

Job Description

Post Title:	Research Fellow
Grade:	Grade 6
Faculty/Department:	Life Sciences, Psychology
Reports to:	Andrew Glennerster
Responsible for:	None

Purpose

A post-doctoral researcher is required to carry out experiments as part of a 3-year EPSRC-funded project entitled “*Understanding Scenes and Events through Joint Parsing, Cognitive Reasoning and Lifelong Learning*”. There is a strong expectation that the funding will be renewed for a further 2 years.

Main duties and responsibilities

The aim of the project is to collect data from freely moving human observers using controlled visual environments in virtual reality to provide data that will help determine the mechanism of human 3D vision and to contribute to a debate about adding ‘human common sense’ to computer vision algorithms. Interaction with computer vision and colleagues and other cognitive researchers on this MURI consortium (Multi-disciplinary University Research Initiative, US Department of Defence) is a critical element of the post.

The Research Fellow will be responsible for the day-to-day running of the project. They will:

- help in the design of experiments;
- program experiments (Matlab/OpenGL);
- recruit and train participants; gather data from participants;
- analyse the data (Matlab);
- write up the experiments for publication;
- hold regular meetings with the PI to discuss data collection, analysis and plans;
- participate in the supervision of graduate students working on related projects;
- participate in scientific meetings related to the project in the UK and USA and help to organise the MURI-funded annual workshop in Oxford, September 2016.
- contribute to existing activities of the research group including the journal club;
- represent the research group at external meetings and seminars, either with other members of the group or alone;
- help with the preparation of applications for future funding.
- support researchers from other laboratories particularly in relation to eye movement studies in virtual reality
- visit other laboratories in the MURI-funded consortium for about 4 weeks per year

Supervision received

The Research Fellow will have regular meetings with the Principal Investigator who will direct the project and monitor progress. The detailed design of experiments will depend on discussions between the Research Fellow and Principal Investigator.

Supervision given

The Research Fellow will help supervise project students (3rd year undergraduates and MSc students) carrying out projects in the Virtual Reality laboratory. They will participate in the supervision of graduate students in the laboratory.

Contact

The Research Fellow will report regularly to the PI (Prof Andrew Glennerster) and will hold meetings with colleagues in the consortium who are involved in collaborations.

Terms and conditions

This document outlines the duties required for the time being of the post to indicate the level of responsibility. It is not a comprehensive or exhaustive list and the line manager may vary duties from time to time which do not change the general character of the job or the level of responsibility entailed.

Date assessed: <<Date assessed>>

Person Specification

Job Title:	Research Fellow	School/Department:	PCLS
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Criteria	Essential	Desirable
Skills Required	<ul style="list-style-type: none"> • Experience running experiments • Good programming ability • Good writing skills and proven ability to bring projects to publication • Ability to work both independently and as a member of a team 	<ul style="list-style-type: none"> • Matlab programming and, ideally, experience with OpenGL or similar.
Attainment	<ul style="list-style-type: none"> • PhD in a relevant area. This is likely to be neuroscience or psychology but could be engineering, computer science or other physical science if the candidate demonstrates a reasonable knowledge of neuroscience and shows a strong enthusiasm to pursue psychology or neuroscience as part of their career. Exceptionally, we would consider a candidate who was close to submission of their PhD thesis. 	
Knowledge	<ul style="list-style-type: none"> • Knowledge of experimental psychology and/or neuroscience. 	<ul style="list-style-type: none"> • Knowledge of graphics programming and virtual reality tracking and display systems
Relevant Experience	<ul style="list-style-type: none"> • Experience with running experiments, analysing the data and evidence of bringing the results to publication. 	<ul style="list-style-type: none"> • Familiarity with psychophysical methods • Familiarity with eye movement recording.
Disposition	<ul style="list-style-type: none"> • Intelligent • Hard-working • Conscientious • Helpful • Communicative 	

	<ul style="list-style-type: none"> • Able to cope with pressure • Proficient in English, both written and spoken 	
Other	<ul style="list-style-type: none"> • A determination to pursue a career in research 	

Completed by: Andrew Glennerster	Date: 11/11/15
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