

19/01/2022

# HEI-Lab Research Scholarship Game Design 2022 FCT PeX Project: PlayersAll: media agency and empowerment

Where to apply

Application Deadline: 03/02/2022 23:00 - Europe/London

Contact Details

**Where to send your application.**

**COMPANY**

Universidade Lusófona's Research Center for  
Digital Human-Environment Interaction Lab

**E-MAIL**

pedro.neves@ulusofona.pt

Hiring/Funding Organisation/Institute

**ORGANISATION/COMPANY**

Universidade Lusófona's Research Center  
for Digital Human-Environment Interaction  
Lab

**COUNTRY**

Portugal

**CITY**

Lisbon

**DEPARTMENT**

Universidade Lusófona's Research Center  
for Digital Human-Environment Interaction  
Lab - Universidade Lusófona's Research  
Center for Digital Human-Environment  
Interaction Lab

**POSTAL CODE**

1749-024

**STREET**

Campo Grande, 376

**ORGANISATION TYPE**

Research Laboratory

**WEBSITE**

<https://hei-lab.ulusofona.pt>

**ORGANISATION/COMPANY**

Universidade Lusófona's Research Center for  
Digital Human-Environment Interaction Lab

**RESEARCH FIELD**

Communication sciences › Audiovisual  
communication  
Computer science › Other

**RESEARCHER PROFILE**

First Stage Researcher (R1)

**APPLICATION DEADLINE**

03/02/2022 23:00 - Europe/London

**LOCATION**

Portugal › Lisbon

**TYPE OF CONTRACT**

Temporary

**JOB STATUS**

Full-time

**HOURS PER WEEK**

35

**OFFER STARTING DATE**

21/02/2022

## OFFER DESCRIPTION

COFAC, Cooperativa de Animação e Formação Cultural CRL, opens the respective call for applications for the attribution of one research scholarship for MSc. students, in the scope of the "PlayersAll: Media Agency and Empowerment" exploratory project financed by the

Fundação para a Ciência e Tecnologia (Ref. HEI-Lab/EXPL/COM-OUT/0882/2021/BI/02), at the HEI-Lab - Digital Human-Environment Interaction Lab, Lusófona University.

HEI-Lab is looking for a Game Designer proficient in Unity 3D, User-testing, and Game Design Documents and Specification. The person hired will be responsible for evolving the design of a VR serious game for occupational activities for neuromotor rehabilitation until a finished product is obtained. Towards this end, the person hired will make constructive design decisions, help gather user requirements, deploy prototypes, help conduct playtesting sessions, and work closely with developers, researchers, and stakeholders. The game has already cleared the early stages of development and is playable. The person hired will be expanding and refining the game towards the project's goals, as part of a game development and research team

#### Responsibilities:

rapid familiarization with the project, the project's design, and the technologies involved, as well as development procedures at HEI-Lab;

close cooperation with developers, researchers, and clinicians;

directly manipulating the project build in Unity 3D (implementing playable contents) following established studio-practices;

performing the bulk of writing and updating of design specification documents;

designing playtesting sessions, including missions where the game is live-tested at occupational therapy or clinical settings

#### Skills:

understanding game design – how manipulating and adjusting game rules can iteratively impact the experience of a game towards desired experience goals;

understanding iteration and playtesting;

creativity (particularly for games and VR) and the ability to have design ideas

and design vision, and to develop these ideas iteratively and experimentally;

Unity 3D skills, up to the point of being able to implement most of own design ideas;

excellent communication and teamwork skills, including the ability to communicate sensitively with the target audience and project stakeholders.

### Valuable Bonus Skills

a broad taste in games (digital, analog, locative)

previous game development and game design experience, up to and including serious game development;

extensive interest and experience with VR headset technology, up to and including VR development;

personal experience with rehabilitation and/or occupational therapy;

## More Information

### ADDITIONAL INFORMATION

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## Benefits

### Contract Specifics

The monthly maintenance allowance is 940,87€ in accordance with the table for direct-award scholarships of the Fundação para a Ciência e Tecnologia, I. P. in Portugal ([www.fct.pt/apoios/bolsas/valores](http://www.fct.pt/apoios/bolsas/valores)). In addition to this subsidy, job activities in the scholarship will have coverage from personal accidents insurance. A grantee not covered by any social protection scheme may exercise their right to social security by signing up for voluntary social insurance in accordance with the Law-decree no. 40/89, of the 1st of February. Scholarship-holders will be fully-dedicated to the scholarship activities in accordance with article 5 of the statutes for scholarship researchers.

## Legislation and official rules

Law No. 40/2004, of August 18, amended and republished by Law-decree No. 202/2012 of August 27 (Statute of the Scientific Research Fellow) and amended by Law-decree No. 233/2012 of October 29, by Law No. 12/2013 of 29 January, by Decree-Law No. 89/2013, of 9 July and Law-decree No. 123/2019, of 28 August; Regulations for Research Grants available at (<https://www.fct.pt/apoios/bolsas/regulamento.phtml.pt>).

## Workplace Specifics

The position will require on-site attendance at the facilities provided by HEI-Lab at the Lusófona University campus in Lisbon for 35 hours a week except when carrying out scheduled missions at the target contexts for testing the game. The Lusófona University campus is located at Campo Grande, 376, 1749-024 Lisbon, Portugal.

