Using Online Word Games to Study Language Comprehension

Fully funded PhD Vacancy: How to Apply

1) **Eligibility**

The studentship is co-funded by the ESRC and by Cauldron LTD.

ESRC studentships provide up to four years full-time funding for postgraduate training. They cover tuition fees and (subject to residency requirements) include a maintenance grant. All applications are subject to the ESRC nationality and residency restrictions. Applicants are asked to indicate in their submission that they meet these requirements. These requirements and other information are available on the ESRC's website:

https://esrc.ukri.org/skills-and-careers/doctoral-training/prospective-students/

2) **Application Process**

Applicants should send a CV, cover letter and the names and email addresses of two referees to j.rodd@ucl.ac.uk by 3rd December 2020. Please include "Rodd Studentship" in the subject line of this email.

Shortlisted candidates will be invited to an interview (in person or via skype) in the week commencing 9th December.

Informal enquiries should be made to Dr Rodd (j.rodd@ucl.ac.uk).

The cover letter should highlight the qualities that make you suitable for the studentship and include a brief statement outlining why you wish to conduct research in this area. The CV must include marks from relevant undergraduate modules (e.g., cognitive psychology, psycholinguistics, statistics, computer programming, research project/dissertation).

Please ensure you make clear how you meet the essential/desired requirements detailed below.

Essential Requirements

1. BSc or MSc (or equivalent) in psychology, computer science or related field
2. A desire to design, create and refine a suit of digital games that are both fun to play and allow for large-scale testing of people's language skill.
3. Some programming experience in any language (e.g. matlab / R / JavaScript / Python) and a strong desire to further develop these skills
4. A willingness to work collaboratively on a cross disciplinary project

Desirable Requirements

1. Knowledge of the cognitive mechanisms that support language comprehension
2. Experience setting up psychological experiments
3. Experience conducting statistical analyses
4. Experience using JavaScript
5. Experience using R for data analysis
6. An interest in playing computer games or board games