Junior Researcher

1 full Junior Researcher
at the Collaborative Research Center
SFB 1320 Everyday Science and Engineering,
Universität Bremen
Project P01 Embodied semantics for the language of action and change.
-Under the condition of job release / reference number: A153/18

The employment is fixed-term and governed by the Act of Academic Fixed-Term Contract, §2 I (Wissenschaftszeitvertragsgesetz – WissZeitVG). Therefore, candidates may only be considered for appointment if they still have the respective qualification periods available in accordance with § 2 (1) WissZeitVG.

Project Description:
Despite the seeming ease with which humans perform everyday activities such as, for example, (un)loading a dishwasher or setting the table, mastery of everyday activities by artificial cognitive agents has yet to be achieved. By focusing on the simulation of textually described activities, the aim of this project is to facilitate building artificial cognitive agents that master complex human-scale understanding of vaguely specified instructions. To this end project work will apply semantic processing techniques coupled with virtual simulations. A particular focus of the project will be on simulating everyday activities to find appropriate parametrizations for various everyday activities. Here the information explicated from textual instructions serves as input to be simulated in existing simulation environments.

In addition, the applicant will participate in teaching and contribute to related research projects of the digital media lab.

Qualifications:
Applicants should have expertise in computer science / artificial intelligence and simulation engines and should hold a master or diploma degree in computer science. They should be committed to interdisciplinary, team-based research and be fluent in spoken and written English. Ideally, an applicant will also have knowledge of / interest in one or more of the following areas: semantic processing; 3D simulation. Additional training and supervision of a doctoral or habilitation thesis will be provided on the job.

Main Tasks:
- Contributing to the development of simulation environments for everyday activities.
- Creating interfaces to semantic parsers.
- Planning and conducting exploratory studies and evaluations.
- Preparing manuscripts for publication in international journals / at conferences.
- Participation in teaching in the study program of digital media

Conditions of Employment:
Salary is according to the German Federal pay scale (TV-L 13, approx. EUR 44,000 p.a.). The position is available at the earliest June 1st, 2018 until the end of June 2021.

As the University of Bremen intends to increase the proportion of female employees in science, women are particularly encouraged to apply.

In case of equal personal aptitudes and qualification, disabled persons will be given priority.

Applicants with a migration background are welcome.

Please address questions about the position and send your application by 7th June 2018, quoting reference number A153/18 to:

Prof. Dr. Rainer Malaka  
Digital Media Lab  
Universität Bremen  
28334 Bremen / Germany  
Or via mail: malaka@tzi.de

For a paper-based application, please make sure to only send document copies.