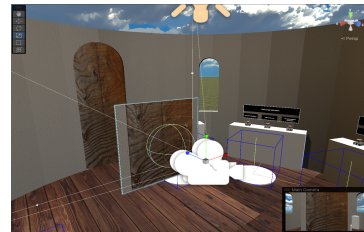
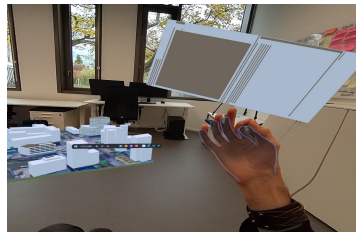
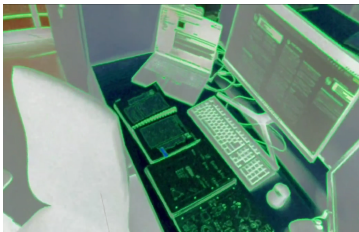


Student Assistant: Unity - VR/AR Development

ACCESS@KIT - Center for Digital Accessibility and Assistive Technology

We are seeking students for our InclusiveVR@Work Project to develop new accessibility tools. These tools could include dynamic magnification, edge highlighting, or recoloring strategies in Augmented Reality (AR), as well as additional controller feedback (e.g., vibrotactile) for people with visual impairments. The overall project aims to leverage VR's benefits, such as an unlimited and fully customizable space, to allow for magnification and adjustment of applications to create a more inclusive workspace.



Tasks:

- Implement and test innovative accessibility features in Unity for VR headsets like the Meta Quest 3.

Requirements:

- Programming experience in Unity / C# (preferably) or in Java or in other game engines like Godot or Unreal Engine (sufficient).
- Interest in VR development & accessibility.

Related Materials:

- Tutorials for an easy start with Unity
- Accessibility tools for visually impaired people in VR

If you are interested in joining our project, have any questions or even new ideas, please contact Michael Schneider (Michael.Schneider3@kit.edu).

