

The Pervasive Computing Group is looking for a student from the field of Media, Information Technology or Computer Science for a **research project** or a **Bachelor / Master thesis** entitled:

Social Game Development Crowdsourcing of Privacy Evaluation

This work will be performed as part of the TrustEYE research project. Background information about the TrustEYE project and its goals can be found at <http://trusteye.aau.at>

Work Description



Evaluation methods of privacy preserving techniques are mostly based on boring questionnaires and surveys. It is hard to find a sufficiently large number of volunteers and these volunteers are usually highly motivated. Therefore the results of the conducted evaluation are most probably false or distorted. A reliable **privacy evaluation** method is essential for the TrustEYE project in order to determine the efficiency of newly developed technologies. For

the sake of successful **crowdsourcing** and high levels of motivation, it is advised to hide traditionally boring surveys in an **exciting computer game**. The two main objectives of this project are the **theoretical design** and/or the **practical software development** of such a game (depending on the skills of the student). The genre of the game is freely selectable (e.g. Facebook app, strategy, adventure, action) as well as its theme (e.g. detective, hacker). The target platform and the programming language are also subject of agreement.

Required Skills:

- Experience with software design

Desired Skills:

- Advanced programming skills
- Experience in game development



Contact:

Ádám Erdélyi
Institute of Networked and
Embedded Systems
Alpen-Adria-Universität
Klagenfurt, Austria
P: +43 463-2700-3872
E: adam.erdelyi@aau.at
W: <http://trusteye.aau.at>

Partners & Sponsors:

