One of the first Holder sof a master's degree in visual computing, USTHB

Mounsif Chetitah

In 2015, I had the privilege of taking part in the first Master of Visual Computing class, where I gained extensive knowledge and expertise in various aspects of visual computing methodologies and technologies. The program covered topics such as computer vision, virtual reality, data visualization, games, and creative design. As part of my master's thesis, I developed an interactive web application that utilized data visualization techniques to guide the user through campus activities.

After completing my studies, I worked at GeoSystem, a company specializing in geographical information systems, where I developed my knowledge of software such as ArcGIS and QGis. During my tenure, I worked on several projects, including one for the Ministry of Culture that involved the inventory of geographical elements in the M'Zab valley. Additionally, I worked on various other projects such as a collaboration tool for the Ministry of Environment, which gave me experience handling complex data sets.

One year later, I decided to pursue a master's degree in Image and Sound for Intelligent Systems at Sorbonne University in Paris, France. In this program, I developed a proof-of-concept application that was later published as a full paper in the IEEE Cognitive and Informatics Conference in 2020.

Since completing my studies, I have participated in several exhibitions on VR and AR technologies in Algiers and Oran. In April 2020, I began my PhD studies at the University of Würzburg in Germany (Human-Computer Interaction chair, Games Engineering group), with a primary focus on developing a framework for serious game design and development. My research involves the study of interactive simulations, game technologies, game design, learning theories and pedagogy, and artificial intelligence. Additionally, I teach game engine technologies, asset development and 3D modeling, as part of my work. Over the past three years, I have supervised several bachelor and master students, proposed seminar topics, and collaborated with various professionals, including neuropsychologists, artists, and architects, to design and develop interactive simulations to solve complex problems.

My passion lies in using technology to solve complex problems and make a positive impact on society. If you're interested in my work or would like to explore future collaborations, please reach out to me on LinkedIn (Mounsif Chetitah) or by email (mounsif.chetitah@gmail.com).