



2017-05-11

Professor in Computer Science

to BTH, Blekinge Institute of Technology, Department of Creative Technologies, Karlskrona

Diarienum: BTH -3.1.1-0071-2017

Work description:

The position concerns a Professorship with a focus on Visual and Interactive Computing, which includes disciplines such as computer graphics, visualization, game technology and computing where people are at the center. The position includes contributing to the development of our growing research and education environment in Visual and Interactive Computing at the Karlskrona campus, together with existing researchers and lecturers. The development work should be carried out in collaboration with the surrounding environment, industry and society. In addition, education at the bachelor-, master-, and doctoral level is included - primarily in education programs and research in the field of game technology. The work also includes applying for external research funding both at a national and international level.

Eligibility:

A person is qualified for employment as a professor in other than artistic areas if he or she has exhibited:

- scientific skills
- pedagogic skills

For further information, see "Guidelines for employment of teachers and promotion to associate professor at Blekinge Institute of Technology".

Meriting qualifications

- Documented experience and quality in theory building, method development, and research in Visual and Interactive Computing
- Documented experience and scope of pedagogical merits; course development and course execution within the subject area
- Documented experience of real-time graphics programming (2D/3D)
- Documented experience of applying and being granted external funding
- Documented experience of collaboration with relevant actors within industry/public sector
- Documented good communication and collaboration skills
- Documented good experience in English and Swedish (we expect that a non-speaking applicant is willing to later obtain necessary levels of Swedish language skills to later on be able to also teach in this language)

Employment:

100%

Commencement:

To be agreed.

Duration:

Permanent / tenured.

Contact:

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Application:

The application documents shall comprise five parts:

1. Cover sheet
2. Account of scientific and educational work
3. CV with annexes
4. List of publications
5. Documents and publications, maximum of 10

For more information, please refer to www.bth.se/eng/about-bth/vacancies-at-bth or our HR department, +46-455-38 50 68. Please submit your application, marked with the reference number for the position, by August 15, 2017 at the latest.

Applications should be sent to: The Registrar, Blekinge Tekniska Högskola, SE-371 79 Karlskrona, Sweden or by email to diarium@bth.se.

Other:

We welcome the applicant regardless of sex, gender identity or expression, ethnicity, religion or other beliefs, disability, sexual orientation or age.

We have chosen media for this recruitment and therefore avoid contact with advertisers or other recruitment services.

The Department of Creative Technologies (DIKR) has a focus on Visual and Interactive Computing which includes computer science disciplines such as computer graphics, visualisation, game technologies, and human-centered computing. A rapidly growing challenge is in the acquisition, processing, analysis and rendering of visual information and how to communicate this information to be understood by people. Other important challenges include how people interact with computers in an efficient way and how this knowledge can be effectively incorporated in the design and development of new technological solutions. Application areas of Visual and Interactive Computing include science, engineering, mobile multimedia, entertainment, infotainment, healthcare, public service, etc. In particular our research activities are focused on the following areas:

- **Computer Graphics and Visualisation**, including modelling, animation, rendering, virtual reality (VR), image- and video analysis and processing, and effective visualisation and communication of 2D/3D data.
- **Digital Game Development**, including the game development process, novel interaction techniques (biofeedback) in games, and serious and entertainment game applications.
- **Human-Centered Computing**, including human-computer interaction, interaction design, visual perception, user studies, and eye tracking methodologies.

DIKR currently has 20 staff consisting of professors, senior lecturers/researchers, lecturers, and administrative staff.

BTH, Blekinge Institute of Technology

Blekinge Institute of Technology, BTH, is one of the most distinctly profiled universities in Sweden, where applied IT and innovation for sustainable growth are in focus. In our education and research, engineering and IT are integrated with other disciplines such as urban planning, industrial economics, design and health sciences to contribute to solving the challenges facing society. Everything we do at BTH has three distinct perspectives: innovation, sustainability and in real life, which means cooperation and exchange with both business and industry as well as society. A characteristic of BTH is the close cooperation with industry and society, which permeates both education and research at the regional, national and international level. We conduct education and research at a high international level. BTH has two faculties – the Faculty of Computing and the Faculty of Engineering.

We welcome your application