

Workplace:

LIRIS

Campus de la porte des Alpes, BRON

Director:

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Teaching Department:

Institut de la Communication (ICOM)

Workplace:

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Department Director:

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Research profile

image processing, computer vision, scene understanding, computer graphics, immersive and interactive devices, human-machine interaction

Teaching profile

The successful applicant for the open position of professor in computer science will be in charge of lecturing in the "digital entertainment" division of the Institut de la Communication (ICOM). He/she will lecture on subjects such as virtual and augmented reality, web and mobile programming and game programming, as well as more generic subjects related to the undergraduate programs offered by ICOM.

Research laboratory description

The Laboratoire d'InfoRmatique en Image et Systèmes d'information (LIRIS) is a research unit (UMR 5205) affiliated to CNRS, INSA Lyon, Université Claude Bernard Lyon 1, Université Lumière Lyon 2 and Ecole Centrale de Lyon. It includes 330 members. Its main scientific research area is Computer Science, and more generally Sciences & Information Technologies.

A significant part of the research conducted at LIRIS lies at the leading edge of our discipline, looking at major societal issues. Some of our research activities are at the interfaces with engineering, human and social sciences, life sciences and environmental sciences. The laboratory's 6 areas of expertise contribute in a balanced way to optimise our research work. Moreover, the LIRIS maintains numerous links with its social, economic and cultural environment at local, regional and national levels. Interactions with companies are based on collaborative projects.

The LIRIS covers scientific themes organised in 6 areas of expertise and has 14 teams:

- **Computer Vision and Pattern Recognition** (team: IMAGINE)
- **Geometry and modeling** (teams: GEOMOD and M2DISCO)
- **Data Science** (teams: BD, DM2L and GOAL)
- **Services, Distributed Systems, and Security** (teams: DRIM and SOC)
- **Simulation, virtuality, and computational sciences** (teams: BEAGLE, R3AM and SAARA)
- **Interactions and cognition** (teams: SICAL, SMA and TWEAK)

The work of the research teams also has applications in the following areas: Biology and health (modelling of life mechanisms, engineering for health), Ambient intelligence (pervasive and distributed systems, intelligent monitoring, stand-alone systems), Human learning (personalisation, cognitive support, collaborative learning support, serious gaming, digital entertainment), Scientific computing (processing large quantities of data – big data).