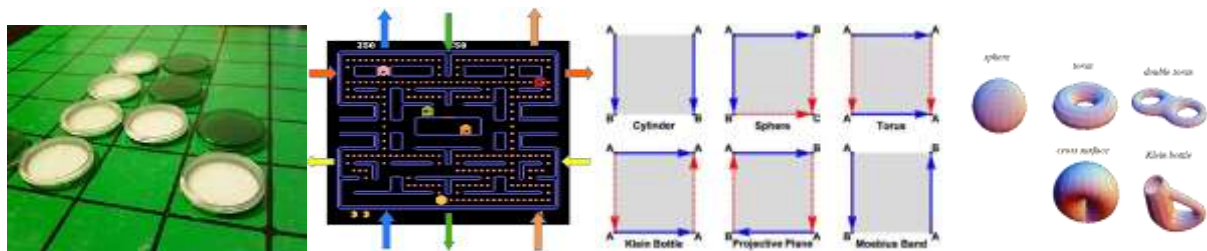


Topothello: Help kids think out of the box playing Othello on exotic topologies

Project Description:

Learning STEM requires abstract thinking difficult to acquire. We aim at encouraging middle-school children to think out of the box by playing the Reversi-Othello game (<https://en.wikipedia.org/wiki/Reversi>) on a different topological space ([https://en.wikipedia.org/wiki/Surface_\(topology\)](https://en.wikipedia.org/wiki/Surface_(topology))). PacMan uses the torus topology, for Othello we want to give more choice and play on the torus, the sphere, the projective plane and the Klein bottle.



Duties/Activities:

You will use Unity3D to implement the game with 3D animations to explain the topology and 2D views for the game itself.

Required Skills:

Unity3D

Preferred Intern Academic Level: BSc

Learning Opportunities:

You will learn about unity3D and basics of topological spaces

Expected Team Size: 2

Mentors

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