Open Call: Fulbright Specialist Program
Computer Science and Information Technology Open Project

The Fulbright Specialist Program (FSP) is seeking a highly qualified professional to serve as a Specialist for a 42 days project, ‘Immersive Technologies for Educational Innovation’ to take place in Tunisia.

The Fulbright Specialist Program (FSP), part of the larger Fulbright Program, was established in 2001 by the U.S. Department of State, Bureau of Educational and Cultural Affairs (ECA). The program pairs highly qualified U.S. academics and professionals with host institutions abroad to share their expertise, strengthen institutional linkages, hone their skills, gain international experience, and learn about other cultures while building capacity at their overseas host institutions. Grant benefits include international round-trip economy class airfare, transit allowance, all applicable visa fees, a daily honorarium, enrollment in a limited health benefits program, lodging, meals, and in-country transportation.

Host Institution: Higher Institute of Multimedia Arts of Manouba
Project Title: ‘Immersive Technologies for Educational innovation’ (P008428)
Proposed Timeframe: Sometime between July 1 and December 31, 2023, with flexibility pending the selected candidate’s availability
Location of Project: Tunis, Tunisia

Project Description:
For several years now, Virtual Reality (VR), Augmented Reality (AR) and Mixed Reality (MR) have been used in higher education as new teaching tools. This active approach, which helps students visualize abstract phenomena, has been shown to be effective in transferring new knowledge and learning new skills. Indeed, the use of these technologies makes learning pleasant and thus improve the user experience, motivation, and perseverance of learners during learning.
Aware of the interest of using immersive technologies for the design and development of virtual educational applications, the management of the Higher Institute of Multimedia Arts of Manouba recently acquired immersive head-mounted display (HMD ) devices (Oculus Quest 2 and HTC vive pro2). She faces a major problem; The scarcity of specialized personnel for the design of educational applications and technical assistance. Indeed, pedagogical techno skills are necessary for the design and development of such applications. Of course, teachers already have pedagogical skills but need to acquire technical skills. It is thus in this context that the help of a Fulbright specialist will make it possible to solve the problem relating to the lack of technical skills of teachers for the development of immersive educational applications.

Project Activities:
The training will include a theoretical component but will be essentially practical. Based on the objectives set, the Fulbright specialist will have to carry out the following activities:
- Train participants in development tools and techniques used for the design and development of VR, AR and RM applications;
- Assess understanding and acquisition of knowledge throughout the training.
- Validate the effectiveness of the training.
- Measure beneficiary satisfaction through a satisfaction questionnaire; Write a summary report at the end of the mission.

During his stay in our establishment, the Fulbright specialist will have the specific task of providing training...
workshops for a group of 10 teachers. During these workshops, the following points should be addressed:

- Explain the conceptual and technological differences between VR, AR, MR, and XR.
- Summarize the XR technology landscape in terms of platforms, devices, applications, and tools.
- Walk through the stages of development for both VR, AR, MR and XR projects, introducing the main XR development platforms as well as the key methods and tools.
- Use unity3D to develop sample VR, AR, MR, and XR applications.
- Address, through practice, the main technical problems encountered during the development of VR, AR, MR, and XR type applications.
- Teach, through practice, the fundamentals of VR development with Oculus Quest and unity3D.

Preferred Qualifications
The host institution would like a Specialist with (1) 10+ years of experience with Unity 3D, (2) Experience developing interactive applications for virtual reality, augmented reality and mixed reality, (3) Experience developing for VR headsets, (4) Excellent knowledge of UX for immersive technologies across multiple platforms-devices, (5) Proficiency in C#, and (6) experience in similar items.

How to Apply
Applicants must meet all program eligibility criteria, including U.S. citizenship. A complete list of U.S. applicant eligibility criteria can be found at https://fulbrightspecialist.worldlearning.org/eligibility-specialists.

Applicants must submit a CV and Statement of Interest (400-word limit) via email to fulbrightspecialist@worldlearning.org no later than Monday, July 10, 2023.

Please note that if you are selected as a potential candidate for this project, you will be required to submit an official application to join the Fulbright Specialist Roster in order to serve as the Specialist for this project. For more information regarding this process and the program, visit https://fulbrightspecialist.worldlearning.org/application-specialists/.