

About Cauldron

Cauldron was founded in 2012 to make bespoke research platforms for behavioural scientists. We've done several large projects to create stand alone research platforms including an experimental online supermarket, a game to teach deaf children to speech read and a platform to look at how crowds behave together in real time. More info at www.cauldron.sc.

In 2016 we launched Gorilla (www.gorilla.sc). Gorilla is a powerful and easy to use tool for creating and hosting online behavioural experiments, which takes behavioural research out of the lab and into the real world. We now have over 4,000+ researchers signed up to Gorilla worldwide, about 20 universities with subscriptions, and data is being collected from around 750 participants every day.

Part of your PhD will involve spending 1-year full time equivalent (FTE) at Cauldron in Cambridge. You'll actually be here for around 15 months and during this time have 1 day a week in London with Jenni's team. This will allow you to progress your technical skills in tandem with your academic skills.

While working for us you will work on a range of activities.

- One third of the time you will be working on Cauldron R&D projects that are valuable to us. For instance, you might deliver a consultancy piece for one of our clients. During these projects you will also be developing your experiment design and delivery skills, so these are also valuable learning experiences.
- One third of the time you will be working on the games for your PhD and have access to our technical team to help you use (and improve) our game engine.
- The remaining third will be a mix of things that both contribute to your PhD and are valuable to Cauldron. For instance, one activity for June 2020 will be to organise a 1-day conference at UCL about using games for behavioural science research. You can see videos from last years conference here:

<https://beonline.research.sc/videos>

Unfortunately, I don't know what I'll be doing tomorrow, let alone next year. So, we can't say for sure what you'll be working on!

By the time you move back to London in the 2nd year of your PhD we expect that your games will have been designed, developed, and piloted. This will be when you start to collect data.

One thing to be aware of is that this is a 3-year PhD and that half of your 1st year won't be spent directly on your PhD. So – more than ever - it's going to be important to prioritise and focus in order to ensure that your PhD is completed on time.

One huge benefit of this PhD is that you will graduate with a far wider range of skills that will ensure that you are a very attractive hire in a range of industries:

- Post doc that would value your technical and / or academic skills
- Nudge unit / Behavioural consultancy
- Cauldron / Gorilla
- EduTech startup or similar

We have previously hired PhD students in their final year so that they can work part time writing up their PhD and part time for us. Writing up the thesis and any publications can be time-consuming, lonely and difficult, so this will help to ensure that you are supported both financially and socially during the final stages of your PhD.

Cauldron currently has 6 employees and one PhD student who works for us one day a week. We have lunch together every day, taking it in turns to cook. We often play a board game at lunch time so that we all get a relaxing break and we have an office cat who ensures everyone feels loved. We look forward to meeting you!