for Contemporary Arts](#)
[Grand Rapids Art Museum](#)
[Meijer Gardens and Sculpture Park](#)
[La Grande Vitesse](#)
[Community Media Center](#)
[Civic Studio](#)
[Division Avenue Arts Cooperative](#)
[Sculpture Sites Grand Rapids](#)
[Avenue for the Arts](#)
[Issue Press](#)
[Artprize](#)
[Oxbow School of Art and Artists' Residency](#)
[Site Lab](#)

ABOUT GRAND RAPIDS

[Grand Rapids on Wikipedia](#)
[GR Rapid Growth](#)

REGIONAL VISUAL CULTURE:

[Broad Art Museum](#)
[Detroit Institute of Arts](#)
[Cranbrook Academy of Art](#)
[Cranbrook Art Museum](#)
[Museum of Contemporary Art, Chicago](#)
[Art Institute of Chicago](#)
[Interlochen](#)

REGIONAL CITIES:

Kalamazoo 50 miles
Flint 114 miles
Ann Arbor 132 miles
Detroit 161 miles
Chicago 177 miles
Indianapolis 263 miles
Milwaukee 269 miles
Cleveland 305 miles
Toronto 360 miles