

## Post Graduate Research Studentship Role

<b>Role Title:</b>	<b>Research Studentship Role Masters by Research</b>		
<b>School / Department</b>	Business	<b>Role category</b>	Research Studentship
<b>Location</b>	LINC, ITB, Blanchardstown, Dublin, Ireland	<b>Role Advertised for</b>	3 weeks
<b>Award Level &amp; Field Master / PhD e.g. MEng</b>	Masters	<b>Position Type</b>	<b>Full Time Research Student</b>
<b>Supervisor</b>	Nathalie Cazaux	<b>Start Date</b>	TBC
<b>Project Title: Short title for advertising</b>	Game-Based Learning as a tool for foreign language teaching: The impact of game narrative design on language acquisition and motivation in a third-level educational environment.		
<b>Project Title: Full Title as per funding application</b>	Game-Based Learning as a tool for foreign language teaching: The impact of game narrative design on language acquisition and motivation in a third-level educational environment.		
<b>Research Field / sub categories e.g. Computer / 3D modelling; Communication Sciences / Media; Language Sciences / Language</b>	Education, Language, Gamification. Game Based Learning, Computer, Graphics		
<b>General enquiries email</b>	<b>Supervisor:</b>	<a href="mailto:nathalie.cazaux@itb.ie">nathalie.cazaux@itb.ie</a>	
<b>Applications by email</b>	<b>Admin:</b>	<a href="mailto:Shane.Walsh@itb.ie">Shane.Walsh@itb.ie</a>	
<b>Role Description</b>			
<p><b>The Role</b></p> <p>ITB is now looking for a full-time Research Student to work on a research project. This is a Masters studentship that has been funded for a two-year period.</p> <p>The project will involve researching, developing, testing and evaluating the use of game-based learning and gamification in language learning at third level. The researcher will plan, develop, integrate and test the use of Game-based learning and Gamification as well as determine its effects on learners' engagement, motivation and achievements. The research will seek to test the hypotheses that the incorporation of digital game-based learning into third-level language teaching appeals to students, enhances grammar acquisition, promotes self-directed language learning and fosters student engagement.</p>			
<b>Required Skills / Qualifications / Aptitudes</b>			
<ul style="list-style-type: none"> <li>• Interest in Education and Language Learning</li> <li>• Interest in Gamification, Game-based Learning and Serious Games</li> <li>• Very good communication skills in English, in particular, report writing and presentation skills</li> <li>• Strong organisational skills</li> <li>• Ability to manage a complex workload and work to tight deadlines</li> <li>• Excellent interpersonal skills</li> <li>• Excellent IT, Computer Graphics and Game Technology Skills an advantage</li> <li>• Qualitative and Quantitative research skills</li> </ul>			
<b>Specific Requirements</b>			
<ul style="list-style-type: none"> <li>• Honours degree in Computer Science or Creative Digital Media with 1st class honours</li> <li>• Honours degree in Linguistics / Education or Communication Studies with 1st class honours</li> </ul>			
<b>Research experience required</b>			
<ul style="list-style-type: none"> <li>• Qualitative and Quantitative research skills</li> </ul>			
<b>Desirable Experience</b>			
<ul style="list-style-type: none"> <li>• Honours degree in Computer Science or Creative Digital Media with 1st class honours</li> <li>• Honours degree in Linguistics / Education or Communication Studies with 1st class honours</li> </ul>			

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- Ability to work both independently and with others
- Ability to demonstrate project management skills and a track record of delivering on objectives
- Ability to demonstrate strong analytical and writing skills
- French Language knowledge at intermediate level desirable but not essential.

### Language Required

Instruction for all courses at ITB is normally through English.

### Funding

The scholarship will be awarded for a period of 2 years to a value of €12,000 per year. There is the possibility that funding can be provided for a further 2 year period should the project be advanced from MA to PhD level. However, this is not guaranteed.

#### **Funding will cover the following elements:**

- A maintenance grant of €10,000 per year
- Travel/Consumables/Materials budget of €2,000 per year

Tuition fees for all scholarship holders will be funded to a max of €4,500 per year for two years.

Postgraduate students receiving scholarships should not be in receipt of another Exchequer funded grant on appointment to the research project

### Additional requirements

- ✚ **Any non-EU scholarship holder will be eligible for additional fees.**
- ✚ **Any non-EU applicants will require a visa to come and study in Ireland** [Overview Visas and Immigration](#)
- ✚ **English language requirements:** Instruction for all courses at ITB is normally through English refer to <http://www.itb.ie/studentcategories/entryrequirements.html>

### Application process

#### To Apply:

Please email the following to – [shane.walsh@itb.ie](mailto:shane.walsh@itb.ie)

- ✚ Cover letter
- ✚ Full CV
- ✚ Names and email contact details for two referees (minimum)

Informal project queries should be directed to Nathalie Cazaux [nathalie.cazaux@itb.ie](mailto:nathalie.cazaux@itb.ie)

**Closing date for receipt of applications is 12 noon (GMT) 28<sup>th</sup> February 2018**