Bachelor/Master Thesis:

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.
- 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.

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