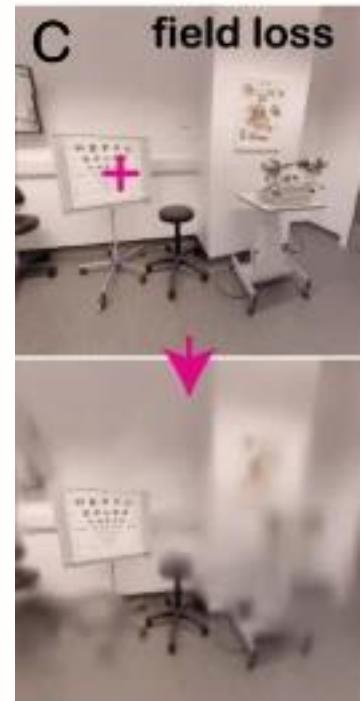# Bachelor/Master Thesis:

VR-Based Simulation of Age-related Obstacles

1)

- **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
  - Perform user tests and analyze data
  - 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

KONTAKT:
Felix Putze
E-Mail: felix.putze@uni-bremen.de

Cognitive Systems Lab

Universität Bremen