**UQ Summer Research Project Description**

Please use this template to create a description of each research project, eligibility requirements and expected deliverables. Project details can then be uploaded to each faculty, school, institute, and centre webpage prior to the launch of the program.

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| **Project title:** | International Gaming Study – understanding positive and negative video gaming behaviour |
| **Project duration, hours of engagement & delivery mode** | Please outline the duration of the project **6 weeks**How many positions would you like to offer?**2**Summer must be six weeks with the hours of engagement between 20-36hrs per week.COVID-19 considerations: Please outline if the project can be completed under a remote working arrangement or if on-site attendance is required. *For example, 6 weeks and applicant will be required on-site for the project.***Yes** |
| **Description:** | Please insert a project description to give applicants a comprehensive overview of the project. **This summer project is focussed on furthering our understanding of video gaming disorder. Students will work on existing data from the International Gaming Study 2022 (IGS22), and will assist in the preparation of material for the next iteration of the International Gaming Study. The IGS22 is a large multi-country cross-sectional survey. Students do not need to have any existing experience with large epidemiological surveys.** |
| **Expected outcomes and deliverables:** | Please highlight what applicants can expect to gain/learn from participating in the project, and what they will be expected to complete as a part of the project. **What participants will gain from this project will be tailored to their particular interests and future plans (please contact Daniel Stjepanović to discuss). Experience gained can range from elementary research experience for students who have no prior research experience, up to leading a paper in cases where a student has had previous experience and has the skills necessary to do so.** |
| **Suitable for:** | Please highlight any particular qualities that individual supervisors are looking for in applicants to assist with the selection process. **This project is best suited for students with a background in psychology or public health or other fields with strong statistical training. An interest in video games could be beneficial but is not necessary.****Students considering Honours or PhD in psychology and particularly within the areas of behavioural addiction or substance use are particularly encouraged to apply, but this is not necessary.** |
| **Primary Supervisor:** | Please insert supervisor name. **Daniel Stjepanović** |
| **Further info:** | If you would like applicants to contact your unit for further information, please provide the relevant contact details here. Please highlight if the supervisor wishes to be contacted by students prior to submitting an application.**Please contact Daniel Stjepanovic at** **d.stjepanovic@uq.edu.au** **prior to submitting an application for an informal chat.** |