**[A black circle with white x in it

Description automatically generated](https://twitter.com/era_hyde)[A black background with a black square

Description automatically generated with medium confidence](https://github.com/eleanorhyde)[A green circle with white letters on it

Description automatically generated](https://www.researchgate.net/profile/Eleanor-Hyde)[](https://osf.io/bk6wg/)[A blue square and a blue circle

Description automatically generated with medium confidence](https://scholar.google.com/citations?user=rhqepg4AAAAJ)[Bluesky (social network) - Wikipedia](https://bsky.app/profile/erahyde.bsky.social)[A blue square with white letters

Description automatically generated](https://www.linkedin.com/in/eleanor-hyde-8a7b81128/)[A green circle with white letters

Description automatically generated](https://orcid.org/0009-0000-7072-9217)**Eleanor Hyde

www.eleanorhyde.com

ABOUT ME

I’m a PhD Student, Research Associate and GTA in the Department of Psychology at the University of Sheffield. My main research interest is cognitive plasticity and how we can boost cognition with interventions such as cognitive training and engagement in leisure activities. Specifically, I am interested in how First Person Shooter (FPS) gameplay impacts cognition.

I have 2 years of experience as a Masters Supervisor and a Research Associate on a large-scale international cognitive training study, with further experience as a Research Assistant. I also have experience as a GTA: teaching and marking on various Psychology Undergraduate and Masters streams.

# KEY SKILLS

* Excellent interpersonal skills, both written and verbal
* Data management and advanced statistical analysis in R
* Computational modelling
* Supervision of students
* Marking assignments
* Research Coordination
* In-person and online data collection

# ADDITIONAL ROLES

### Research Culture Steering Board Member 2023 – Present

##### Psychology PGR Students Academic Representative 2021 – 2023

##### Psychology PGR Society Inclusion Officer 2021 – 2022

# EMPLOYMENT

## Graduate Teaching Assistant (GTA)

### The University of Sheffield January – May 2024

## Supporting teaching, delivering lab class activities, and marking on the Level 3 Undergraduate module [Coding for Psychologists (PSY31008)](https://www.sheffield.ac.uk/programmeregulationsfinder/unit?code=PSY31008&org=SHEFFIELD&start=07-Feb-2023&loc=SHEFFIELD&cal=SPR%20SEM&year=2023), which introduces processing and managing data sets with R, with a focus on processing data from psychological research.

## Graduate Teaching Assistant (GTA)

### The University of Sheffield February – March 2024

## Marking coursework from the Level 1 Undergraduate [Cognitive Psychology (PSY1002)](https://www.sheffield.ac.uk/programmeregulationsfinder/unit?code=PSY1002&org=SHEFFIELD&start=24-Sep-2018&loc=SHEFFIELD&cal=ACAD%20YR&year=2018) module. This module provides an overview of the core components of cognition and the principles of their investigation.

## Research Associate

### The University of Sheffield July 2022 – March 2023

Coordinated the international [ESRC-funded project](https://www.ukri.org/news/five-countries-to-collaborate-on-latest-open-research-area-call/) titled: “Cognitive Training Effects Across the Adult Lifespan: A Diffusion Modelling Approach.” In this role, I implemented the study design, coordinated data collection on a day-to-day basis, oversaw the hiring, training, and management of managed Research Assistants, analysed data using advanced statistical methods and contributed to disseminating findings to conferences and publications with our international colleagues.

## Research Assistant

### The University of Sheffield May 2022 – July 2022

Developed a series of [video tutorials](https://www.youtube.com/watch?v=sHddO3PQq7I&t=85s) which helped make Tatool-Web (<www.tatool-web.com>: a free, open-source research software package for implementing and conducting online and offline behavioural experiments) more accessible to novice users.

# EDUCATION

## PhD Psychology

### The University of Sheffield 2021 – Present

**Topic:** The cognitive correlates of FPS games. Supervised by [Dr Claudia von Bastian](https://www.claudiavonbastian.com/), [Dr Dan Carroll](https://www.sheffield.ac.uk/psychology/people/academic/dan-carroll) and [Prof. Robert Schmidt](https://www.ini.rub.de/the_institute/people/robert-schmidt/).

