

RESEARCH CLINIC

General information

Supervisor:	Joy Lee, Minjung Cho
Title of clinic:	Virtual Reality Research Clinic: Exploring Change Through Technology
Number of students:	3-7
Major (<i>if applicable and approved by the Major Convener</i>):	GHIS
(Pre)requisites (<i>if applicable</i>):	

Research context

The Research Clinic provides a dynamic platform for students to explore critical social issues through cutting-edge methodologies, including virtual reality (VR) and eye-tracking technologies. Focusing on challenges like climate change, ocean acidification, mental health therapy, and political dynamics, the clinic empowers participants to develop practical research skills while addressing global problems. By integrating immersive technologies with interdisciplinary approaches, students gain hands-on experience in data collection, analysis, and interpretation.

Students' tasks and activities

Please specify the tasks and activities, timeline, the learning aims and how they are assessed, i.e. what the deliverables will be.

Tasks and activities

- Project design, data collection, data analysis and interpretation, presentation and reporting

Timeline

- Semester 2, 2024-2025

Learning aims

- Develop foundational and advanced research skills.
- Gain proficiency in VR and eye-tracking technologies for social science research.
- Enhance critical thinking and problem-solving abilities through data-driven exploration of societal issues.
- Build collaborative and communication skills by working in teams.

Assessment

- Research proposal (10%), data collection (20%), data analysis and report (35%), final research report (35%)

Deliverables

- Project report: interim deliverables and (publishable) research paper