

Research Topic- Games and therapeutic interaction

Prior research in our group has focused on developing games for the purpose of rehabilitation. While this is shown to work, it has a limited reach due to diverse set of game preferences in the patient population. The PhD research in this studentship considers turning everyday games into serious games by designing an interface between the two. It addresses the shortcoming that many entertainment games are designed with an able user in mind, and hence are inaccessible to the patients or people with disabilities. Such an interface would in-turn enable different ranges of abilities to interact with games, and hence, have a larger set of games for therapeutic exercise.

Requirements: Applicants should have a very strong first degree or (preferably) a Master's degree in Cybernetics, Computer Science, Biomechanics or other relevant area, Candidates are expected to have very good programming skills and strong game design interest (e.g. prior familiarity with Unity, JMonkey or UNREAL engines).

Informal contact before application: the PhDs will be conducted under Dr Farshid Amirabdollahian's supervision and candidates are invited to contact f.amirabdollahian2@herts.ac.uk.