**Weekly Work Schedule for RA Position (250 hours total)**

**Work Package 1: Game Development (80 hours)**

**Duration:** 08 July - 22 September (11 weeks) **Weekly allocation:** ~7.3 hours per week

**Week-by-Week Breakdown:**

* **Weeks 1-2 (08-21 July):** Project initiation and planning with Senior IT Specialist (15 hours)
  + Meet with Senior IT Specialist to understand project requirements
  + Set up development environment and tools
  + Create project timeline and milestones
* **Weeks 3-5 (22 July - 11 August):** Core game logic development (22 hours)
  + Design game architecture and database structure
  + Implement basic game mechanics and rules
  + Develop user interface framework
* **Weeks 6-8 (12 August - 01 September):** Backend development (22 hours)
  + Create data management systems
  + Implement user authentication and progress tracking
  + Develop scoring and feedback mechanisms
* **Weeks 9-11 (02-22 September):** Integration and initial testing (21 hours)
  + Integrate frontend and backend components
  + Conduct initial functionality testing
  + Document code and create technical specifications

**Work Package 2: Exploratory Interviews (30 hours)**

**Duration:** 07 October - 11 November (5 weeks) **Weekly allocation:** ~4.3 hours per week

**Week-by-Week Breakdown:**

* **Weeks 1-3 (07-28 October):** Conduct interviews (20 hours)
  + Conduct 1-2 interviews per week with academic staff and PRG students
  + Support research team with interview logistics
  + Take detailed notes during sessions
* **Weeks 4-5 (29 October - 11 November):** Data analysis contribution (10 hours)
  + Transcribe interview recordings
  + Contribute to qualitative data analysis
  + Identify key themes and insights

**Work Package 3: Game Refinement (50 hours)**

**Duration:** 26 November - 16 December (3 weeks) **Weekly allocation:** ~16 hours per week

**Week-by-Week Breakdown:**

* **Week 1 (26 November - 02 December):** Assessment criteria creation (16 hours)
  + Design metrics for measuring game effectiveness
  + Create game evaluation frameworks and rubrics
* **Week 2 (03-09 December):** Graphics and interface finalisation (16 hours)
  + Complete visual design elements
  + Optimise user interface and experience
* **Week 3 (10-16 December):** Pre-testing and refinement (18 hours)
  + Test game with research team members
  + Conduct sessions with small volunteer group
  + Make final adjustments based on feedback

**Work Package 4: Game Testing (60 hours)**

**Duration:** 06 January - 24 February (7 weeks) **Weekly allocation:** ~8.6 hours per week

**Week-by-Week Breakdown:**

* **Week 1 (06-12 January):** Testing preparation (9 hours)
  + Schedule 25 individual game-playing sessions
  + Set up iLab equipment (eye tracking, facial recognition)
  + Develop think-aloud protocol
* **Weeks 2-6 (13 January - 16 February):** Conduct testing sessions (40 hours)
  + Run 4-5 testing sessions per week (1 hour each)
  + Record audio and collect observational data
  + Conduct post-game interviews with participants
  + Take detailed engagement and challenge notes
* **Week 7 (17-24 February):** Data compilation and initial analysis (11 hours)
  + Organise all collected data (audio, eye tracking, observations)
  + Begin preliminary analysis of participant responses
  + Prepare data for comprehensive analysis phase

**Work Package 5: Game Finalisation and Reporting (30 hours)**

**Duration:** 11 March - 01 April (3 weeks) **Weekly allocation:** 10 hours per week

**Week-by-Week Breakdown:**

* **Week 3 (11-17 March):** Academic writing contribution (10 hours)
  + Contribute to draft journal article submission
  + Support conference short paper preparation
* **Week 4 (18-24 March):** Strategic planning (10 hours)
  + Plan potential game refinement strategies
  + Develop broader implementation strategy
* **Week 5 (25 March - 01 April):** Final documentation (10 hours)
  + Complete all project documentation
  + Prepare final reports and presentations
  + Archive project materials and code