#### **Bishop Prize Application Form**

[Gorilla Experiment Builder](https://gorilla.sc/bishop-prize-2022) is offering the Bishop Prize to two **PhD students** and **early career researchers** (PhD with < 5 years of research experience, adjusted for career breaks) wanting to run an online study with Gorilla’s [Game Builder](https://gorilla.sc/product/gorilla-game-builder/), which is a premium tool.

We particularly welcome applications that seek to use Gorilla Game Builder to study research questions about language, development, and/or developmental disorders. However, applications beyond these areas are encouraged.

The recipients of the Bishop Prize will receive:

* 1 x Gorilla researcher subscription for 1 year
* 1 x Gorilla Game Builder licence for 1 year
* 1 x opportunity to speak at BeOnline 2023 to present game-based research

All applicants must submit the below application form. All sections should be written for a non-expert audience.

In the interest of open science practices, recipients are expected to:

1. Pre-register their study
2. Post their task/experiment to the Gorilla Open Materials Repository at an appropriate point.

#### **Key Dates:**

1. **Contest open date:** 28th June 2022
2. **Application deadline:** 12th August 2022
3. **Winners announced:** end of August 2022 (TBC)

#### **Resources:**

* Have a read of our [Gamified Research Series: Investigating Language Development](https://gorilla.sc/gamified-research-series-investigating-language-development/) which is an interview about how **Professor Dorothy Bishop** uses games and gamified research for both teaching children language, as well as for keeping them motivated in psycholinguistic experiments
* Watch our [Gorilla Presents… Game Builder and Multiplayer Webinar](https://gorilla.sc/gorilla-presents-new-tools-blog) which includes a recorded demo of Game Builder in action.

#### **How to apply**

Please send your completed application form to Jade Pickering ([jade.pickering@gorillainsight.com](mailto:jade.pickering@gorillainsight.com)) before the 12th August.

#### **Applicant Information**

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| **Name** |  |
| **Affiliation** |  |
| **Email address** |  |
| **Current role** |  |
| **Twitter handle (if applicable)** |  |
| **Supervisor name (if applicable)** |  |
| **Supervisor email (if applicable)** |  |

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1. Research aims

You should supply enough information to motivate the study and justify your research aims (max 300 words).

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2. A brief description of planned experiment(s)

You should provide enough information so that a reviewer can assess the quality of the design and how it maps on to research questions. Specific information, such as stimulus characteristics, are not essential but there should be enough information to understand the design (max 300 words).

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3. Justification for sample sizes

This could include a power analysis or an arbitrary constraint such as time, money, or personnel (max 150 words).

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4. Open science practices

You should explain how this work will incorporate Open Science practices, e.g. will all data be stored on a public repository? (max 150 words).

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5. What are the advantages of using Gorilla Game Builder for this research?

You should explain how having access to Gorilla Game Builder will benefit this line of research (max 150 words).

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