Short-Term Scientific Mission
Announcement for Grant Period 3 (May 2016 - April 2017)

Title

Design of a Video Game Concept for Tinnitus Improvement.

Host
University of Ulm,
Institute of Databases and Information Systems (DBIS),
Germany

Supervisors of the STSM
Dr. Rüdiger Pryss
Dr. Marc Schickler

Goal of the STSM
Primary goal: Development of a videogame concept that incorporates advances in auditory neuroscience, serious games and videogame technologies to improve tinnitus symptoms. The game will focus on spatial hearing training, using virtual auditory display techniques.
Secondary goal: Design of an empirical study for the assessment of the efficacy of the game (selection of objective and subjective indices of improvement, user satisfaction questionnaire).

What the STSM host offers
- Opportunity to work with team of IT experts on serious games applications for tinnitus relief.
- Opportunity to learn virtual auditory display techniques, including the online creation and manipulation of auditory stimuli.

Requirements for the grantee
- Background in spatial hearing in complex sound fields.
- Experience with perceptual/cognitive training applications.

Duration: 2 weeks.

Best time: February /March 2017.

How to get in contact with the STSM Host
marc.schickler@uni-ulm.de

How to apply for the STSM
Please contact the host first.

After completion of the STSM the grantee is required to submit a scientific report (3-4 pages) on the visit within 30 days after end of the stay. Please submit the report to the STSM coordinator: malgorzata.wrzosek@amu.edu.pl