The Computer Graphics Laboratory (CGL) at ETH Zurich, Switzerland, offers a

Ph.D. Position in Visualization of Computer-assisted Learning Data and Game-based Environments

Project

Recent trends towards online learning systems and game-based environments result in the accumulation of large data sets covering histories from a divers population of different students. This data offers the potential to discover useful information, such as revealing patterns and subgroups of students with similar characteristics and behavior, providing a powerful means to acquire important knowledge regarding (computer-assisted) learning.

Within this research project, we offer a Ph.D. position where methods should be developed for visualizing large sets of student training data. Novel methods should be developed, aiming at differentiation of important stories and patterns in the data and communicating the inherent temporal aspect of the data to end users with different domain knowledge, also by making use of storytelling concepts.

The CGL offers an interdisciplinary and international team at a great location in the heart of Zurich. Our strong connection to Disney Research Zurich offers a wide range of collaboration opportunities within this project.

Profile

Applicants must hold a master degree in relevant fields (computer science, electrical engineering, etc.) and should have experience in computer graphics and / or computer vision. Specific knowledge and experience in information visualization and excellent programming skills are required. Applicants should be well versed in English. Starting date is as soon as possible.

Contact / Application

Interested candidates send their applications to Dr. Barbara Solenthaler, solenthaler@inf.ethz.ch. Applications must include a CV with names of at least two references, university transcripts, and a motivation why the candidate would fit to this project.