Bachelor/Master Thesis:

Attention-Adaptive User Interfaces

- **Setting:**
  - In Augmented Reality, a user’s attention is under constant load from environment and device
  - From multiple sensors, we can determine a user’s attentional state
  - This can be used to create attention-adaptive system behavior

- **Tasks:**
  - Extend a machine learning model for attention classification
  - Implement adaptive system strategies to respond to changes in attentional state
  - Evaluate approach in a user study

- **Requirements:**
  - Good programming skills (Python, Unity/iOS/Android)
  - Knowledge in machine learning and/or Human-Computer Interaction
  - Interest to work on an actual research question

- **When:** As soon as possible

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