



## TV-L Position, 100%

The Games Engineering research group, part of the Chair of Human-Computer Interaction at the Julius-Maximilians-University (JMU), Würzburg, Germany is seeking candidates for a 3 years, full-time research position starting March 1, 2020.

An engaging story, entertaining interactions and varied challenges are the secrets of the success story of adventure games. Immersive virtual reality (VR) experiences provide an ideal ground for pushing the adventure genre to the next level. In the project VIA-VR, we aim to do exactly this, and create a framework for modeling and staging strongly engaging VR adventures for medical training, prevention, therapy and rehabilitation. The overall pipeline will offer the selection and composition of graphical assets to create according virtual worlds, to digitize one's body, to define measurements for medical supervision of a training or therapy session, and to program the game's plot relying on means of visual scripting. VIA-VR is coordinated by JMU's Games Engineering group but involves several strong partners in research and development. To this end, we are looking for the right candidate to join our team, to concert the cooperations, and dedicate oneself to humancentered development and research efforts. In particular, research and development should aim at an intelligent assistance system to guide the user though the VIA-VR platform, so that nonprogrammers can easily model effective and attractive virtual adventures.

Accordingly, the focus of the position would be:

- Coordination, integration and co-development of the platform,
- Research & development in this field, with a focus on intelligent user-assistance.

## Expected requirements:

- A very good Master's degree in one of the relevant subjects, including Computer Science or **Human-Computer Interaction**
- A great motivation to achieve great things

There is the possibility to work part time, for as long as two part-time positions can be successfully assigned. JMU aims at achieving a gender neutral employment rate. Therefore, women are specifically invited to apply for this position. Severely disabled persons are given preferential consideration, given equivalent qualifications.

Please submit your relevant application documents (cover letter, CV, project portfolio, certificates) preferably digitally until February 15, 2020:

## **Prof. Dr. Sebastian von Mammen Chair for Human-Computer** Interaction, Julius-Maximilians-

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Games Engineering Research Group

