**Project Title**: Research Facility for Experimenting Software-based Behaviour Change and the Case of Emailing and Printing Behaviour at BU

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**Project Description**:

* ESOTICS research group [www.bournemouth.ac.uk/esotics](http://www.bournemouth.ac.uk/esotics) has achieved promising results in the areas of Digital Motivation and Persuasive Technology, particularly in relation to Digital Addiction and Gamification. Results include conference and journal papers, media coverage and wide interest from professional institutes.
* This project will provide a web-based platform which will enable us to carry out empirical research on engineering and testing digital motivation. We will develop a platform which will have a research interface to allow us, and potentially others, to design interventions which will be in real-time, interactive, predictive and intelligent, with the intention of making positive behaviour changes.
* As our exemplar domains, we will take the use of email and printing usage (and by implication reducing costs) at BU. We will be researching ways to change staff and students behaviours in relation to printing and emails.
* The project will then provide actual, working, software to be ready for use and installation. The software will include a part to monitoring printing actions and emailing habits.

**Research Assistant 1:** An experienced **graduate research assistant** with experience in running focus groups and emperical studies. The RA needs to have practical skills in working in a professional environment. The RA will be responsible for coordinating meetings, run debate sessions and focus groups, analyze them and write reports. The work is to be done between Jan 2017 and March 2017

**Hourly rate: £**12.12

**Number of hours:** 132 hours

**Research Assistant 2:** Anexperienced **graduate research assistant** to support the research and also the development of the research platform. The work will be done between March 2017 and July 2017. The RA must have:

* Skills in working in a research environment and understanding of researchers’ needs for empirical research and experimental research in particular.
* Solid skills and practical experience in developing software applications, web systems and databases. Expertise in handling Windows events and printing and emailing APIs is needed.
* Understanding of the domain of Persuasive Technology and willingness to learn more about them as required for the design of the solution.
* Ability to work in an agile and dynamic style as the project requires intensive communication with the research team

**Hourly rate:** £12.12

**Number of hours:** 396 hours

Expression of interest can be made for both or one of the posts.