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**Department of Humanities and Comparative World Literature  
College of Liberal and Creative Arts  
San Francisco State University**

**Position title:** Assistant Professor position in Video Game Studies

**Start date:** August 2025

**Position Summary:** The position is in the Department of Humanities and Comparative World Literature at San Francisco State University.

**About the Department:** Humanities and Comparative World Literature

The position entails the teaching and study of video games using humanistic theories and methods of analysis, including but not limited to cultural studies and narratological approaches. It involves participation in an interdisciplinary humanities program and the development of courses that incorporate video games into broader areas of critical inquiry, including Japanese and/or East Asian popular culture. Interest in teaching global digital cultures or Afrofuturism welcome.

The position includes a full-time faculty workload per the Collective Bargaining Agreement between the California State University and the California Faculty Association. The workload primarily includes teaching or other agreed upon primary assignment; conducting an active ongoing program of scholarship or creative works that advances knowledge in the field of one's specialty; and service contributions to the department, college and the university.

The teaching assignments will be in Humanities and Video Game Studies, in courses that may be cross-listed with related programs, particularly Japanese (Modern Languages and Literatures).

The candidate's scholarship may address a range of topics in the areas of video game studies, including those that border on other humanities fields to address social, political, cultural, aesthetic, and/or ethical concerns.

Additional responsibilities include, but are not limited to, productive participation on departmental, college, and university-wide committees; mentoring and advising graduate and undergraduate students; holding regular office hours; curriculum development and improvement, particularly with regard to student learning outcomes; and remaining current in both subject area and teaching methodologies.

**Essential Job Tasks:**

- Facilitate student success through teaching and advising with a focus on inclusive pedagogy;
- Develop syllabi and materials for existing undergraduate and graduate courses on topics such as *Reading Video Games*, *Thinking Through Video Games*, and *Imagining New Futures* (undergraduate); and *Current Topics in the Humanities* (graduate);

- Develop new courses for graduate and undergraduate students focused on video games in a global or comparative context, ideally including Japan, and in the candidate's area of expertise;
- Evaluate and grade students' class work, assignments, papers, etc. in a timely manner, and maintain student grades and other required records or reporting materials;
- Conduct research in one's field of interest and present findings in peer-reviewed journals, books, or professional conferences;
- Stay current on developments in the discipline;
- Plan, evaluate and revise curricula, course content, course materials, and methods of instruction;
- Hold regularly-scheduled office hours for the purpose of advising and assisting students;
- Actively participate on assigned committees in accordance with department or College needs, and SF State's strategic vision;
- Actively participate in collaborative interactions in fulfilling service assignments and other duties at the department, college, and university level;
- Stay current on and deploy the recent academic technologies as necessary for basic operations of courses;
- Additional duties as assigned.