

The new Faculty of Science consists of six departments: Biology, Pharmaceutical Sciences, Information and Computing Sciences, Physics and Astronomy, Chemistry and Mathematics. The Faculty is home to 3500 students and nearly 2000 staff and is internationally renowned for the quality of its research. The Faculty's academic programmes reflect developments in today's society.

In the Cognition & Communication group of the Institute of Information and Computing Sciences at Utrecht University is funding available for a

POST-DOC LEARNING IN SERIOUS GAMES

We are looking for a post-doc researcher that can take up work on the area of cognition based learning principles in serious games or simulated worlds, such as training games in the sphere of crisis management.

The aim of the project is to come up with empirically validated guidelines for the construction of serious gaming environments meant for learning in an efficient and motivating way. A first step consists of generating a valid description of the typical actors, actions, events - and their order- occurring in the simulated world of crisis management. To be able to vary information systematically we need a generic framework to describe the underlying semantic structure of these games. In a next step we will strategically vary the information supply presented on screen. The idea is that *not* showing particular information –leaving out e.g. a condition or a consequence of an action - can trigger interest and enhance depth of mental processing. The influence of creating these informational gaps on learning and motivation will be empirically studied.

The C&C group consists of 14 researchers. The research of the group is concentrated in the Center for Content and Knowledge Engineering. The C&C group contributes to the Bachelor Information Science and is partly responsible for the Master track Content and Knowledge Engineering. Part of the appointment (approx. 10 %) has to be spent on teaching. The project falls under the research theme Game, Media and Agent Technology, focus area of the Department. It is carried out in the context of the Center of Advanced Gaming and Simulation (AGS) where related issues are examined, and will be performed in close cooperation with TNO Human Factors (Soesterberg).

Requirements

- PhD in Information or Computing Science (with an emphasis on media technology and/or cognition) or Cognitive Artificial Intelligence (with attention to digital learning)
- Active research interests for game design and cognition
- Affinity with empirical research
- Strong publication record
- Strong track record in team work
- Ability to supervise MSc students
- Good programming skills (C/C++, game engines like Unreal Tournament, Quest3D)

We offer a fulltime temporary appointment for three (3) years. Gross salary will range between € 2,740.- and € 4,190.- per month, depending on qualifications and experiences (salary scale 10/11) according to the Collective Employment Agreement of the Dutch Universities, see <http://www.vsnu.nl/web/show/id=45895/langid=43/>.

The salary is supplemented with a holiday bonus of 8% and an end-of-year bonus of 3% per year. In addition, we offer a pension scheme, partially paid parental leave, flexible employment conditions in which you may trade vacation days for extra compensations. Conditions are based on the Collective Employment Agreement of the Dutch Universities.

For more information on the Center for Content and Knowledge Engineering, and its projects see: <http://www.cs.uu.nl/groups/IK/index.php?id=0&subid=0> or contact Dr. Herre van Oostendorp (herre@cs.uu.nl, 030-2538357)

How to apply

Applications (in English or Dutch) should be sent (preferably by email) to: the Personnel Department of the Faculty of Science, P.O. Box 80.010, 3508 TA Utrecht, The Netherlands or submit by e-mail to: Science.PenO@uu.nl

Make sure to include the following:

- a letter of application with a motivation
- a curriculum vitae (including a list of publications and previous projects worked on)
- the name and email addresses of two referents

Please mention vacancy number **62717**

Closing date for applications is 3 September 2007