

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



1)



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Bachelor/Master Thesis:

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▪ 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
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