2027 Summer Research Project

Two positions are available for high-achieving students ready to undertake rigorous, publication-oriented research on video game addiction and digital and online behaviours.

Section	Project details
Project title	Understanding Video Game Addiction, Digital Life and Online Behaviours
Hours & delivery	Positions available: 2. Program period: 11 January to 19 February 2027 (six weeks, with reasonable flexibility). Commitment: 36 hours per week. Delivery: Hybrid, combining agreed on-campus work at UQ St Lucia with online work.
About the project (150–250 words)	Video games and digital platforms are now central to many people's daily lives. Problematic patterns of engagement, including video game addiction, can intersect with broader online behaviours and health, but definitions, measures and findings vary. This project will examine how video game addiction and related digital and online behaviours are conceptualised, measured and associated with health and wellbeing. Two students will contribute to a rigorous systematic review and related data work. They will help identify and assess relevant studies, collect and extract data, evaluate study quality, analyse evidence and present results clearly. The work will focus on producing a transparent, well-documented synthesis that distinguishes robust findings from uncertainty and identifies important evidence gaps. Students will make substantive contributions to the research process while working to high standards of accuracy, reproducibility and research integrity. Students will use the completed synthesis to prepare a research presentation and draft publication-focused material, creating a foundation for future research in this area. The project offers a structured opportunity to investigate an important and evolving field while developing a strong understanding of how careful evidence synthesis can support research, policy and practice.
What you'll do (100-150 words)	Working with the supervisor, fellow project student and relevant collaborators, you will finalise the review protocol, questions and eligibility criteria. You will run reproducible database searches, manage references in EndNote, screen titles, abstracts and full texts, document exclusions, and extract and cross-check study data. You will appraise risk of bias, build an analysis-ready evidence table, and complete an agreed descriptive, quantitative or qualitative synthesis. You will discuss decisions in interdisciplinary team meetings, prepare tables and figures, present progress and final findings, respond to feedback, and draft sections for a report, presentation and

	manuscript. Through these tasks, you will experience how a research question progresses from protocol and searching to analysis, interpretation and dissemination, while maintaining rigorous documentation, reproducibility and research integrity.
What you'll learn (100–150 words)	You will develop practical skills across the full systematic review and research process: framing answerable questions, designing searches, screening studies, extracting and validating data, appraising evidence, analysing results and maintaining an auditable record. You will learn how researchers from psychology, epidemiology, public health and quantitative disciplines combine perspectives, resolve methodological questions and quality-check one another's work. You will strengthen your ability to organise data, interpret results cautiously, recognise bias and uncertainty, and communicate through tables, figures, presentations and academic writing. The project will deepen your understanding of how video game addiction and digital behaviours are measured and studied. Regular supervision and peer collaboration will build confidence in project planning, independent problem-solving, constructive feedback and converting results into presentation and manuscript material.
Project outcomes (75–125 words)	The project aims to produce a well-documented evidence base on video game addiction and related digital and online behaviours. Expected outputs include transparent search and screening records, a checked data extraction file, a critical appraisal of included evidence, an analysis matched to the available evidence, and clear tables or figures. Students will also prepare a concise presentation and contribute to draft report and manuscript material. The work will clarify key patterns, limitations and evidence gaps and create reusable outputs for future research and dissemination.
Who should apply? (75–125 words)	This project will suit high-achieving students from psychology, public health, epidemiology, health sciences, behavioural science, data science or a related discipline. Applicants should bring strong academic performance, careful attention to detail, clear written communication and a genuine interest in video games, digital life and health. They must be willing to follow structured methods, document decisions transparently and respond constructively to feedback. Confidence using spreadsheets and interpreting research findings will be useful. Students should be dependable, curious and able to balance independent work with close collaboration and shared quality checking.
Team & supervision (75–125 words)	Supervision will be led by Associate Professor Janni Leung within the UQ School of Psychology and NCYSUR. The two students will join an interdisciplinary research team spanning digital behaviour, addiction, mental health, epidemiology and public health. Regular meetings will provide shared milestones, methodological guidance and detailed feedback. Students will collaborate on screening, data checking, analysis and interpretation while keeping clear records of individual contributions. Discussions with the wider team will expose students to different disciplinary perspectives, research approaches and related projects. Supervision will emphasise rigorous, reproducible and

	transparent work, constructive feedback and development towards increasingly independent research.
Additional opportunities	Students will have opportunities to work with the wider research team, learn from other related projects or workstreams, and engage with leading researchers and collaborators in the field. They will present within NCYSUR and contribute to conference and manuscript development. Students interested in further research will discuss how the projects' questions, methods or datasets could form the basis of future Honours or PhD study. Continued involvement after the program will reflect project needs and the student's performance and interest. Publication credit and authorship will follow relevant criteria and reflect each student's substantive contribution.
Additional requirements	Applicants must have completed UQ EndNote training and reviewed the relevant UQ Library guidance on database searching and conducting systematic reviews. Students must be available for 36 hours per week across the six-week program, work reliably within a hybrid arrangement, attend agreed activities at UQ St Lucia, and follow relevant research integrity and data management requirements.
Contact	Students should contact Associate Professor Janni Leung before applying and include a CV, cover letter and academic transcript. Direct enquiries and application materials to: Associate Professor Janni Leung (j.leung1@uq.edu.au)