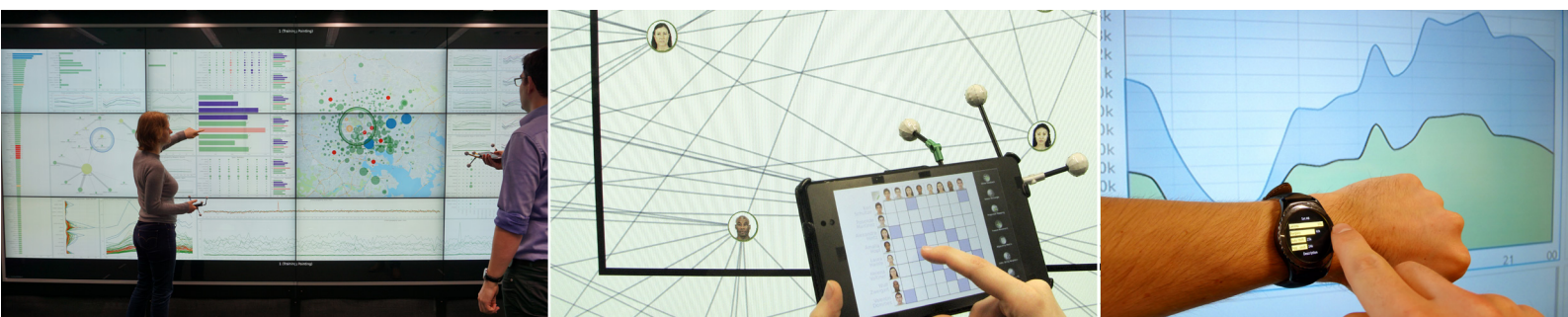# Student Assistant (SHK/WHK)
at the Interactive Media Lab

We are looking for enthusiastic (Media) Computer Science Students
supporting our research in a DFG project on multivariate graph visualizations.

Within the DFG project **GEMS 2.0,** we are exploring novel ways to visualize multivariate graphs, especially in the context of large and mobile devices. The goal is to support analyst in exploring both the structural aspects of such a graph as well as the manifold attribute characteristics of its nodes and links. Therefore, novel concepts and high-quality prototypes must be developed.

Your tasks:
- Implementing/improving web-based prototypes for large displays (e.g., Surface Hub, Display Wall) and/or mobile devices (e.g., tablets, smartphones).
- Smaller conceptual tasks for designing new interaction or visualization techniques
- Support in preparing and conducting user studies

Our requirements:
- Enrolled student in the (media) computer science program (or similar)
- Experience with general web technologies (e.g., Node.js, Typescript), especially in the context of visualizations (e.g., D3.js, WebGL)
- Ideally knowledge and experience in the area of interactive visualizations, e.g., from the related lectures *Interactive Information Visualization* or *Data Visualization*
- Good communication and teamwork skills

The project:

Visual Editing and Comparison of Multivariate Graphs Using Multiple Interactive Displays (**GEMS 2.0**)
imld.de/gems2

The position:

Start in March 2019, end flexible (max. September 2019). Weekly hours flexibel (between 5 and 10). Compensation as specified by TU Dresden (currently SHK 9.87€/h; WHK 11.49€/h).

Further details:

For more information and other open positions see imld.de/jobs.

Interested? Contact us!

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About the Lab

The Interactive Media Lab at the Technische Universität Dresden is conducting research in the field of multi-modal Human-Computer Interaction and Interactive Information Visualization. Our research is focused on how we can interact in a natural way with data and visualizations, especially on interactive surfaces (from smartwatches to wall-sized displays) in multi-device environments as well as in mobile and mixed reality settings.

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