**Multisensory Technologies for Inclusive Social Play between Autistic and Autistic and Neuro-typically developing Children**

**Type of award**  PhD Research Studentship

**Department**  Computer Science, Bristol Interaction Group

**Scholarship Details**  The award covers fees/stipend (for UK home-based students) or fees only/no stipend for international students. Funding also includes a generous budget for consumables, travel and subsistence.

**Duration**  3 years

**Eligibility**  Home (UK) and EU citizens who have confirmation of UK settlement or pre-settlement status under the EU Settlement Scheme and International Students

**Start Date**  October 2021

**PhD Topic Background/Description**

How can multisensory and tangible technology help support inclusive social play between autistic and non-autistic children in formal and informal education settings? What are the impact of cultural differences on this sort of technological provisions?

These are the main research questions that drive a 3-year collaborative project between the University of Bristol in the UK, and Hamed Bin Khalifa University in Qatar, together with partners from user groups representative across the two countries. As part of this project, we are advertising a PhD studentship funded by the Qatar National Research Fund. The PhD candidate will develop a framework for inclusive social play in education and then design, develop and evaluate multisensory tangible technologies that explore a wider range of sensory modalities in the design of support for this collaborative play for autistic and non-autistic children. The research will utilize a participatory, co-design methodology, involving children, caregivers, educators and other professionals to support the design, prototype development, and evaluation processes. The PhD candidate will lead this process in Bristol: working with participants to co-design and develop a tangible multisensory interface using state-of-the-art technologies, such as sensors, distributed digital objects, and geocaching.

**Further Particulars**

**Candidate Requirements**

Applicants must hold/achieve a minimum of a master’s degree (or international equivalent) in Computer Science, Education, Design, Social Sciences. Applicants without a Master’s qualification may be considered on an exceptional basis, provided they hold a first-class undergraduate degree. Please note, acceptance will also depend on evidence of readiness to pursue a research degree.
If English is not your first language, you need to meet this profile level:

**Profile E**

Further information about [English language requirements and profile levels](#).

Basic skills and knowledge required:

- **Essential:**
  Excellent analytical skills and experimental acumen, a strong background in technology prototype development and evaluation, a critical understanding of disability

- **Desirable:**
  Experience in educational settings or with learning technologies and experience working with children, disability, or minority populations as well as demonstrated capability for research (e.g. through publication) are particularly desirable.

**Application Details**

Prior to any application, please contact [Dr Oussama Metatla](#) or [Dr Alison Oldfield](#) including a full CV, covering letter and any relevant details, e.g. publications, portfolio. No indication of an offer can be made until a completed application has been received.

To apply for this studentship, submit a PhD application using our [online application system](#)

Please ensure that in the Funding section you tick “I would like to be considered for a funding award from the Computer Science Department” and specify the title of the scholarship in the “other” box below along with the name of the supervisor. Interested candidates should apply as soon as possible.

For questions about eligibility and the application process please contact SCEEM Postgraduate Research Admissions [sceem-pgr-admissions@bristol.ac.uk](mailto:sceem-pgr-admissions@bristol.ac.uk)