

The Enquist lab in the Ecology and Evolutionary Biology Department is currently involved in modelling the expected ranges of plant species across North America over time, given expected climate change scenarios. We're currently exploring ways to communicate our results to the public and one idea that we've been considering is using Minecraft to allow people to visualize and interact with a graphical representation of our results. We are currently looking for a group of student volunteers to help us develop a workflow that will allow us to go from our 2-dimensional GIS layers to the 3-dimensional world of Minecraft.

The ideal candidates will have experience programming in Java as well as in creating/editing mods in Minecraft. Candidates with mod creation experience and artistic talent are also desired, as we will need to create many plant species! Experience working with GIS data is a plus. Candidates must be self-motivated, work well as part of a group, and most importantly, be passionate about making something great!

Credit for independent study or directed research may be granted.

To apply, contact Brian Maitner (bmaitner@gmail.com) with an application containing:

- 1) A description of your relevant experience. If you've made any mods in Minecraft, feel free to attach screenshots.
- 2) Why you're interested in this project.
- 3) How much time per week you might be able to dedicate to this work.