IDP: Game Engineer (f/m/x) - 16 Credits

What we do

Protecting cultural variety and human creativity, preserving and transmitting intangible cultural heritage (ICH) practices and knowledge is crucial. Innovative tools like large language models (LLMs) and virtual reality (VR) have been employed more and more to develop immersive learning environments that help spread knowledge. The main emphasis of the thesis is to construct a prototype VR and LLM-based learning environment that is used to educate students on a particular ICH practice or knowledge topic. The research for this project will look into how various design components, like interaction, feedback and visualization, can be used to create immersive and engaging learning experiences that facilitate the transmission of ICH practices and knowledge.

Your Profile

- Experience in game engines (e.g. Unity3D or Unreal)
- Programming skills in C# and Python

Our Offer

- Hands-on experience in designing VR applications
- Demonstrate skills proficiency in game engineering
- Evaluate prototype from real life feedback
- Publish a paper to conferences

You can apply alone or as a team and the work schedule can be agreed with each IDP team member individually.

Focus Areas

- Virtual Reality
- Large Language Models
- Design Principles
- Game Engineering

Interested? Get In Touch!

Just write me a short email with your CV and briefly describe your motivation.

Together we can shape your individual role based on your interests and experience.

Contact:

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