**UQ Summer or Winter 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 2024** |
| **Hours of engagement & delivery mode** | For the Winter program, students will be engaged for 4 weeks only.  For the Summer program, students will be engaged for 6 weeks only.  Hours of engagement must be between 20 – 36 hrs per week and must fall within the official program dates.  Please outline if the project will be offered on-site, remotely or through a hybrid arrangement. |
| **Description:** | In this project the winter scholar will assist in the running and data collection of the International Gaming Study 2024. This study seeks to understand the positive and negative impact that video game play has on people. Data collection will be online and in person. |
| **Expected learning outcomes and deliverables:** | The successful scholar will be exposed to a wide range of tasks and have the opportunity to gain a number of skills relevant to research positions. These may include assisting in data collection, preparation and analysis of data, preparation of and submission of papers.  There will also be the opportunity to be involved in other research projects dependent upon time and interest. |
| **Suitable for:** | This project is best suited for students with an interest in completing an Honours degree in psychology or a related discipline. |
| **Primary Supervisor:** | Daniel Stjepanovic |
| **Further info:** | Any interested students who have questions please contact Daniel Stjepanovic at d.stjepanovic@uq.edu.au |