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Title: Fully funded PhD position

**Conceptualising and Measuring Digital Emotion Regulation**

Location: The University of Melbourne, Melbourne, Australia

Start date: 2020  
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The University of Melbourne invites applications for a fully funded full-time PhD position in “Conceptualising and Measuring Digital Emotion Regulation” starting in 2020. The research will be conducted by the Human-Computer Interaction group in the School of Computing and Information System. This is a multidisciplinary project, funded by the Australian Research Council, that seeks to investigate whether and how people use technology to change their emotional states. The project involves experts from Computer Science and Psychology.

The Human-Computer Interaction group is a dynamic team of researchers in the School of Computing and Information Systems. We work on all aspects of Human-Computer Interaction (HCI), including User Experience (UX), Computer Supported Cooperative Work (CSCW) and Ubiquitous Computing (UbiComp). We are fascinated by issues arising from human interaction with emerging technologies. What influences our experience of information and communication technology? How might we ensure that information technology is usable, useful and satisfying to use? The group explores these and other questions by studying the design and use of digital technologies by people. Our research methods are human-centric, focusing on technology-in-use by people, either in their natural settings or in our state-of-the-art usability lab. Our research covers a variety of contexts such as health, sustainability, education, public spaces, aged care, gaming, workplace and the home.

**Your task**

The successful candidate will:

- research how digital technology is used by people to regulate their emotions
- design, conduct, and report on studies that qualitatively and quantitatively investigate how digital technology is used to modify and influence affective states

Successful candidates will have the opportunity to work with state-of-the art facilities, including an industry-grade usability lab with multiple observation rooms and audiovisual capture. The candidate will also have access to a recently renovated lab that allows for the design and development of device prototypes,

full-body motion capture, 360 immersive video projection, and eye tracking (both desktop and mobile).

### **Your profile**

We seek applicants with a master's degree in computer science, psychology, or related fields. Successful candidates are expected to show proficiency in qualitative research methods or have technical proficiency in quantitative data analysis (i.e., Python, R, etc.). Additionally, the candidates will be expected to conduct studies with human participants, and relevant experience will be a plus. Proficiency in English is a prerequisite. The Melbourne School of Engineering is strongly committed to supporting diversity and flexibility in the workplace.

### **Your application**

Please send the following documents to Prof. Vassilis Kostakos ([vassilis.kostakos@unimelb.edu.au](mailto:vassilis.kostakos@unimelb.edu.au)) and Dr. Benjamin Tag ([benjamin.tag@unimelb.edu.au](mailto:benjamin.tag@unimelb.edu.au)): a cover letter, a CV, Bachelor/Master certificates, Transcripts, and 1-2 academic references. Applications are considered in order of reception until the position is filled.

### **Scholarship information**

At the University of Melbourne, students receive a tax-free annual stipend of \$31,200AUD. The value of this stipend increases gradually each year. In addition, PhD students can receive additional remuneration for teaching, marking, or other duties. Typically, these can range between \$6,000AUD to \$9,000AUD per year.

Dr. Benjamin Tag

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