



Correspondence:

Angelika Bombelka

Tel.: +49 241 80 21931

lufgi9@cs.rwth-aachen.de

Applications are welcome
via eMail:

Prof. Dr. Ulrik Schroeder
LuFgi9-Lerntechnologien
Ahornstr. 55
52074 Aachen

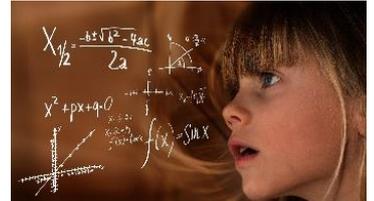
SEVERAL RESEARCH POSITION IN

LEARNING TECHNOLOGIES & COMPUTING EDUCATION

OUR RESEARCH PROFILE

Become a part of our interdisciplinary team at the Learning Technologies and Didactics of Computer Science (LuFg i9) research group. Explore theories, methods, and educational technologies to optimize diverse learning and teaching of the future. Our research areas include learning analytics, assessment and feedback, mobile learning, gamification, open, adaptive and collaborative learning environments, among others in virtual worlds, (media-)didactic addressable teaching in school, at universities or integrated in work settings. In teaching, we represent the areas of learning technologies, web technologies, object-oriented and data-driven programming, and computer science didactics. Further information is available at:

learntech.rwth-aachen.de/ und [Learning Technology Innovation Lab](#).



PROFILE OF OUR RESEARCHERS

Our researchers have a very good master's degree from a renowned research university in computer science, with a strong interest in teaching, didactics and technologies. As a rule, we develop research prototypes in our projects. Therefore, they have very good programming skills in the context of innovative web technologies. In addition, knowledge of empirical research methods, creativity, problem-solving skills and presentation skills as well as a high degree of self-motivation and self-organization with simultaneous team orientation are a fundamental prerequisite for successful doctoral and project work. Due to our teaching and activities in schools very good German language skills are required.

TASKS AND ACTIVITIES

- Dedicated teaching and interaction with our students
- Research in preparation for a doctorate in learning technology in third-party funded projects together with various partners
- Experiments and user studies in the LTI Lab and cross-project collaboration in the development of learning environments based on innovative technologies, e.g. virtual reality, multi-touch tabletop displays, eye tracking, AI algorithms, etc.
- Publishing the results at international conferences and in journals.
- Beyond LTI Lab, our student lab InfoSphere and versatile project cooperation provide opportunities to scientifically evaluate our research in real-life applications.

PROJECTS & DISSERTATION

If you are interested in a PhD in learning technologies and you have the profile described, please send us your application by email. Please describe your goals for a doctorate, what qualifies you for a PhD in the desired field and what research and development experience you have. We are searching scientific staff for projects related to eAssessment ([NOVA:eA](#)), use of AI in student planning ([AI StudyBuddy](#)), IT security in schools ([SCOUT](#)), development of OER in programming (P4J, codingAI, data.PREP#Py), and VR in Education.



UNSER ANGEBOT

- Several full-time positions EG 13 TV-L as soon as possible, each initially limited to one year (extensions possible).

- Depending on the project, there is a possibility of acquiring a PhD.