



Job offer

Interactive software tools researcher

Location : ENAC (French Civil Aviation University) – Interactive Computing Lab, Toulouse (France)

Contact: Catherine.Letondal@enac.fr or Daniel.Prun@enac.fr

Starting date and duration: first semester 2011, 1 - 2 years.

Salary: from 30 to 38 k€ / year according to experience

Project :

The Medusa project (<http://www.lii-enac.fr/en/projects/medusa/>) is financed by the French FUI (Fonds Unique Interministériel). The project aims to enable the modeling of advanced interaction techniques (multimodality, interactive surfaces, ...). Through the development of a rapid prototyping platform, adapted to a model transformation approach, we seek to support an iterative design process. The target application is an airborne maritime monitoring system.



Description of the work :

The practical objective is to build a prototyping platform on top of an interaction and execution engine. The scientific objective is to advance interactive software modeling in order to improve the engineering of interactive systems processes, focusing on iterative design and traceability of choices. Through this project, we also wish to foster reflection on model-driven engineering in itself: how to check specification models against system models (interaction models), how to carry out model transformation up to code generation without loss of information?

In the Medusa project, ENAC is involved in the scientific reflection on engineering processes for interactive systems, and on the design and implementation of the model execution engine. The other partners are responsible for the needs specification (Thalès Systèmes Aéroportés), system engineering and model transformation tools (Sodius), and the design of meta-models for interaction (Telecom Bretagne, ENSIETA).

Candidate :

The candidate who will join the project team will contribute to design and implementation tasks. According to his/her aspirations and skills, s/he will either focus on development or research subjects.

The ideal candidate holds a PhD in computer science, preferably in interactive software. S/he has experience in programming, and/or advanced interactive technique modeling (e.g post-WIMP, multimodality, visualization...), and/or system engineering. S/he has the ability to work in a team and to take part in the management of a development project. French or English writing and speaking skills are required, both languages being a plus.