



**Indian Institute of Technology, Gandhinagar
Palaj, Gandhinagar, Gujarat 382055**

**Advertisement for Project Associate I in IKS Cell,
Archaeological Sciences Centre**

The Indian Institute of Technology Gandhinagar (IITGN) invites applications for **1 Project Associate I** for research and analysis work in a project entitled “**Designing a board game based on Harappan Civilization especially town planning concepts in Harappan settlements**”

Job description: The successful applicant should have an interest in Harappan civilization/town planning as well as a willingness to crunch numbers and work on board game design. The successful candidate will play a crucial role in undertaking research and assisting in the development of a town-planning board game around the diverse architectural principles and life in Harappan settlements (~2500-1900 BCE). The research will be carried out at the IKS Cell, Archaeological Sciences Centre, IIT Gandhinagar. The basic job profile includes understanding the principles used in the planning of Harappan settlements and disseminating this knowledge via the creation of a board game (and rulesets/manuals).

The candidate should be able to look at and understand architectural drawings from the excavations of Harappan sites, be willing to create mockups on a computer using suitable visualization tools, read, understand and summarize historical documents as well as be able to do some data analysis toward development of a board game on the subject. Comfort with tools like basic AutoCAD/Google Sketchup/Excel will be preferred. The applicant must be highly self-motivated, independent, enthusiastic, and interested in working within interdisciplinary teams consisting of archaeologists and scientists from diverse backgrounds to investigate and reconstruct the past. The candidate will be expected to assist in designing and creating realistic environments based on ancient architecture and town planning, to collaborate with team members to ensure that the gameplay mechanics are seamless and integrated into the design, conduct research on historical architecture and town-planning to ensure accuracy and authenticity of the game world and presenting these ideas to stakeholders via reports and manuals. Evaluation of the candidates will be done periodically based on their research output, documentation and report-writing. The fellow will also receive necessary training and mentorship in scientific archaeological research methods and analyses, as well as game design.

Eligibility: The applicants must hold a B.Arch/Planning/Design/Mathematics/Statistics/Data science/Engineering degree from recognized institutions / universities with a good academic track record, with an interest in mathematics/game design. The candidates shall demonstrate proficiency in town planning concepts and various software, creation of 3D models and rendering as well as a portfolio that demonstrates this interest. They shall also possess proficiency in English language and be able to independently write reports.

Duration: ONE year appointment with extension for another year based on the performance.

Remuneration: INR 25,000 - 35,000 per month +HRA depending on qualifications and experience.

Application procedure: Interested and eligible candidates may apply directly to Dr. Jyothi Krishnan, (jyothi.k@iitgn.ac.in).

Candidates must e-mail the following documents as a single PDF file attachment to Dr Krishnan: 1) CV containing scholastic record, experience, proficiency and publications (if any), 2) a covering letter expressing suitability, and interest in the topic of the project, 3) 1-page document describing previous accomplishments in projects and achievements, and 4) contact details of at least 3 references.

Applications will be received and processed until a suitable candidate is selected. However, applications received on or before 15th March 2023, may be considered on a priority basis. Shortlisted candidates will be called for an online interview.