

Job: scientist or research engineer, software engineering for user interaction

Location: Ecole Nationale de l'Aviation Civile, Toulouse, France

Contact: Stéphane Chatty (chatty@enac.fr, <http://recherche.enac.fr/~chatty>)

Planned starting date: late 2007 or early 2008.

Status: full time 3 year contract, 2600-3200 euros/month (soc. security paid) according to experience.

Job description: Project I*, selected by the French National Research Agency, aims at building a virtual machine dedicated to interactive software, so as to combine and execute components created in several programming languages. The concrete goal is to allow the reuse of components created in different languages, so as to foster collaboration and reuse in HCI labs and UI projects. The scientific goal is to contribute to the modelling of interactive software and to the understanding of its relationships with programming languages. The ultimate goal is to identify what abstractions should be provided in programming languages. ENAC's task in I* is to design and produce the virtual machine, that will be tested by other partners for various architectures and applications: instrumental interaction and multi-surface interaction at LRI (Orsay, France), Web applications at Anyware Technologies (Toulouse, France). For that purpose, we will capitalise on the results obtained in project IntuiKit, carried out at IntuiLab since 2002 and on which ENAC collaborates.

The selected candidate will participate to ENAC's tasks: design, implementation, coordinating with the other partners. Some flexibility is possible on the exact tasks to be accomplished: more focused on software management or more focused on research, that will be on programming languages as much as on user interfaces. Participating into the advising committees of doctoral students can be envisaged.

Selection criteria: the successful candidate will hold a PhD or equivalent in computer science, preferably in user interaction. He or she will have a significant experience in programming and modelling innovative user interfaces (post-WIMP, multimodality, tabletops, visualisation, etc). He or she will be a team player, able to manage developments. He or she will be fluent in French or English, written and spoken.