



Institute of Play Seeks Director of Assessment

03/05/14

Position Summary. In conjunction with the GlassLab Leadership Team, the Director of Assessment is responsible for developing and bringing to life the key educational measurement and learning considerations in GlassLab's products. The Director of Assessment's skill and knowledge of evidence-centered assessment design, formative assessment, psychometrics, cognitive science, and teaching will help create game environments that strongly link learning and assessment. In addition, the Director of Assessment will work closely with the Lab's game development and learning experts, and the rest of the assessment team as the group creates new and highly innovative products, including game-based assessments, support tools, and teacher materials. The Director of Assessment must have an understanding of how to work with young people and teachers, be highly action oriented and adaptive, and comfortable in a highly iterative, prototype-heavy environment.

Position Detail. The Director of Assessment is expected to take on the following roles and responsibilities:

- In collaboration with the assessment team, learning designer, game design team and other GlassLab team members, develop vision for learning and assessment across all products;
- Directly carry out work to define competency, evidence, task, and measurement models along with design patterns for game-based learning assessment products and teacher support materials;
- In conjunction with the learning designer, research and develop learning trajectories as part of the work on competency models and design patterns to guide the development of lab products;
- Lead work on the collection of assessment-related data, analysis, and refinement of the game-based assessments;
- Participate in design sessions with the game design team and learning experts to define game concepts;
- Keep abreast of and propose innovative formative assessment methods and processes, and underlying measurement models to support them;
- Design and implement playtest sessions and pilots to measure various metrics for success; and
- Advise on fundraising and development strategy.

Position Type: Full time.

Position Compensation: Commensurate with experience and non-profit industry standards. Excellent benefits.

Position Start: Immediate.

Position Location: Redwood City, CA.

Position Requirements

A strong candidate will have the following required prior experience, skills and dispositions:

- Educational measurement, learning or cognitive sciences background/degree;
- Experience designing the assessment aspects of constructivist, inquiry-based or game/simulation based learning and/or assessment environments or products;
- Knowledge of integrated assessment design approaches such as Evidence Centered Design (ECD) or Assessment Engineering (AE);
- Knowledge of types of performance level feedback and the role of feedback to support teaching and learning;

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- Experience using measurement models to support probabilistic inferences about learning trajectories for individual students and groups;
- Excellent communication skills (both oral and written) including ability to define and articulate measurement approaches to support the use of formative assessment to support learning goals associated with both the Common Core and 21st century competencies;
- Able to research and synthesize information quickly;
- Strong collaboration skills and experience working with distributed teams;
- Self-starter with the ability to take on initiative within a distributed team structure;
- Curiosity and capacity to go beyond assessment design and integrate the perspectives of other disciplines, such as game design and learning design;
- Ability to collaborate effectively and drive work forward in distributed interdisciplinary teams;
- Ability to build relationships and resolve conflicts;
- Willingness to provide clear information others require to make decisions;
- Excellent communication and presentation skills;
- Ability to delegate, plan own work and task work out to others; and
- Strong time estimating and prioritizing skills.

The ideal candidate will also have the following preferred prior experience, skills and disposition:

- Some classroom teaching experience in grades 6-12, with a math and science focus preferred.

About GlassLab. A project of Institute of Play, GlassLab is exploring the potential for original games and modifications of existing commercial game IPs to support real-time formative assessment and serve as potent learning environments. By integrating learning and assessment in a single engaging, data-rich experience, the Lab aims to deliver students and teachers powerful, pioneering tools to improve the process of learning and accelerate progress on the path toward college and career. GlassLab represents a groundbreaking collaboration between Institute of Play, Electronic Arts, Entertainment Software Association, Educational Testing Service, Pearson's Center for Digital Data, Analytics & Adaptive Learning, and others. Education Testing Service is the hub of the assessment team that is part of the lab, and researchers at Pearson are taking the lead on educational data mining. GlassLab is supported by grants from the Bill & Melinda Gates Foundation and the John D. and Catherine T. MacArthur Foundation. Find out more @ glasslabgames.org.

About Institute of Play. The Institute designs experiences that make learning irresistible. Founded in 2007 by a group of game designers in New York City, the Institute is now home to an interdisciplinary team of designers, strategists and learning practitioners. Our first project was the design and implementation of an innovative New York City public school, called Quest to Learn. At the core of the experiences we design are games, play and the principles that underlie them. Using these principles, we have created institutions, games, programs, events, digital platforms and products. We work wherever people are: in communities, businesses, schools, cultural and civic institutions. Our work unlocks the transformative power of people as seekers and solvers of complex problems, risk takers, inventors and visionaries. It empowers people to thrive as active citizens in a connected world. Find out more @ instituteofplay.org.

How to apply. Please email the following materials to resumes@instituteofplay.org with "Director of Assessment" in the subject line:

- Cover letter; and



· Résumé.

Due to the volume of applications we receive, we are unable to respond personally to every applicant. Institute of Play reviews carefully each application within one month of application receipt. If you do not hear from us within this time, we encourage you to apply again for another position in the future, and thank you for your interest in the Institute.

Institute of Play is an equal opportunity employer and does not discriminate on the basis of age, disability, sex, gender identification, sexual orientation, genetic information, national origin, race, religion or any other protected class.