PHD POSITION IN COMPUTER SCIENCE

CENTRE UNIVERSITAIRE JEAN-FRANÇOIS CHAMPOLLION

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ANNOUNCEMENT OF PHD POSITION IN VIRTUAL REALITY.

The Serious Game Research Lab (SGRL) of the University of Toulouse is inviting applications for a 36-months funded PhD studentship in Computer Science.

Title

"Interaction and communication metaphors in collaborative immersive learning games: application to MecaTeam 3D".

Keywords

Computer Science, Learning Games, Virtual Reality, Human-Computer Interaction, Oculus Rift, Unity3D.

Description

The PhD will focus on developing an innovative interaction framework for collaborative immersive learning games. The student will seek to model, implement and test a set of human-computer interactions (or interaction metaphors) enabling multiple users in a virtual environment to interact with each other, with the objects and the furniture, and most importantly to share information and knowledge related to the environment.

Game prototypes using the Oculus Rift + Leap Motion (or similar set-up) and showcasing mechanical engineering activities will demonstrate the usability of the framework.

Profile/requirements

Excellent programming skills (C#, JavaScript) are required and must be evidenced by concrete examples. An experience with 3D programming, 3D modelling and/or Virtual Reality will be highly considered. Good English writing skills are also necessary as the student will be expected to publish scientific articles during their PhD.

The student will benefit from the expertise of experienced researchers in the fields of Game-Based Learning, Virtual Reality and Mechanical Engineering.

Position details

— Location: Albi, CUFR Jean-François Champollion
— Host laboratory: IRIT (Toulouse Institute of Computer Science Research)
— PhD supervisors: Pr. Jean-Pierre Jessel, Pr. Pierre Lagarrigue and David Panzoli
— Doctorate degree from the University of Toulouse
— Salary: ~1600 euros/month (net) + can be raised if teaching
— Start date: September/October 2015
— Duration: 3 years

Interested candidates are asked to contact David Panzoli (david.panzoli@univ-jfc.fr) for applications or inquiries before June 19th. Applications will be sent electronically and include an academic CV, a cover letter and references (letters or contact details of referees).

See also

— http://www.irit.fr/Virtual-reality
— http://mecagenius.univ-jfc.fr/,
— http://3dvor.univ-jfc.fr/