

RESEARCH CLINIC

General information

Supervisor:	Joy Lee
Title of clinic:	Mind and Emotion in Immersive VR Learning
Number of students:	Maximum 2
Major (<i>if applicable and approved by the Major Convener</i>):	Not applicable
(Pre)requisites (<i>if applicable</i>):	Not applicable

Research context

This Research Clinic investigates how learners with diverse cognitive profiles engage with VR-based simulation learning, using eye tracking and immersive environments to capture both behavioral and experiential data. Students will work with a mixed-method design that integrates quantitative measures with interview-based insights, offering practical experience with empirical approaches in learning sciences. The project examines core cognitive psychological constructs, including cognitive load, empathy, and emotion, during immersive learning tasks. It gives students an opportunity to practice study design, data collection, and analysis in a technologically advanced research setting. Those who wish to build on this experience for their Capstone projects are encouraged to discuss possibilities with the supervisor in advance.

Students' tasks and activities

Please specify the tasks and activities, timeline, the learning aims and how they are assessed, i.e. what the deliverables will be.

Task and Activities

- Preparing the lab environment (February 2026)
- Participant recruitment and data collection (March - May)
- Summarize and report quantitative or qualitative data (June)

Learning goals

- Learn how to prepare data collection in lab environments
- Learn how to design and implement research setups
- Develop skills in collaborative research and data analysis

Assessment and deliverables

- Participation in meetings (20%)
- Data collection (30%)
- Data analysis (20%)
- Final report (30%)