Simulation Game Lab

Call for a programmer

04.03.2019

The Simulation Gab Lab at the Zeppelin University is developing a simulation game on political crisis communication. In the simulation game, participants take over the roles of party and government spokespersons or representatives of the press. They are confronted with a crisis and need to report about it or to take position. It is a real interaction game and takes place in a seminar room. During the simulation game, participants communicate via different channels. One channel is a short messaging service like Twitter. The short messaging service should be an application running on a laptop or a server-based application. The messages are made visible to all participants via beamer. So, it is not planned to have an individual application for every participant on their own devices.

We are looking for someone who is programming this application which must have the following characteristics:

- Some short messages are already prepared before the simulation game. These messages should be retrieved from a data bank by
  - individual clicking
  - or / and by a timer function

- Participants also need to „send“ messages to the service. Depending on the architecture of the application, it should be possible to login on a server and write messages from the participants’ individual devices or to login on an individual account on the central laptop and write the message there.

Since the budget is restricted, the details of the architecture of the programme would be defined in detail between the Simulation Game Lab and the programmer.

For any questions, please contact us at planspiellabor@zu.de or Dr Nadine Meidert (+49 7541 6009 1373).