Game.Up is a DFG funded research project addressing communication problems between urban planning stakeholders using gamification. To combat the emergence of such issues, we are looking for IDP students in the following topics to help us build out the Game.Up platform which at its core is a database with an open source communication library to sync with various devices (HMD’s, mobile, web, etc) and apps:

- **Backend Design**: (key words: database, concurrent, embedded, REST API, data scraping and populating) You will be responsible for the creation and population of a concurrent backend database + REST API. The database will store planning information, location, and volunteered user data. We are looking for someone with experience creating a REST API’s and strong interest in database design.

- **Platform Design**: (key words: software engineering, integration, swift, C#, mixed reality) Your task will be to research and test out the requirements of the various technologies to be integrated into the Game.Up platform. We are looking for someone who already has had experience or willingness to work with Unity/C# or Xcode/Swift.

- **Application and Frontend Developer**: (key words: visualisation, gamification, public participation, js) You will be researching and developing methods to gamefully visualize geographical data along with detail from data about building projects and user data. We are looking for someone who has experience in web applications and Java Script.

Within Game.Up, you will work on meaningful research while developing your skills in creating a platform with a purpose and gain insights into the main topics in Game.Up such as the psychology behind gamification, hurdles of communication between the public, planners, and politicians in urban planning.

Does this sound like fun? Then, get in touch with us if you are! Send us your CV and a short description of your interest for the role you would like. We look forward to your application!