



Learning Scientist MIT Playful Journey Lab

The [Playful Journey Lab](#) within MIT Open Learning focuses on 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 Learning Scientist will play a major role in supporting the lab's design-based research projects, from the collaboration with the Woodrow Wilson Graduate School of Teaching and Learning to the MIT Learning Engineering Initiative. They will contribute deeply on certain projects, leading small- and large-scale implementations in classrooms, organizing playtesting for rapid iterations, collecting and analyzing data, and guiding team members using the science of learning principles and research methods. The Learning Scientist will also contribute more broadly on a larger set of projects, ensuring our work is building upon the body of the learning sciences literature. The Learning Scientist should be someone who is excited to collaborate with lab members, helping to build capacity among designers, assessment scientists, and data scientists to deepen the lab's understanding of learning science as a whole.

Responsibilities:

- Lead and manage research projects
- Conduct literature review and synthesize what is known in the field related to specific project's needs
- Publish journal articles and present at national conferences to share our work to the broader education research community

Requirements:

- Candidates must have a PhD or EdD in Learning Sciences, Curriculum and Instruction, Cognitive Science, Educational Psychology, or equivalent.
- 5+ years of experience with designing and conducting design-based research, implementation studies, and development of instructional interventions.

- Must have experience working with K-12 students and educators, from formal and/or informal learning environments
- Proven record of leading and managing a project with interdisciplinary teams
- Proven record of scholarly work and academic publication
- Preference will also be given to candidates with design-based education research experience in the context of playful learning and educational technology

The position is full time, reporting to the Associate Director of the Playful Journey Lab, for one year with potential to renew depending on project needs. Salary range is \$70,000 to \$85,000 depending on experience. Review of applications will begin on October 1, 2019 and the position will remain open until filled. For additional information about the position, please contact playfuljourneyjobs@mit.edu.