**2020 Summer Research Project Description**

|  |  |
| --- | --- |
| **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 for more information / to discuss suitability.  |