

# HEI-Lab Studio – Experimental Museum Of Psychology

DOI: <https://doi.org/10.62658/FAZER/ILIND/BPIE/1/2020>

Project Reference: FAZER+/ILIND/BPIE/1/2020

Ágata Salvador<sup>1</sup>

Principal Investigator

09/2020 – 07/2021

Project Date



Team members:

Pedro Gamito<sup>1</sup>, Jorge Oliveira<sup>1</sup>, Leonor Pereira da Costa<sup>1</sup>, Micaela Fonseca<sup>1</sup>,  
Pedro Joel<sup>1</sup>, Carlos Filipe Pinto<sup>1</sup>, Fábio Dias<sup>1</sup>

1. HEI-Lab: Laboratórios Digitais de Ambientes e Interações Humanas

*Abstract:*

Considering the relevance of facilitating practices that actively involve students in R&D activities, the methodology presented in this application proposes a concerted strategy that brings students closer to the activities developed at the Hei-Lab research unit. Specifically, we propose integrating the research project Hei-Lab Studio – Experiential Museum of Psychology (Hei-Lab Studio - MEP) into the content of various courses in the first cycle of Psychology. This strategy offers students the opportunity to participate in different phases of this research

project, with the pillars of transversality/continuity and interdisciplinarity. Firstly, each of the courses included in the proposal (i.e., Sensation, Perception and Attention; Cyberpsychology and Social Networks; Statistics II; and Academic Skills Laboratory) will incorporate activities corresponding to one of the project's implementation phases (i.e., design, implementation, data analysis, and dissemination of results, respectively), which simultaneously support the achievement of the learning objectives established for each course. In this way, we aim for the transversal integration and continuous participation of students in R&D activities throughout their study cycle (first and second years). Additionally, since the Hei-Lab Studio - MEP project includes a component of digital tools development, it emphasizes the opportunity for students to collaborate with Hei-Lab monitors/researchers (i.e., those with training in Video Games and Design). Thus, the goal is for students to experience the added value of creating synergies between different areas of knowledge to achieve a common objective.