

Doctoral Research Assistant Position: Games and Computational Media

Expected to start: August 2019 (Fall 2019)

The Department of Computer Science at the University of New Orleans invites applications for one highly motivated full-time PhD student to conduct research in the areas of games and computational media. This field focuses on developing new technologies, frequently with a focus in artificial intelligence, that enable playable experiences that can entertain, educate, and emotionally affect the user. Possible research topics and projects include:

- *Interactive storytelling*: crafting narrative systems that are capable of dynamically responding to player influence in more sophisticated fashions than traditional branching story-trees.
- *Procedural content generation*: “Making something that makes something.” Work that is capable of producing textual or visual artifacts.
- *Mixed-initiative tools and interfaces*: Creating playful user-interfaces that enable users to produce work they feel creative ownership over.
- *Social simulation*: Developing virtual characters that act believably within the contexts of a socially-driven world.
- *Computational Assisted Performance*: Developing systems that facilitate new forms of live theatrical performance.
- *Games and Education*: Using playable experiences as a teaching tool, in fields ranging from STEM areas (e.g., math) to the arts and humanities (e.g., writing), to interpersonal skills (e.g., empathy).

The successful candidate is expected to conduct high-quality research, cooperate with national and international partners, present research at scientific conferences, submit playable experiences to both academic and non-academic venues, and publish in peer-reviewed journals and conferences. The PhD student is required to have a strong background in the field of computer science. Preference will be given to students who have shown an aptitude or background in work in the arts or humanities, or who have conducted work or research in areas specifically pertaining to game design and development. Moreover, the student should have excellent writing and communication skills in English.

Interested applicants should enclose their application documents including the following information into a single .pdf file and send it to bsamuel@cs.uno.edu

- Curriculum vitae
- Undergraduate transcripts (and graduate, if applicable)
- GRE Scores
- TOEFL or IELTS scores (international students only)
- Writing sample -- previous work in the field of games or computational media are preferred but not required. If no previous research has been done, a 1-page letter outlining the motivation for applying, and the type of work you hope to conduct in the program is acceptable.