

## **Research Topic- Designing evolutionary games for therapeutic interaction**

Prior research in our group has focused on developing games for the purpose of rehabilitation. While this is shown to work, it is limited to the number of games and their levels. One aspect of interest is to allow games to self-extend based on where a patient shows interest in interaction, thus using any motivation and interest in the direction of recovery and rehabilitative interaction. To this the PhD focuses on designing evolutionary games, that can learn from interaction and adapt to gamer's interest, while serving the re-education goals.

**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 Prof Farshid Amirabdollahian's supervision and candidates are invited to contact [f.amirabdollahian2@herts.ac.uk](mailto:f.amirabdollahian2@herts.ac.uk).