The **Playful Journey Lab** within MIT Open Learning is a newly established research group developing playful ways to support future-ready skills through innovative assessment and learning designs. Our approach to assessment is student-centered, authentic, and performance-based, empowering learners to take ownership of their own learning pathways and supporting teachers to build capacity in assessment design. Members of our interdisciplinary team collaborate on designing, implementing, and researching assessment tools in order to create tools for lifelong learning experiences, and we also spend time as a community wrestling with fuzzy and big problems in education and exploring new ideas for the future of assessment and learning.

The Assessment Scientist will play a major role in developing and supporting the lab’s vision of Playful Assessment and growing the body of work in development and research. They will contribute deeply on certain projects (e.g. Game-based assessment, embedded assessment in hands-on learning using multimodal data), developing assessments, guiding team members using assessment expertise and research methods, and working closely with teachers for implementation and data collection. The Assessment Scientist will also contribute more broadly on a larger set of projects, ensuring the rigor and validity of assessments while also valuing the playful experiences they produce. The Assessment Scientist should be someone who is excited to collaborate with lab members, helping to build capacity among designers, researchers, and data scientists to deepen the lab’s understanding of assessment science as a whole.

**Responsibilities**

- Design and develop assessments that are playful, student-centered, and authentic
- Research and validate assessment models
- Lead user testing and pilots, including the communication of observations and insights back to the team
- Manage projects and coordinate staff through the design, research, analysis, and dissemination phases
- Maintain a high quality of assessments across projects
- Engage in a playful assessment community of educators to learn from teacher practices and conduct professional development
- Support lab members to build their understanding of assessment science
Qualifications

- PhD in Assessment Design, Psychometrics, Learning Analytics, Educational Data Mining, Learning Sciences, Instructional Design, Cognitive Psychology or related area.
- 5+ years of experience in assessment research.
- Experience developing and validating authentic assessments, simulations/games, and educational technologies.
- Experience teaching or working closely with K-12 educators
- Strong skills in and affinity for project management, clear communication, collaborative teamwork, dynamic presentation
- Desire to impact the future of education and have fun!

The position is full time, reporting to the Director of the Playful Journey Lab, for one year, with potential to renew over the length of the three-year grant period. Applications will remain open until the position is filled, with the goal of starting August 1, 2019. To apply, please submit your application online, and also send a resume, cover letter, and any relevant work samples, to playfuljourneyjobs@mit.edu. For additional information about the position, please contact YJ Kim and Louisa Rosenheck, also through playfuljourneyjobs@mit.edu.