

Candidate Information

Position: Research Assistant
School/Department: School of Social Sciences, Education and Social Work
Reference: 26/113433
Closing Date: Monday 29 June 2026
Salary: £36,366 - £38,204 per annum
Anticipated Interview Date: Monday 20 July 2026
Duration: 9 months or to 31 March 2027, whichever is soonest.

JOB PURPOSE:

To be an active member of the School of Social Sciences Education and Social Work (SSESW), the Centre for Evidence-Based Youth Services (CEBYS) and MediaLab.

This role involves creation of a prototype of a knowledge elicitation tool for engaging with policymakers. This will be a partnership between the Centre for Evidence Based Youth Services and MediaLab. The role requires experience in games development, production and an interest in the use of serious games. The output will provide the basis for a facilitated interaction with policy makers involved in crime prevention.

The candidate will report to the Project's Principal Investigator's (Dr Colm Walsh and Dr Darragh Lydon) as well as to the co-investigator, Prof. Paul Best. They will participate in regular project team meetings and provide updates to the centre.

MAJOR DUTIES:

1. Liaise with project members to incorporate findings from policy reports into design of experience.
2. Plan the development process for the final deliverable.
3. Develop proof of concept demos of player interactions and perform user testing to ensure they are suitable for inclusion in the final prototype.
4. Obtain or create suitable art assets for inclusion in the final prototype.
5. Using the findings from user testing, develop an initial prototype of the experience.
6. Perform additional testing to inform development of final deliverable.
7. Assist in writing academic publications and public-facing summaries.
8. Support dissemination and outreach activities, including co-authoring papers, presenting at workshops/conferences, and helping organise stakeholder events to share project results.

ESSENTIAL CRITERIA:

1. Have or about to be obtain a BSc or MA in a relevant field such as:
 - Games Development
 - Computer Science
 - Interactive Media
2. Demonstrated proficiency in games engines such as Unity/Unreal/Godot and Digital Content Creation tools such as Blender/Maya/ Adobe Creative Suite.
3. Familiarity with a relevant programming language (C#/C++/Python).
4. Experience in developing prototypes and performing user testing to inform development.
5. Experience of participating in a research project.
6. Ability to work independently with an agreed workplan.
7. Ability to work in partnership with colleagues as a team.
8. Contribute to the University's outreach programme by making links with external community stakeholders.

9. Excellent communication and interpersonal skills for collaborating with colleagues in different departments/ governmental bodies. Ability to communicate research findings clearly in written and oral formats to both academic and lay audiences.
10. Proficiency with project management tools such as Trello/Jira.
11. Demonstrable intellectual ability.
12. Willingness to work as part of a team.

DESIRABLE CRITERIA:

1. A PhD in games development, computer science or interactive media.
2. Experience of developing simulation resources for a policy audience.