

We are seeking an Assistant/Associate Professor in the “Impact of Interaction Design on Everyday Life” core chair research group that is part of the Designing Quality in Interaction (DQI) capacity group.

Visit: <http://jobs.tue.nl/en/vacancy/assistant-associate-professor-“impact-of-interaction-design-on-everyday-life”-305268.html>

for more information and to apply online.

Vacancy nr. 51.2855

We are seeking a candidate for an Assistant/Associate Professor position that has an excellent sense of quality and affinity with craftsmanship in the field of (physical) interaction design at the intersections of materials, embodiment, and digital fabrication in the Department of Industrial Design (ID) in the Eindhoven University of Technology (TU/e). The Assistant/Associate Professor will contribute to and lead the research and education areas of the Wearable Senses Lab as part of the Impact of Interaction Design on Everyday Life (IDoEL) core chair research group and the Designing Quality in Interaction (DQI) group

Eindhoven University of Technology (TU/e, www.tue.nl) is one of Europe's leading research universities. The Eindhoven area, in the southern part of the Netherlands, is one of Europe's top 'innovation ecosystems', with many high-tech companies and institutes. TU/e is intertwined with many of these companies and institutes, and research at TU/e is characterized by a combination of academic excellence, industrial relevance and societal interweaving.

The Department of Industrial Design (ID) of the Eindhoven University of Technology (TU/e), founded in 2001, is a rapidly growing department with over 650 students, both Bachelor and Master, and around 40 research staff members and about 10 lecturers. ID focuses on creating intelligent systems, products, and related services in a societal context. These a priori innovative systems enable people to interact with the environment in an optimal and flexible way. The TU/e ID engineer, who has developed a wide range of competencies during his/her education, is capable of integrating technology, user aspects, design and business/marketing insights. While the BSc is more focused on interaction design, in the MSc students can focus on researching, realizing or valorising more complex systems. They learn to design in projects that are closely related to ongoing research. Internet of things and data-inspired design in the contexts of mobility health and wellbeing draw special attention within TU/e and ID in particular.

The TU/e Wearable Senses Lab is a leading research lab in the Netherlands regarding the designing of Smart Material Product Service Systems, specifically designs that incorporate wearable computing or smart materials. Wearable Senses applies the mission statement of the department with the special focus to those interactive products, systems and services that are close to, near or on the body. Wearable Senses follows a research-through-design approach in which creative transfers and real-life testing facilitate cross-overs to other disciplines.

The Assistant/Associate Professor “Impact of Interaction Design on Everyday Life” (IDoEL) core chair research group that is part of the Designing Quality in Interaction (DQI) capacity group. The core chair research group focuses on reflective explorations in interaction design. Our research investigates the changing nature of interaction design in response to everyday design and social practices such as home life, fashion and sustainability. In particular, we research everyday creativity, materiality, embodiment, social practices, and critical reasoning

in design that leads to inquiries on new types of interaction design artifacts, materials, and methods. In the spirit of research through design, we aim to be reflective and generative, uncovering new and emergent practices of design that help to shape both the design of and relations to technologies.

The Designing Quality in Interaction (DQI) group is a strong and forward-looking group of researchers and educators that shares a set of common values in approach and motivation. These values are characterized by a holistic and designerly approach to research and education in which we highly value 'making' as the mechanism to gain new insight and theory. Our take on design and design research is strongly flavoured by our theoretical positioning that highlights embodiment and ethical and socio-cultural aspects of design. Consequently, we experientially investigate how meaning (information for use) can emerge in interaction and how we can design for meaning in (interactive and intelligent) systems, products and related services. We regard the aesthetical aspects of form, interaction and behaviour as paramount in this. This also influences our research method as we adopt (and have pioneered) a Research through Design approach.

Position requirements:

We are looking for candidates for an Assistant or Associate Professor position that have an excellent sense of quality and affinity with craftsmanship in the field of (physical) interaction design that can work with smart materials related to the body and everyday living. She/he can strengthen us as a group by complementing our design skills, research and teaching capabilities, and theoretical backgrounds relevant to interaction design. The candidates should have a PhD in interaction design, human-computer interaction, industrial design, information studies, or related disciplines. Within the domain of interaction design the candidate should have proven skills and knowledge in interaction design or human-computer interaction, and should be able to set up and conduct design research that is grounded in relevant theories from social sciences, philosophy of technology, or design. The ideal applicant will have demonstrated experiences and leadership in supporting and leading design research labs like our own Wearable Senses lab that investigates the intersections between textiles, materials, embodiment, and digital fabrication. Ideally, the applicant will have established an excellent track record of publications in top journals and conferences, and should be open and interested in an industrial and interaction design environment. Strong making skills, next to methodological skills (e.g. qualitative user research methods or research through design) are required. The candidate has affinity with education and is willing to integrate his/her teaching and research activities in a theme. We warmly welcome a high quality design (research) portfolio and encourage the candidate to position himself/herself in our group in the motivation letter in terms of strengthening and complementing.

Labour conditions:

- a challenging job in a dynamic and ambitious university;
- a tenure track appointment for a period of five years;
- a gross monthly full time salary of an assistant professor between €3.427 and €5.330 depending on experience and knowledge;
- a yearly holiday allowance of 8% of the yearly salary;
- a yearly end year allowance of 8.3% of the yearly salary;
- broad, attractive package of fringe benefits (including an excellent technical infrastructure, child care, savings schemes, and excellent sports facilities).

Information

§ General information about the Department Industrial Design, candidates will find on <https://www.tue.nl/en/university/departments/industrial-design/>.

§ About this position candidates can get more information from Prof. Dr. Ron Wakkary, “Impact of Interaction Design on Everyday Life” core chair, email: r.l.wakkary@tue.nl.

§ If you have any questions about the application procedure, please contact HR services (E: HR-IndustrialDesign@tue.nl)

Application

Your application must contain the following documents (all in English):

§ A letter of interest;

§ An extensive curriculum vitae including your publication list;

§ A research and teaching statement;

§ Contact details of references.

If you are interested, we invite you to apply before 1 April 2017. If you wish to apply, click [here](#)

Please note that a maximum of 5 documents of 2 MB each can be uploaded. If you have more than 5 documents you will have to combine them.