Student Assistant Position:

VR-Based Simulation of Age-related Obstacles

▪ Setting:
  ▪ We want to use Virtual Reality (VR) to simulate the effects of aging during everyday activities (e.g., table setting)
  ▪ Age-related obstacles can affect perception, cognition or motor execution

▪ Tasks:
  ▪ Create methods for simulating age-related obstacles of perception, motor execution, and cognition in VR
  ▪ Incorporate hand tracking with sensor glove
  ▪ If interested, work with us on a scientific publication

▪ Requirements:
  ▪ Good programming skills
  ▪ First experience with VR (Unreal/Unity)
  ▪ Interest to work in an interdisciplinary team

▪ When: As soon as possible

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1) from: https://www.nature.com/articles/s41746-020-0242-6