**Project Title**: Experimental Platform for Monitoring and Changing Smartphone Usage

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**Job Description**:

* Our Digital Addiction team has seen considerable success over the last three years with publications in respected conferences and peer-reviewed journals. Five PhD students are doing research around the topic and we have over 15 collaborators in the UK and internationally. This project will require researching and developing an online platform for conducting research on the topic. This platform will greatly assist us in this endeavour, allowing us to conduct numerous studies and generate useful data.
* The platform consists of a usage monitoring app and a research web system. The app will monitor our participants’ Android smartphone usage and send this information to a central database. The researchers will be able to visualize the usage and send interactive messages using principles and techniques from Persuasive Technology and Motivation, aiming to change our users’ habits of smartphone usage. The researchers can use the web system to filter messages and analyse usage, etc. The users will be able to comment on the messages, text and voice, which will further inform our analysis. The aim is to design interactive, intelligent and predictive labels which can aid users prevent addictive usages and be informed about it. The web platform must allow the research team to create spaces for experiments, customize the app given to each of the users recruited in the experiments, allow researchers to monitor in real time, and facilitate other forms of monitoring and interventions.
* The recruited RA will be responsible of developing both the apps and the web platform.

**Research Assistant:** an experienced **graduate** research assistant to support the research and also development of the research platform and its app and website. The project will run between Jan 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 mobile apps, web systems and databases.
* Understanding of the domain of smart phone addiction and 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:** 429 hours