

Postdoctoral Fellow Position: Interactive Simulations and Serious Games for Environmental and Climate Adaptation

Length of term: Full-time, one year, renewable for a second year (until 31 August 2027).

Start date September 1, 2025 or as soon as possible thereafter.

Annual salary range: Canadian \$60,000 to \$70,000, depending on experience and qualifications.

Supervisor: Drs. Gerald Singh and Brandon Howarth

Location: University of Victoria, Victoria, BC, Canada. Remote work is possible.

Application deadline: July 31, 2025

Position description: The future is hard to predict, and realizing the kind of environmental future we want in the face of multiple global pressures is harder still. Climate hazards such as wildfires, coastal storms, and impacted food systems pose challenges to communities and governmental agencies tasked with ensuring wellbeing to communities. To prepare for anticipated impacts, this position will aid environmental planning by engaging with cross-sectoral representatives (communities, governments, industry, business groups) to work together on simulated environmental planning in the context of global and regional environmental change.

The postdoctoral researcher will work with a broader team and use hybrid gamified environments with invited sectoral representatives. The postdoctoral researcher will work with sectoral representatives in gamified settings where interactive digital environments will simulate impacts from global change - climate, demographic, and resource. Representatives will need to adaptively plan and reactively respond to the environmental changes in this quasi-cooperative game setting. Through iterative rounds, the representatives will build relationships and develop plans that are subject to diverse climatic change scenarios, allowing for an integration of climate variation and human creativity. Together, they will develop robust strategies for environmental planning in the face of diverse and unpredictable contexts through play, exploration, and stress-testing of adaptation plans against uncertain futures.

The postdoctoral researcher will be helping to transform environmental governance approaches by facilitating and supporting new approaches to assessing and planning climate adaptation initiatives.

Qualifications and Experience

- Hold, or expect to hold by September 1 2025, a PhD in a field relevant to computer science, serious games, and computer-human interactions, or environmental studies and community engagement;
- Having experience in facilitating workshops and/or interactive simulations/serious games is strongly preferred though not necessary;



- Qualitative and/or quantitative methods experience, including developing indicators and data analysis;
- Proficiency in co-designing and carrying out partnered research projects;
- Proven track record of managing projects, collaborate in a team, meeting deadlines, and organizing workshops;

Equity and diversity are essential to academic excellence. An open and diverse community fosters the inclusion of voices that have been underrepresented or discouraged. We encourage applications from members of groups that have been marginalized on any grounds enumerated under the B.C. Human Rights Code, including sex, sexual orientation, gender identity or expression, racialization, disability, political belief, religion, marital or family status, age, and/or self-identification as a First Nation, Metis, Inuit, or Indigenous person.

To apply, in one pdf please submit a cover letter (2 pages max) that outlines whether and how you meet the qualifications; CV; and names, emails, and phone numbers for two references. Email to singhg@uvic.ca and bhaworth@uvic.ca by July 31, 2025.

