Call for Applications: UX Research Assistant

The Computer-Enabled Abilities Laboratory at Columbia University is recruiting user experience (UX) research assistants for this current spring semester. The UX research assistants will work on research projects about video games. Specifically, the research assistants' first project will explore narrative summary loading screens (e.g., Dragon Quest XI is a game with such a feature).

This role is a strong fit for students with a background in either social science research, UX research, or UX design. (To be clear, this is not a programming role. Moreover, this is not a video game design role.)

This is an unpaid role. Instead, research assistants will register for three units of research credit with Professor Brian Smith (e.g., COMS 3998 Undergrad Projects in Computer Science). Depending on your academic program, these research units might fulfill degree requirements.

The application is available here. (Note that the application is hosted on Google Forms, and it will require users to sign into their Columbia Gmail account to access the application.) Applications are accepted on a rolling basis. We plan to complete hiring for the position by late February or early March. Questions can be directed to David Nguyen (david.n@columbia.edu) and Professor Brian Smith (brian@cs.columbia.edu).

Responsibilities

Students are expected to dedicate 10 hours per week. You will work under the supervision of PhD student David Nguyen and Professor Brian Smith. Depending on the project and your qualifications, a list of representative responsibilities might include but are not limited to:

- Attend lab meetings
- Conduct literature reviews
- Data entry
- Communicate and coordinate with study participants (e.g., post call for participants, screen for participant eligibility, schedule study sessions, answer participants' basic questions, escalate appropriate questions to supervisor, coordinate study participant compensation)
- Contribute to the development of research instruments (e.g., semi-structured interview guide, survey questions and survey response scales, observation protocol)
- Run research sessions
- Conduct interviews with study participants
- Transcribe interview audio
- Develop Qualtrics surveys
- Clean survey data
- Analysis of qualitative data (e.g., survey data, interview transcripts, social media posts)

- Run basic (i.e., introductory level) statistical tests on SPSS
- Contribute to UX design (e.g., brainstorming sessions, paper prototypes, Figma prototypes)
- Perform quality assurance (QA) testing on game prototypes
- Copyedit and proofread research-related documents and materials
- Contribute to manuscript writing
- Other relevant duties as assigned

Qualifications
We do not expect applicants to have experience in all the responsibilities listed above. We are open to training research assistants who only have introductory experience. The qualifications include:
- Have prior experience with social science research <u>or</u> UX research <u>or</u> UX design (courses counts as prior experience)
- Have prior experience with writing papers (course papers count as prior experience)
- Can perform tasks independently with minimal supervision
- Can self-learn unfamiliar methodologies with minimal supervision
- Strong communication skills