Smartphone App on the Quality of Pedestrian Experience in Cities

PROJECT DESCRIPTION

This is an opportunity to participate in developing a prototype of a smartphone app that is a research platform and game that allows social rating of experiences of walking. The most important aspects that make a city good place for walking can only be determined by people, so we are looking for interns with a strong interest in the social life of cities and how to allow people to show what they most like and dislike about the places where they walk.

Position 1: emphasizes geographical information systems. We are looking for people with a strong background in ArcGIS and an interest in urban built environments.

Position 2: is for someone with a strong background in computing science, programming or app development combined with an interest in mobile computing platforms, development kits and user interfaces. The interns that are selected will work collaboratively with other students and faculty.

FACULTY-DEPARTMENT

Extension- City Region Studies Centre

DESIRED FIELD OF (STUDENT) STUDY

Computer science, mobile media, game design, applied mathematics, geography, urban planning, geographical information systems, electrical engineering, media studies, digital media

INTERNSHIP LOCATION

University of Alberta Main Campus - Edmonton

NUMBER OF INTERNSHIP POSITIONS

2

INTERNSHIP START DATE

No earlier than January 8, 2018

Contact: Brendan Cavanagh, Internship Coordinator (Inbound)
University of Alberta International
intern@ualberta.ca
INTERNSHIP END DATE

April 2, 2018

ARE THE DATES FLEXIBLE?

Flexible