

COLLEGE OF DESIGN

UNIVERSITY OF MINNESOTA

Assistant Professor in Retail Merchandising, Management and Technology Focus

- Position:** Assistant Professor (tenure-track) in Retail Merchandising. Nine-month, 100 percent time, academic year appointment.
- Responsibilities:** Contribute to an exciting, creative, and progressive program of retail merchandising in the College of Design. Teach undergraduate and graduate retail merchandising courses. Develop a program of research or creative scholarship within the field of retail merchandising including obtaining external funding and publication. Advise graduate students and mentor undergraduate students. Contribute to the leadership and advancement of the retail merchandising program. Develop interdisciplinary connections with other programs of the College of Design and across the university. Participate in department, college and university committees. Build and maintain liaisons with the retail and business community. Provide outreach to the state and professional communities. Contribute to and support the mission of the land grant institution. The RM program includes an emphasis on the role of design in merchandising and in consumption. The program offers a track emphasizing apparel products and a general retailing track. This new faculty member would lead future developments in online learning, management and retail technology.
- Essential Qualifications:** PhD earned by start date required with at least one degree in retail merchandising or a closely related field. Expertise in merchandising and at least one of the following areas: retail technology (e.g., m-commerce, social media), multichannel retailing, retail or supply chain management, retail promotion, or brand management. Demonstrated record of teaching experience and effectiveness in the field. Evidence of research and the ability to develop an active research and/or creative scholarship program in area of expertise including grant procurement. Ability to support interdisciplinary initiatives in teaching and research with other fields in the college (architecture, apparel design, graphic design, housing studies, product design, interior design, or landscape architecture). Attention to cultural diversity in teaching and research. Demonstrated ability to work effectively with diverse faculty, staff, and students, and to contribute to one of the colleges' other disciplines.
- Preferred Qualifications:** In addition to essential qualifications: Technologically innovative approach to teaching and research. Retail industry experience. Evidence of international experience (research scholarship or professional). Evidence of interdisciplinary teaching or research. Experience working collaboratively with academic departments and in the community.
- Salary:** Commensurate with qualifications and experience.
- Expected Start:** August 27, 2012.
- Application Procedure:** Application procedure is on-line. Applicants should 1) complete an application on-line at employment.umn.edu/applicants/Central?quickFind=97585 and 2) submit the following materials: cover letter, curriculum vitae, transcripts of your graduate work (may be unofficial transcripts at time of application), a statement of teaching philosophy (1 page maximum), samples of recent syllabi and teaching evaluations, samples of research/creative scholarship and contact information for three references. Exhibits should be submitted as PDF attachments in the on-line employment system. Process questions to: Carrie Vigen, HR Specialist, Telephone: 612/624-1721; e-mail: cvigen@umn.edu Content questions to Kim Johnson, Professor, Retail Merchandising, Telephone: 612/624-3687; e-mail: kjohnson@umn.edu. Priority will be given to applications received by December 1, 2011. For more information, visit our web site at <http://dha.cdes.umn.edu>

The University of Minnesota is an equal opportunity educator and employer.