

StudentShapers Recruitment

Who should apply: MBBS Phase 1b students, computing students with Unity game development experience
Campus/Location: Remote +/- Reynolds later in Spring Term 21
Project details:

*** Develop and design a game for medical education ***

Ever wanted to craft a game for medical education?

We are developing a serious game for teaching clinical reasoning for Phase 1b/1c students in Unity.

We would like to invite two students to build this with us as partners. We want you to genuinely lead on the design and development with creative freedom.

Ideal skills:

- Development - intermediate Unity skills e.g. scalable game logic, analytics, menu systems, saving player data, publishing to Xcode/iOS etc.
- Design - familiarity with digital user interface design principles, using Creative Cloud or similar

We will be partnering with you on all aspects of this project, from conception and early design, through to piloting and initial evaluation.

You will have funding for your time (£50 bursary per week, half a day per week) and be credited in any publications/presentations. This role will end by Summer 2021. You won't be asked to work on this during your exam and revision period.

How to apply:

Please express your interest to r.ewe@imperial.ac.uk, briefly outlining your development and design skills and experience (ideally 200-300 words).

Deadline: 27th January 2021
Contact details: r.ewe@imperial.ac.uk