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