

‘Immersive Space’: developing immersive technology demonstrations for Space Enterprise Labs

Code: 21/60

Company: The South Coast Centre of Excellence in Satellite Applications – University of Portsmouth

Location: Portsmouth, UK

Company Description:

As one of the Satellite Catapult’s Regional Centres, the South Coast Centre of Excellence in Satellite Applications (SCCoE) is committed to demonstrating the capabilities and benefits of satellite technologies. Our primary objective is to grow regional business investment in collaborative projects using satellite services (Communication, Navigation & Earth Observation) and data analytics, ultimately leading to an expanding portfolio of new products and services across a variety of application sectors within the South Coast region.

We are hosted by the University of Portsmouth (UoP), a Top 25 UK University and an exciting modern destination that attracts the brightest and best minds. UoP is a dynamic and ambitious institution with a track record of success; ranked 21st in the 2020 Guardian League Table University Guide and 113th in the Times Higher Young University World Rankings and has received £5.2 million investment to support CCIXR, the UK’s first integrated facility to support innovation targeting virtual, augmented and extended realities.

Project Description:

The SCCoE is developing user-defined space-related immersive (e.g. virtual reality and augmented reality) demonstration content, which can be used and distributed locally, regionally and nationally using ‘Space Enterprise Labs’, thereby educating and inspiring many across the UK space ecosystem. The immersive content will be designed, developed and created by a technically-skilled student with a genuine enthusiasm for the space sector. The SCCoE will provide knowledge and access to a variety of space-focused organisations as part of the project and the successful candidate will conduct the following activities and deliverables; interview stakeholders, identify relevant space themes, develop a project proposal and clear product specification, and finally deliver the specified project/application in the form of working virtual reality content.

Applicant Specification:

We are looking for an undergraduate or postgraduate student who is creatively minded with the necessary knowledge to develop virtual reality content. The candidate’s background could be in any of the following disciplines: Computer Games Technology, Creative Computing, Virtual and Augmented Reality, Computer Animation, and Digital Media.

Minimum Requirements:

- Clear aptitude for practical project development
- Able to demonstrate a clear aptitude for programming in C++ or C#
- Excellent communication skills both written and verbal
- Fluent in English, verbal and written

Preferred Additional Requirements:

- Experience in the implementation of VR, AR or MR applications
- Ability to implement 'gameplay' functionality to a high standard
- Able to demonstrate experience of collaborative working, creativity, and problem-solving

Further details:

8 weeks minimum fixed term contract to be agreed with successful candidate. Virtual Induction Event to be held on 21 June 2021. Ideally to complete before the start of the next academic year. Salary is £1,500 per calendar month gross.

Closing Date for Applications: 5pm Wednesday 23 June 2021

Applications should be made through the online form on the Satellite Applications Catapult website before the closing date.

<https://sa.catapult.org.uk/work-with-us/space-placements-industry-spin/>

Please note that elements of the form left incomplete will be deemed to render the application ineligible. They will be checked for eligibility and forwarded to the employer. Email applications made to the Satellite Applications Catapult, UK Space Agency, or host organisations will not be processed.