

An Opportunity that makes the grade.

Combining a broad array of academic and community programs, together with a lovely campus of abundant greenery and a city that is now the hub of Eastern North Carolina. Pitt Community College is a great choice for your career. Join us in Greenville, where the pleasures of small-town living are matched by the advantages of big city life. The following position is available:



Instr., Computer Programming / Simulation & Game Development **(9 Months)**

POSITION DESCRIPTION:

Computer Programming/Simulation & Game Development Instructor in the Information Systems Technology Department with the following responsibilities: teaching a variety of courses [18 – 22 hours per week] in simulation & game development and computer programming; teaching both on-site and distance education courses (via Internet); developing, planning and implementing assigned courses; developing course outlines, teaching plans, and course descriptions; developing instructional aides and course information; participating in the marketing of the Information Systems Technology department; participating in professional organizations representative of the profession; participating in professional development activities; assisting in the continuing evaluation of the curriculum [learning assessment]; and attending all departmental faculty and advisory committee meetings. Requires dedication to student involvement including: student recruiting, advising, registration, and the placement of students in the profession. Responsibilities also include successfully completing other duties not outlined above as assigned by the Department Chairperson/Instructional Coordinator.

EDUCATION REQUIREMENTS:

Master's degree required in a computer related field; and/or Master's degree in an unrelated field with at least 18 graduate hours completed in computer related coursework. All coursework must be from regionally accredited institutions.

WORK EXPERIENCE:

One year of teaching experience at the community college level; and experience developing simulation or gaming software is preferred.

SKILLS:

Successful candidates are expected to have a teaching knowledge of C++, 3D modeling, and software development. This position requires the ability to work with a diverse student population including non-traditional students. Good organizational skills; verbal and written communication skills; and interpersonal skills are required. A working knowledge of Blackboard or Moodle preferred. Expertise in MS Office 2007 applications.

OTHER REQUIREMENTS:

Some night teaching required.

Full-Time position available immediately *PCC application, resume, transcripts required
Salary commensurate with experience and education background within college's pay range
Open until filled with preference given to applications received by November 16, 2009

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