Seeking Work Study Students for Summer 2016 in the Duke Virtual Reality Lab!

The Duke Virtual Reality Lab has a state of the art room-sized VR system called the DiVE (Duke immersive Virtual Environment). The 3m x 3m x 3m room allows users to step inside 3D worlds. The lab is located on west campus in the CIEMAS building.

We are currently looking for several work study students. Students would be expected to work for up to 20 hours per week, during which time they would attend to their role in the lab and if needed, provide tours to guests.

Students interested in applying to any position listed should send their resume and statement of interest to Ms. Joanne Grosshans (joanne.grosshans@duke.edu) with the position name in the subject line of the e-mail.

Positions available include:

Webmaster + Social Media Manager
We have a Wordpress-based website, along with YouTube, Facebook and Twitter accounts. We are looking for a student interested in updating our current site, communicating events and news on the website and social media and maintaining sections of the website up-to-date. Students with a good sense of design and communication are encouraged to apply.

Video Production Manager + Project Archiver

We have recently installed a monitor in the entryway room of the DiVE. We are looking for a student interested in video editing and video production to create a video loop for visitors to see. Also many existing projects need to be captured in video and uploaded to YouTube for archiving. The student worker will be responsible to coordinating with current project leaders to capture and record ongoing project for archival. Students with experience in video editing and creation are encouraged to apply.

Technical Support Manager

We are looking for a student interested in helping to keep our various computers systems running and up to date. This would involve assisting with applying OS updates, application upgrades, driver updates, regular backups, and setting up new systems. Most machines are Windows 7 although some experience with Linux would be useful as well. Computer Science and Engineering students with experience in systems are encouraged to apply.

Tour Guide (all positions)

All student workers will help give tours of our VR system. Guests range from school groups, to the Duke classes, to visiting professors and VIPs. Giving tours helps expand your public speaking ability, public relations and self promotion. With the school groups you have the opportunity to help inspire next generations to be interested in computers and technology.

In addition to the main positions listed above, secondary opportunities may arise for application development (Unity3D, C#) and modeling (Sketchup, Maya, 3ds Max).

About Virtual Reality

Why Virtual Reality? Virtual reality is a field dating back to 1968, when Ivan Sutherland created the first functional HMD (head mounted display). Throughout the 1990's media and movies hyped the concept that one could put on a VR device and be transported to a different world. However, the low graphics power and limited visual capabilities of the displays hampered wider adoption of the technology for consumers. Fast forward to 2012, and the Oculus Rift once again captured our imaginations about the possibilities of VR. Overcoming some of the display limitations, and taking advantage of the vastly improved graphics capability has kicked off a new wave of excitement surrounding VR. Within the next year Playstation, Oculus, and Valve are all releasing consumer level virtual reality products. Many established companies (and many start-ups), are looking to be a part of this new wave of innovation and excitement around VR.

Virtual reality is an interesting intersection of user interface design, computer graphics, computer science, electrical and mechanical engineering, modeling (Sketchup, Maya,...), video game design, psychology/statistics (user studies).