



## RESEARCH STUDENTSHIP OR BURSARY

Research studentships are offered to students wishing to undertake a PhD programme. All studentships are highly competitive and you should ensure (and demonstrate) that there is a good match between your own qualifications and interests and those being sought for the particular studentship.

Research Centre where studentship will be held	Computer Science Research Centre, Faculty of Natural Sciences, Keele University.
Studentship reference	FNS GS 2018-04
Web link to any further information (e.g. Research Institute)	Computer Science Research Centre - <a href="https://www.keele.ac.uk/scm/research/compsci/">https://www.keele.ac.uk/scm/research/compsci/</a> Faculty of Natural Sciences - <a href="http://www.keele.ac.uk/nsr/">www.keele.ac.uk/nsr/</a>
Research topic or field - title	Interactive Virtual 3D Environments
Research topic or field – full description (or attach document)	<p>Virtual environment, interaction design and digital preservation are active and important areas of research with many opportunities for innovation. This project will provide an opportunity to pursue world-class virtual environment research, provide experience of design and evaluation processes and an opportunity for substantial contribution to international publication in leading journals/fora proceedings.</p> <p>The PhD research will involve the user experience design and evaluation of an online virtual environment integrated with collaborative and reconstruction tools.</p> <p>Keele University is renowned for its exciting approach to higher education and research, beautiful campus, strong community spirit and excellent student life. The University has the UK's largest campus with 617 acres of landscaped parkland, fields, woodlands and lakes. Keele University runs its own day nursery for infants from 3 months to 5 years and is committed to equality and diversity. Information for prospective postgraduate researchers can be found here: <a href="http://www.keele.ac.uk/pgresearch/">http://www.keele.ac.uk/pgresearch/</a></p> <p><b>Research Context:</b> This PhD project will connect with on-going international collaborative research inspired by an ambition for digital preservation and to support virtual access to cultural artefacts (Information related to this research can be found at: <a href="http://virtualcuneiform.org">http://virtualcuneiform.org</a>). The research will be supervised by Dr Sandra Woolley in the Centre for Computer Science Research at Keele University and in collaboration with Dr Tim Collins at Manchester Metropolitan University and, potentially, with other national and international project partners.</p>

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Available from (date)	Available now
Funding support available – Fees, stipend, duration	Open to fully self-funded students only. Please note that self-funded applicants must provide funding for both tuition fees and living expenses for the 3 year duration of the research. There is a future possibility of competitive scholarship awards for outstanding applicants (1st class honours), however, none are currently available. For information regarding University tuition fees please see: <a href="http://www.keele.ac.uk/pgresearch/feesandfinance/">http://www.keele.ac.uk/pgresearch/feesandfinance/</a>
Source of funding	This opportunity for self-funded applicants only.
Eligibility criteria	Applications are welcomed from science, technology, engineering or mathematics graduates with (or anticipating) at least a 2.1 honours degree or equivalent. Applicants should have good computing skills and an enthusiasm for designing and testing virtual environments. They should be self-motivated and have the ability to work both independently and as part of a team.  This opportunity is open to UK/EU and overseas students. The collaborative and presentation aspects of the research require good English language and communication skills. Overseas applicants would therefore require an English IELTS (or equivalent) of 6.0 overall with no less than 5.5 in any subtest.
Terms and conditions of studentship	As per the University Code of Practice
Number of studentships available	N/A
Application details	Please go to <a href="http://www.keele.ac.uk/pgresearch/studentships/">http://www.keele.ac.uk/pgresearch/studentships/</a> and click on the "Apply" button.
Closing date for applications	Applications are welcome all year around.
Contact for further information and to whom applications will be sent	Informal enquiries about the project are very welcome by email to the Project Lead, Dr Sandra Woolley ( <a href="mailto:s.i.woolley@keele.ac.uk">s.i.woolley@keele.ac.uk</a> ). Full applications should be submitted to: <a href="http://www.keele.ac.uk/pgresearch/studentships/">http://www.keele.ac.uk/pgresearch/studentships/</a>

**Candidate profile**

	<b>Essential</b>	<b>Desirable</b>
<b>Qualifications, Experience and Skills</b>	<p>Applications are welcomed from science, technology, engineering or mathematics graduates with (or anticipating) at least a 2.1 honours degree or equivalent. Applicants will require good general computing skills but will not need specific computing expertise in, for example, 3D graphics.</p> <p>Applicants should have an enthusiasm for design and experimentation as well as a willingness to acquire new skills. Ideally, applicants will be self-motivated and have the ability to work both independently and as part of a team.</p> <p>This opportunity is open to UK/EU and overseas students. The collaborative and presentation aspects of the research require good English language and communication skills. Overseas applicants would therefore require an English IELTS (or equivalent) of 6.0 overall with no less than 5.5 in any subtest.</p>	
<b>Attitude and Personality</b>	<p>Applicants should be self-motivated and enjoy working both independently and as part of a team.</p>	