## Duration:

The scholarship, in an exclusive regime, will have a duration of 6 months, scheduled to start on the 21st February 2022, and possibly extendable according to institutional needs and financial availability.

# Eligibility criteria

## Academic qualification required:

Candidates must have already obtained a bachelor's degree or equivalent and be currently enrolled in an approved study program in a relevant field (Game Design, Game Development, Multimedia, Software Engineering) in compliance with points 1 and 2 of article 6 of the Fundação para a Ciência e Tecnologia regulations (Reg. No 950/2019).

# How to Apply:

The call for applications will be open starting on 20th January 2022 and ending on 3rd February 2022. Applications must be formalized, mandatorily, by e-mail to [pedro.neves@ulusofona.pt](mailto:pedro.neves@ulusofona.pt) with [micaela.fonseca@ulusofona.pt](mailto:micaela.fonseca@ulusofona.pt) CC'd, with "HEI-Lab/EXPL/COM-OUT/0882/2021/BI/02" (without quotations) as the email subject and with the following documents attached:

Cover Letter;

Portfolio (Game Design and any relevant media creation);

Curriculum Vitae

Proof of enrollment in an approved Masters program in a relevant field (Game Design, Game Development, Multimedia, Software Engineering), or another degree as described in Article 6 of FCT RBI (Reg. No 950/2019).

## Selection process

### Evaluation method:

The applicant will be assessed with a weighted score on the following factors:

Cover Letter, which must be written in english (30%)

Portfolio (40%)

Curriculum Vitae (30%)

Each criterion is scored on a scale from 0 to 20. Applicants who do not meet the eligibility criteria will be automatically excluded from assessment. No applicants will be accepted with an overall weighted score in applicant's merit of less than 15 out of 20. Should no applicants meet the eligibility criteria or applicant's merit minimum score the jury reserves the right to not award the scholarship.

Selection panel:

President: Pedro Pinto Neves, project Principal Investigator ;

Member: Maria Micaela Leal da Fonseca, project Co-principal Investigator;

Member: Filipe Soares Branco da Costa Luz, project Technical Manager;

Substitute Member: José Carlos Santos Neves, project Researcher.

### Notice of Results:

The candidates will be notified by email, up to 30 days after the deadline for the submission of applications, of the results proposed by the jury, having access to the minutes and the final list of classification. Results will be published on the following website: [hei-lab.ulusofona.pt](https://hei-lab.ulusofona.pt). After being notified, candidates have 10 working days to submit, if applicable, a formal rebuttal (under the terms of the Administrative Procedures Code). To know more about HEI-Lab, please visit <https://hei-lab.ulusofona.pt>

## REQUIREMENTS

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### Offer Requirements

#### **REQUIRED EDUCATION LEVEL**

Communication sciences: Bachelor Degree or equivalent

Computer science: Bachelor Degree or equivalent

#### **REQUIRED LANGUAGES**

PORTUGUESE: Excellent

ENGLISH: Good

## Skills/Qualifications

Candidates must have already obtained a bachelor's degree or equivalent and be currently enrolled in an approved study program in a relevant field (Game Design, Game Development, Multimedia, Software Engineering) in compliance with points 1 and 2 of article 6 of the Fundação para a Ciência e Tecnologia regulations (Reg. No 950/2019).

If the qualification has been granted by a foreign higher education institution, it must be recognized by a Portuguese higher education institution, in the terms of article 25 of Law-decree no. 66/2018, of the 16th of August, that approves the legal framework for the recognition of academic degrees and higher education diplomas attributed by foreign higher education institutions and paragraph (e), item 2 of article 4 of Law-decree no. 60/2018 of the 3rd of August, considering any formalities established therein must be fulfilled at the time of the contract signing.

## Specific Requirements

Responsibilities:

rapid familiarization with the project, the project's design, and the technologies involved, as well as development procedures at HEI-Lab;

close cooperation with developers, researchers, and clinicians;

directly manipulating the project build in Unity 3D (implementing playable contents) following established lab practices;

performing the bulk of writing and updating of design specification documents;

designing playtesting sessions, including missions where the game is live-tested at occupational therapy or clinical settings

#### Skills:

understanding game design – how manipulating and adjusting game rules can iteratively impact the experience of a game towards desired experience goals;

understanding iteration and playtesting;

creativity (particularly for games and VR) and the ability to have design ideas and design vision, and to develop these ideas iteratively and experimentally;

Unity 3D skills, up to the point of being able to implement most of own design ideas;

excellent communication and teamwork skills, including the ability to communicate sensitively with the target audience and project stakeholders.

#### Valuable Bonus Skills

diversified taste in games (digital, analog, locative);

previous game development and game design experience, up to and including serious game development;

extensive interest and experience with VR headset technology, up to and including VR development;

personal experience with rehabilitation and/or occupational therapy.



# Map Information



 Job Work Location  Personal Assistance locations

## WORK LOCATION(S)

1 position(s) available at  
Universidade Lusófona's  
Research Center for Digital  
Human-Environment  
Interaction Lab  
Portugal  
Lisbon  
1749-024  
Campo Grande, 376

EURAXESS offer ID: 731613

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