Game.UP
Public Participation Mobile Application

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

- **Swift Backend Developer**: (keywords: software engineering, REST API, data populating) You will be responsible for the backend development of a swift application. You will link and test the various functionalities to the frontend using our REST API perform. We are looking for someone with swift development experience and good software engineering foundation.

- **Map Visualisation/ Front End Developer**: (keywords: visualisation, software engineering, Xcode/Swift, mixed reality) Your task will be the implementation of a 3D model overlaid on a map. The task is to investigate the possibility of implementing an interactive “PokemonGo” type 3D map. The resulting map should be able to reference coordinate points, display current position, and place tags in a 3D map view.

- **Interaction Designer**: (keywords: swift, gamification, public participation, different input modalities) You will be implementing a survey and other evaluation methods in Swift with the aim of evaluating public participation data. As an extension, you will be researching various sensors and mobile capabilities to design into a survey to nudge the user for participation.

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.

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!

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**Project Information**
https://www.ar.tum.de/en/ai/research/gameup/

**Contact**

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