

RESEARCH PATHWAYS

DIGITAL STUDIES



Undergraduate research is a cornerstone of our mission at Rutgers–Camden. Our goal is to provide as much support as possible for you to have a successful research experience.

Need funding for a research project or conference travel experience?



We encourage you to visit go.rutgers.edu/ug-grants to see what funding opportunities are available. Currently, you can receive up to \$500.00 to offset research expenses and conference travel expenses.

Looking for a research project?



If you know you want to get involved in research, but are unsure of where to start, visit go.rutgers.edu/curca-hub to view by subject area and keyword the different research projects seeking undergraduate researchers. Current projects listed on the hub that are geared toward digital studies

students include:

» “Well-Played Videogame Research Group,” with Dr. Jim Brown (jim.brown@rutgers.edu)

Unsure if you are research-ready?

To be research-ready, digital studies majors should take the following courses: 50:209:200 Digital Research Methods, 50:209:210 Multimedia Thinking, and 50:209:230 Creative Coding

Who are the faculty? What do they research? What are their interests?

- » Dr. Jim Brown (jim.brown@rutgers.edu): Ethical and rhetorical dimensions of new media technologies
- » Dr. Anthony Wright (anthony.wright@rutgers.edu): How digital technologies shape young people’s attempts to transform conditions of illness and injustice

digitalstudies.camden.rutgers.edu



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