

We're a boutique UX design studio based in Goa started by NID Alumni.

Our clients involve startups and museums around the world solving various problems through the use of technology.

We're looking for full time teammates to join our team in Panaji, Goa and build successful long term careers.

Researcher

A Researcher is someone who can participate in and take responsibility for the following 5 activities:

1) Vision Definition with Entrepreneurs

Meeting with clients who build apps. We spend time with the them gaining insights on questions such as: Who are they building it for? What do they want to achieve? The researcher will participate in these sessions and will be responsible for authoring a vision document.

2) Secondary Research

Studying research papers, apps and literature to understand various aspects around the projects that we do. For example, in an educational project, we may do research on questions such as:

For teaching a given skill, what pedagogical methods have demonstrated efficacy in teaching these thinking skills? What do the learning sciences say about teaching such skills? What does relevant HCI research say about teaching such skills? How has the experience been in teaching these concepts using other media (books, classrooms, museums, etc)? Are there any learnings that can be used?

The researcher will be responsible for conducting this research and documenting the insights in short articles.

3) Ethnographic Research

Meeting the clients of our clients (users) and through interviews and observations, seek answers to questions such as:

What are the attitudes, motivations and pain points of the students and parents? What approaches that we identified in the secondary research are most suited for this audience? How is their visual taste?

The researcher will be responsible for conducting ethnographic research and delivering insights in the form of a report.

4) UXR (F&F)

Meeting the clients of our clients (users) and through interviews and observations, seek answers to questions such as:

What are their thoughts about certain features on an app? Would they use such an app?

5) UXR (Usability Testing)

Meeting the clients of our clients (users) and through interviews and observations, seek answers to questions such as:

Can they use a particular feature of an app? How much time are they taking to use it? What attitudes do they have about it?

Experience

No experience required, freshers with a willingness to work hard and learn are welcome.

Educational background in Psychology and a bent for research is preferred.

Work Details

Work hours : 9.30AM to 6pm,

6 days a week (Monday to Saturday)

Location : Panaji Goa.

Work may involve travelling across India and abroad as per the needs of ongoing projects.

Probation period : 3 months

Interested?

Send your CV and portfolio to mediyumcreative@gmail.com