



STEP Educational Content Manager Position

Job Description for STEP Educational Content Manager

Full time – 1 year position

The MIT Scheller Teacher Education Program (education.mit.edu) seeks an Educational Content Manager to work on a funded research project creating a Massively Multiplayer Online Game (MMOG) targeted at improving mathematics and science understandings and engagement in high school students. Building on the documented educational value of commercial, off-the-shelf MMOGs, players will take on the roles of scientists and mathematicians to explore and explain a robust virtual world. The project team will carry out the design, implementation, and piloting of the game, and conduct research around the engagement in and effectiveness of the game.

The Ed Content Manager will be working as part of a team that includes:

- Principal Investigator at MIT (direct report)
- Creative Director
- Project Manager
- World/Quest Designer
- Prototype Developer (in-house)
- External media production company
- Teacher Consultant
- Several undergraduate and graduate students

The Ed Content Manager will essentially be the steward of the game's STEM content. S/he will work closely with the game designers and have intimate knowledge of the game's systems and mechanics. S/he will be able to advise the team on the scope and sequence of content, as well as contribute ideas about the integration of the curriculum and gameplay. In addition, the Ed Content Manager will take an active role on the other aspects of the project that involve math and biology content, such as in-game assessment strategies, back-end progress monitoring, and the teacher feedback system.

Responsibilities include:

- Research Common Core math standards and Next Generation biology standards
- Scope out the game's curricula in math and biology
- Map curricula to learning trajectories
- Ensure accuracy of game content
- Help design in-game assessment strategies
- Help design teacher feedback system
- Contribute to testing and research implementation
- Contribute to periodic and final reports
- Coordinate piloting with students and teachers

Minimum Requirements – Candidates must have:

- Master's degree, preferably in education
- Undergraduate coursework in biology and/or math
- Solid knowledge of high school biology content
- Solid knowledge of high school geometry, statistics, and probability
- Experience in curriculum design
- Experience in assessment development
- Experience using learning games or other educational technology tools
- A strong interest in playing games and thinking about them critically

Successful candidates will have several of the following:

- Classroom experience
- Ed Tech development experience
- Experience using educational simulations
- Technical writing skills
- Data analysis skills and knowledge of statistics

Applications will be accepted on a rolling basis, as we seek to fill the position as soon as possible. To apply, please send your resume and cover letter to Dr. Eric Klopfer at tep-jobs@mit.edu.