Development of a Mouse App

BACKGROUND

The Neurorobotics subproject [1] of the Human Brain Project [2] is developing the tools and the theory to connect state-of-the-art brain simulations to both virtual and physical robotic bodies. As part of this effort, the neurorobotics team is designing 3D models of mice which will serve as virtual robotic embodiments for simulated brains. These models will run in a novel neurorobotic simulation framework, the Neurorobotics Platform. Being tailored to the needs of researchers and scientists, using this framework requires domain-specific knowledge and access to supercomputing facilities. To inform the public about the progress of the project and to visualize scientific results in a more accessible way, it is therefore very desirable to have the mouse models not only running on the Neurorobotics Platform but also in an easy-to-use app for smartphones, tablets and PCs.

YOUR TASK

Get creative and design a cross-platform virtual mouse app with an intuitive user interface! The app should be fun to use and feature a both realistic and smooth visualization of the 3D mouse models developed by the neurorobotics team.

REQUIRED SKILLS

- Experience in 3D modeling and game design
- Interest in cross-platform app development

FURTHER READING


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