



Usable Privacy for Immersive Learning Settings

Background:

The importance of data privacy and security has recently been emphasized by various regulations such as GDPR or CCPA. With current developments in technology, the amount of human data collected from different tools and environments such as VR/AR has been growing and due to the biometric nature of such data, the tools that provide novel ways of interaction might be seen as privacy-invasive by the public. To address these issues and develop human-centered solutions and regulations, privacy concerns, preferences, and behaviors should be known. In this project, such aspects will be researched especially for immersive learning settings.

What you'll gain:

- Experience in crowdsourcing.
- Possible experience in conducting large-scale experiments.
- Know-how on how to design user studies.
- Knowledge on the societal aspects of privacy.

Prerequisites:

- Interest/Experience in Usable Privacy and Security.
- Interest in Virtual Reality.
- Interest in crowdsourcing.
- Knowledge in statistical data analysis, Python/MATLAB/R.

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Focus Areas

- Immersive Virtual Reality
- Sensing Technologies
- Usability
- Usable Privacy and Security