**2020 Summer Research Project Description**

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| **Project title:** | **Probing perception and cognition in the virtual world** |
| **Positions available:** | **1** |
| **Project duration and delivery** | * 36 hours / week * 10 weeks |
| **Description:** | Recent years have seen virtual reality (VR) transition from a technological novelty to a viable research tool for studying human perception and cognition. Here we will begin laying the foundation for a series of VR experiments that may include – but are not limited to – studies on perceptual change blindness, false memory formation, and binocular rivalry. |
| **Expected outcomes and deliverables:** | Scholars will gain skills in programming immersive environments and other visual stimuli for VR-based experiments. Scholars may also gain skills in experimental design and data collection – depending on progress. Students will be asked to produce a written report and brief oral presentation at the end of the project. |
| **Suitable for:** | This project is open to applications from students with a background in psychology, neuroscience, engineering, or computer science. Best suited for students in years 3-4. Some previous programming experience is desired but not necessary. UQ enrolled students only. |
| **Primary Supervisor:** | Alexander M. Puckett |
| **Further info:** | If interested, please contact Alex at [a.puckett@uq.edu.au](mailto:a.puckett@uq.edu.au) for more information / to discuss suitability. |