References:
Assignment

The goal of the thesis is to design and develop interactive tools to support designs, based on a combination of empirical studies with users and the application of co-adaptive instruments and substrates as a theoretical foundation.

Expected Results:
The thesis will result in novel interactive tools and techniques that help users express and explore complex creative concepts in a design field, such as graphic design. The thesis will also test the potential and the limits of co-adaptive instruments and substrates.

Main activities

This Ph.D. involves three main types of research activity:
- empirical studies of creative professionals, including graphic and other designers. Research methodology includes structured observation, critical object interviews and participatory design.
- technical development of novel interactive system(s) that are prototyped, implemented and tested with designers; and
- theoretical exploration and testing of the principles of co-adaptive instruments and substrates, with a special emphasis on the process of appropriation.

Skills

The ideal candidate will have a masters degree or equivalent experience in graphic, industrial, architecture or other design field, as well as training in Human-Computer Interaction. Solid programming skills and experience with Java, Javascript, C or C++, Processing or web programming are important. Fluency in written and spoken English is essential.

Benefits package

- Subsidised catering service
- Partially-reimbursed public transport
- Social security
- Paid leave
- Flexible working hours
- Sports facilities

Remuneration

Gross monthly salary (First and second year): 1982 euros
Gross monthly salary (third year): 2085 euros