## MSc Cognitive Neuroscience and Human Neuroimaging

### The University of Sheffield 2019 – 2021

**Grade:** Distinction

**Modules**: Fundamentals of Neuroscience, Fundamentals of Cognition, Neuroimaging 1&2, Neuroanatomy, Systems Neuroscience, Data Analysis and Visualisation.

**Research Project:** Action video gamers’ task switching and processing speed abilities: a mixed method investigation. Supervised by [Dr Claudia von Bastian](https://www.claudiavonbastian.com/).

## BSc Psychology

### The University of Hull 2016 – 2019

**Grade:** 2:1

**Modules:** Research Skills, Neuroscience, Cognition & Development, Social Psychology & Autism, Individual Differences, Psychological Wellbeing, Health Psychology, Global Challenge.

**Research Project:** An investigation into attentional bias towards academic threat words among high- and low-test anxious university students. Supervised by [Dr Henning Holle](https://www.hull.ac.uk/staff-directory/henning-holle).

# TEACHING & SUPERVISION

# MEMBERSHIPS

##### Psychonomics Society

##### European Society for Cognitive Psychology (ESCOP)

##### Women in Cognitive Science (WiCS)

##### Cognitive Ability and Plasticity Lab (CAP Lab)

# REFERENCES

##### Dr Claudia von Bastian

*The University of Sheffield*

##### Dr Tim Riley

*The University of Sheffield*

##### Dr Dan Carroll

*The University of Sheffield*

##### Prof. Robert Schmidt

*Ruhr-Universität Bochum*

*Institut für Neuroinformatik*

*Universitätsstraße*

##### Prof. Tilo Strobach

*Medical School Hamburg*

##### Dr Henning Holle

*The University of Hull*

# Coding for Psychologists (PSY1008)

### The University of Sheffield January – May 2023

# Supporting teaching, delivering lab class activities, and marking on this Level 3 Undergraduate module.

# Cognitive Neuroscience MSc Research Projects

### The University of Sheffield 2021 – Present

Supervised and marked two Research Projects from Cognitive Neuroscience MSc students. Both projects investigated the cognitive correlates of FPS play: the first assessed processing speed and working memory, and the second assessed processing speed and Hebbian learning.

# PUBLICATIONS

Hyde, E. R. A., Carroll, D. J., Schmidt, R., & von Bastian, C. C (*in Prep*). Processing Speed and Multitasking performance in FPS players: a Drift-Diffusion Model approach.

von Bastian, C. C, Hyde, E. R. A. & Jiang, S. (2024). Tackling Cognitive Decline in Late Adulthood: Cognitive Interventions. *Current Opinion in Psychology, 56*(101780). <https://doi.org/10.1016/j.copsyc.2023.101780>

# TALKS

Memory & Attention Laboratory, University of South Dakota 2024 "Processing speed and multitasking in FPS players: a drift-diffusion model approach”

Psychology Research Fair, The University of Sheffield 2024 "Processing speed and multitasking performance in Counter-Strike players: a cross-sectional study"

Symposum on Cognitive Abilities & Plasticity (SoCAP), The University of Sheffield 2024 "Processing speed and multitasking in counter-strike players: a drift-diffusion model approach”

Faculty of Psychology, Universitas Indonesia 2023 “Cognitive Correlates of first-person shooter gaming”

BTEC Esports, Sheffield United Community College 2023 "Researching Videogaming & Esports as a Window to Cognitive Plasticity"

OpenFest, The University of Sheffield 2022 "Tatool-Web Support and Interface for Experimental Code”

# CONFERENCES

4th International Conference on Working Memory (ICWM) 2024 Leeds, UK “A cross-sectional study of Hebb repetition-learning in first-person shooter game players” – Poster.

Psychonomics Society 2023 San Francisco, USA “Methodological challenges of videogame research” – Poster.

European Society for Cognitive Psychology (ESCOP) 2023 Porto, Portugal. “Cognitive correlates of action video gaming: a cross-sectional study of counter-strike players” – Poster.

Psychonomics Society 2022 Boston, USA. “Cognitive correlates of action video gaming: a cross-sectional study of habitual and professional counter-strike players” – Poster.

Learning and Plasticity (LaP) 2022 Äkäslompolo, Finland. “The association between video game expertise and processing speed, task mixing and switching in counter-strike players” – Talk.