**Eric Vanman UQ Summer Research Project Description - 2026**

*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:** | *AI-Generated Robot Stimuli for Social Neuroscience Experiments* |
| **Hours of engagement & delivery mode** | The project runs for six weeks (12 Jan – 20 Feb 2026), with ~20 hours/week commitment. Most work will be carried out on-site in the UQ Social Neuroscience Lab, with some tasks (4–8 hrs/week) that can be completed remotely. You will also take part in our weekly Social Neuroscience Lab meeting. |
| **Description:** | Are you curious about the future of human–robot interaction and how psychology can help us understand it? This project gives you the opportunity to help build a cutting-edge library of robot images and videos using AI tools, which will then be tested with both online participants and lab-based physiological measures. You’ll contribute to research that asks big questions about how people perceive, evaluate, and emotionally respond to robots, from friendly androids to uncanny humanoids. |
| **Expected learning outcomes and deliverables:** | By joining this project, you will:* Learn how to generate and curate AI-based images and video clips for psychological research.
* Gain experience designing online surveys and analysing human ratings of social stimuli.
* Be trained in psychophysiological methods (facial EMG, skin conductance, heart rate) and assist with pilot data collection in the lab.
* Develop skills in data management, coding, and reproducible research practices.

You will leave the project with tangible outputs — including a comprehensive stimulus set, a norming dataset with analysis, and a pilot report — that could form the foundation for future honours or postgraduate research. |
| **Suitable for:** | This project is open to **3rd or 4th year psychology students in 2026** who are motivated, reliable, and enthusiastic about research. An interest in technology, neuroscience, or social behaviour is essential. Students with additional experience in programming, engineering, or data analysis are strongly encouraged to apply. |
| **Primary Supervisor:** | Professor Eric Vanman (School of Psychology, UQ) |
| **Further info:** | All interested students **must contact Professor Eric Vanman (e.vanman@uq.edu.au)** prior to submitting their application. This will ensure the project is a good fit and give you a chance to ask questions about the work and lab environment. |