About the Position
Assistant Professor (tenure-track) in Wearable Product Design. Nine-month, 100 percent time, academic year appointment. Anticipated start date is August 29, 2016. Salary is commensurate with experience.

The Apparel Design Program, Department of Design, Housing, and Apparel, is searching for an Assistant Professor in Wearable Product Design. Wearable product design includes apparel design and a broad range of products that fit the body. As one of the strongest research-based apparel design programs in the country, we have consistently positioned ourselves as leading industry as pioneers among a small set of apparel researchers and teachers situated at research-intensive, land-grant universities. This position will strengthen the core content of Apparel Design, both theoretical and practical, and contribute to the development of a pioneering program in Advanced Wearable Products at both the graduate and undergraduate level to meet growing industry demand in domestic manufacturing, wearable technology, and personal protective equipment.

We seek a highly qualified individual with expertise in more than one area of apparel design, a clear vision for advancing the field, and a demonstrated record of effective teaching. Candidates must have a strategy for developing connections with business, related professions, or communities beyond the University, and a clear vision for a successful research agenda. Industry experience is preferred. We are committed to attracting candidates from historically underrepresented groups knowing that diversity enriches the academic experience and provides a knowledge base for innovation.

Responsibilities:
- Pursue the mission of this urban land grant university through research, teaching and outreach.
- Create and grow a nationally competitive research program in wearable product design.
- Develop and teach undergraduate and graduate courses, including studio and lecture courses in apparel design.
- Collaborate with faculty across the university and establish ties to local, national and international businesses to leverage research and teaching activities.
- Disseminate research findings and teaching activities in peer-reviewed venues.
- Pursue external funding to support your scholarship.
- Advise graduate students; mentor undergraduate students.
- Commit to supporting interdisciplinary initiatives in teaching and research with related fields in the College of Design and across the University.
- Participate in faculty governance at the program, department, college and university levels.

Required Qualifications:
- An earned doctorate by the start date with at least one degree related to apparel design.
- Expertise in at least two of the following areas: digital design, human health and safety, technical design, apparel manufacturing, product development, textiles, or sizing and fit.
- Evidence of effective teaching.
- A strategy for developing connections with business, related professions, or communities beyond the University.
- Evidence of a clear vision for an active research or creative scholarship program and a strategy to procure nationally competitive grants to support the program.

Desired Qualities:
In addition to the required qualifications:
- Evidence of strong collaboration and interpersonal skills, including collaboration with faculty in multiple academic disciplines.
- Demonstrated leadership skills.
- Evidence of attention to cultural diversity in teaching and/or professional practice and the proven ability to support the University’s commitment to equity and diversity.
Desired Qualities (continued):
- Evidence of a global perspective.
- A record of successful grant awards.
- A record of innovative teaching.
- Evidence of diversity in research.
- Experience in program and curricular development and/or administration in undergraduate and/or graduate education.
- Industry experience.
- Experience with CAD and/or 3D body scanner.

Institutional Setting
The College of Design includes programs in apparel design, architecture, graphic design, housing studies, human factors and ergonomics, interior design, landscape architecture, product design, and retail merchandising. The College offers rich opportunities for interdisciplinary research and public engagement through its highly regarded research and outreach centers including Wearable Product Design, Design in Health, Digital Design, the Goldstein Museum of Design, Metropolitan Design, and Sustainable Building Research.

Apparel design and the College of Design are situated within a major research university that hosts an unusually broad range of disciplines, faculty and students. Partnerships and productive connections have developed with other highly ranked colleges, departments and programs, such as civil engineering and mechanical engineering in the College of Science and Engineering, the School of Nursing, and the Carlson School of Management.

Minnesota is recognized as a progressive state and the Twin Cities of Minneapolis and St. Paul as one of the major design centers in the United States. Well known for its high quality of life, the Minneapolis/St. Paul metropolitan area offers world-class museums and theaters, an exceptional parks system, outstanding historical landmarks, excellent educational opportunities, and access to a well-regarded health care system. The Twin Cities are also home to 21 Fortune 500 companies, in addition to thriving local businesses and a strong non-profit sector.

How to Apply
Applications must be submitted online at http://www1.umn.edu/ohr/employment. Search for Job ID#304636. To be considered for this position, please click the Apply button and follow the instructions. You will have the opportunity to complete an online application for the position.

The following additional documents MUST be attached AFTER initial application by accessing your "My Activities" page and uploading documents there:
1) cover letter; 2) curriculum vitae; 3) transcripts of your graduate work (may be unofficial transcripts at time of application); 4) a statement of vision for research in wearable product design; 5) a statement of vision for teaching in apparel design; 6) brief portfolio (no more than 4 pages) of original design work, creative practice, and student work; 7) recent student ratings of teaching (no more than 10 pages); and 8) contact information for three references.

Questions regarding the search process should be directed to Carrie Vigen, HR Generalist, PH: 612/624-1721; Email: cvigen@umn.edu. Questions regarding the position description and expectations should be directed to Lucy Dunne, Search Committee Chair, PH: 612/626-5901; Email: ldunne@umn.edu

Review of applications will begin December 1, 2015. For more information, please visit our web site at http://dha.cdes.umn.edu
**Diversity**
The University recognizes and values the importance of diversity and inclusion in enriching the employment experience of its employees and in supporting the academic mission. The University is committed to attracting and retaining employees with varying identities and backgrounds.

The University of Minnesota provides equal access to and opportunity in its programs, facilities, and employment without regard to race, color, creed, religion, national origin, gender, age, marital status, disability, public assistance status, veteran status, sexual orientation, gender identity, or gender expression. To learn more about diversity at the U: [http://diversity.umn.edu](http://diversity.umn.edu). To request an accommodation during the application process, please e-mail employ@umn.edu or call (612) 624-UOHR (8647).

**Background Check Information**
Any offer of employment is contingent upon the successful completion of a background check. Our presumption is that prospective employees are eligible to work here. Criminal convictions do not automatically disqualify finalists from employment.