

The Computational Social Science Lab & Game Lab advertise

MASTER THESIS

EmotionaLand: Developing an online game to support crowd-sourced data collection for a research project on emotions

Regulating our emotions is something that everyone of us has to deal with every single day. Navigating a fight with your partner or being anxious about graduation are all situations in which you need emotion regulation (ER). Unfortunately, psychology has **not yet understood all the different ways that people use to influence their emotions.**

EmotionaLand will be a part of the Clust-ER project, which tries to infer classes of emotion regulation strategies with the help of natural language processing techniques. In order to do so, we need a preferably **large dataset of emotion regulation descriptions** in the form of *I talk to a friend about the situation.*

With your game design skills, you are supposed to **make this data collection process highly engaging by developing a fun online game**, in which people are able to express such emotion regulation suggestions while getting interesting individual feedback. Besides the requirement for your game to produce the needed data, you will have a **lot of freedom of creativity!**



CREATIVE ANGLES

Well, that's my life!

Next time you will have the perfect response ready. Practice your emotion regulation skills in this cute, text-based story game that throws a variety of situations at you. Configure your own character and win with the most original strategy of all.

**Sagittarius, Gemini, Canc-ER.**

Everyone loves a little astrology. So people will definitely be curious about their emotion regulation type. The rocket, the teddy bear, the chatter box - which one are you? Answer us some questions and we will tell you.

IN A NUTSHELL

What we want from you.

- ❖ Decide on a general direction for the game design and mechanics.
- ❖ Develop a title & language that gets the user hooked.
- ❖ Propose a framework for visual design.
- ❖ Implement a first prototype.
- ❖ Ensure suitability for data collection.

REQUIREMENTS

What you should bring.

- ❖ Creativity & motivation.
- ❖ An independent working style.
- ❖ A passion for beautiful things.
- ❖ General interest in emotion research and the willingness to work interdisciplinary.

APPLICATION

How to apply.

You will work with **Alina Herderich** in co-supervision with **Johanna Pirker**. The starting point of the project is flexible, but preferably as soon as possible. If you are interested, we are happy to receive a **tabular CV** and a **short letter of motivation** (half a page) via alina.herderich@tugraz.at. Application **deadline** is **October 16th 2022**.

BENEFITS

What you get.

- ❖ A glimpse at a truly interdisciplinary PhD project.
- ❖ Autonomous work & creative freedom.
- ❖ A reachable, motivated & kind supervisor.