



New Position Available Immediately: Manager of Research

The World Wide Workshop Foundation (501c3) (www.WorldWideWorkshop.org) seeks to hire immediately an experienced Manager of Research to join an innovative and entrepreneurial team dedicated to transforming education with social media technology.

The full-time Manager of Research is based in NYC, reports directly to the Foundation's President, and coordinates research work conducted in collaboration with the Foundation's staff members, educators, research consultants, and university partners. This position requires some travelling to program sites as needed (including West Virginia and Texas), and to conferences and meetings with our board and funders.

He/she must have knowledge in the learning sciences and expertise in implementing educational technology innovation, program evaluation, and leaning/cognitive research, combined with an ability to study and capture learning, development, and change among participating students, educators, and school systems in multiple locations. All of the Foundation's pilot programs are based on studying the impact of Constructionist learning, virtual learning networks, STEM and game-design curriculum.

Since its inception in 2006, the World Wide Workshop Foundation considers rigorous program evaluation and scalable impact research critical to the success of all its Globaloria programs and related innovations in technology, pedagogy and professional development. To date, in collaboration with several research partners, it has established a rather complex research framework and eclectic quantitative and qualitative methodologies to assess the cognitive, behavioral and affective impact of its Globaloria programs on student and educator learning (see attached list of reports and conferences). This research has been used to directly inform program implementation and strategy and to encourage educational transformation on a large scale. We now seek a Manager of Research to help us expand our research and its impact and ensure its rigor and excellence and distribution of findings.

The Manager of Research is expected to stay in this position for at least 2 years (preferably 3), and will be responsible for coordinating, monitoring and managing all aspects of the Foundation's research agenda to ensure the Foundation achieves its overarching strategic research objectives of excellence and impact. Specifically, starting in 2009-2010, the foundation seeks to produce, publish and distribute 6 comprehensive reports each year that demonstrate the impact of Globaloria programs in the State of West Virginia (www.Globaloria.org/wv) and in Austin, Texas (www.Globaloria.org/tx).

Please email rachel@WorldWideWorkshop.org 1) cover letter, 2) resume, 3) references, 4) sample of best publications and research papers, including details about past research projects, publications, and research proposals.

Responsibilities:

- Coordinate, monitor and oversee Foundation research projects from design to implementation, analysis, product development; ensuring on-time deliverables, including publications;
- Manage all communication between President, Program Director, and Research Partners to ensure effective and clear implementation;
- Report on the status of all research projects, identify potential areas for concern and offer solutions;
- Develop, review, manage and archive all data spreadsheets, data sources and tools;
- Coordinate the universal and timely implementation of research tools, including surveys, interviews, focus group discussions, etc.;
- Contribute to the collection and analysis of data;
- Contribute to the writing up of research publications;
- Collect, review and provide feedback on all qualitative and quantitative research and reports;
- Ensure all research partners adhere to research protocols and meet agreed upon objectives;
- Synthesize overarching research findings for use by the Foundation and partners;
- Develop and manage the Foundation Research Wiki to encourage collaboration and sharing within the research community;
- Organize and publish all research papers and reports on the Foundation website;
- Create and deliver professional presentations on research and evaluation results;
- Identify and support conference and forum opportunities to present the Foundation's research,
- Identify and invite new research partners;
- Assist in ensuring grant expenditure adherence;
- Support fundraising efforts, including proposal writing and report writing;

Qualifications:

- MA/EdM//PhD degree in psychology, education, and/or social sciences;
- 3-5 years of related work experience;
- Clear understanding of the research process, acquired through both practical and academic work experience;
- Demonstrated knowledge of the field and quantitative and qualitative analysis skills;
- Ability to develop and maintain positive relationships with partners and team members;
- Excellent organizational skills, with an ability to multitask and handle timelines and priorities in a team environment;
- Energetic, intelligent, and proactive individual;
- Love for learning, education innovation, and learning technology;
- Familiarity with Constructionist learning theory and project-based learning;
- Excellent written and documentation skills;
- Excellent communication and presentation skills;
- Excellent attention to detail.

**The World Wide Workshop Foundation:
List of Keynotes, Conference Papers, and Reports about Globaloria
(During June, 2008 to August, 2009)**

1. Keynotes and Presentations at Conferences:

(NECC, June, 2008). *Closing Keynote:* Harel Caperton, I., “The Transformational Power of Social Media Technology in Learning.” ISTE National Education Computing Conference (NECC). San Antonio, Texas. <http://www.worldwideworkshop.org/newsletter-july-2008#anchor4>

(GLS, July, 2008). *Panelist:* Harel Caperton, I. “The Globaloria: Youth Designing Web-Games for Learning.” *Paper presented at the Games, Learning and Society (GLS 4.0).* University of Wisconsin, Madison. <http://www.worldwideworkshop.org/newsletter-july-2008#anchor4>

(NCPEA, August, 2008). *Panelists:* Nicholson, B., & Chapman, W. Marshal University. “Principals’ Viewpoints on a Multi-Site Technology Project.” Paper presented at National Council of Professors of Educational Administration Conference (NCPEA). San Diego, CA.

(ODF, October/November 2008).

1. *Opening Keynote:* Harel Caperton, I., “The New Digital Literacies and Didactic Web Production for Constructionist Learning in Web 2.0 Era.” Edunov@ Institute, Omar Dengo Foundation. San Jose, Costa Rica. <http://www.worldwideworkshop.org/newsletter-october-2008#anchor2>
2. *Workshop for 100 Educators:* Harel Caperton, I., “Walking through the Globaloria Networks: Experience first-hand new and innovative digital web and wiki tools for Constructionist learning among students and educators.” Edunov@ Institute, Omar Dengo Foundation. San Jose, Costa Rica. <http://www.worldwideworkshop.org/newsletter-november-2008#anchor1>

(SRCEA, October, 2008). *Panelist:* Nicholson, B., (Marshall University). “Globaloria: Theory, Implementation, and Progress.” Paper presented at Southern Regional Council on Educational Administration (SRCEA). Charleston, WV.

(SRCEA, October, 2008). *Panelists:* Alley, R., Green, J., & Lawson, D., (Marshall University). “Developing Collaborative Researchers: Doctoral Students Evaluate Globaloria-WV Progress.” Paper presented at Southern Regional Council on Educational Administration (SRCEA). Charleston, WV.

(ETLC, December, 2008). *Opening Keynote:* Harel Caperton, I., “Internet Safety in the Age of Social Networks: Can Our Students and Educators Use Social Media Technologies for Productive Learning in the Context of School?” Education Technology Leadership Conference 2008. Virginia Tech., Roanoke, VA. <http://www.etc08.org/Caperton.pdf>

(DATS, March, 2009). *Opening Keynote:* Harel Caperton, I., “Designing Learning Environments and Digital Tools for Children to Learn, Think, and Innovate.” The 5th Annual Design, Art and Technology Symposium (DATS). [Center for Design Innovation](http://www.worldwideworkshop.org/newsletter-march-2009#anchor3) at [Piedmont Triad](http://www.worldwideworkshop.org/newsletter-march-2009#anchor3), High Point, North Carolina. <http://www.worldwideworkshop.org/newsletter-march-2009#anchor3>

(HackEdu, March, 2009). *Panelist:* Harel Caperton, I., “Hacking Education: Exploring the Intersection of Web2.0 and the Education Business.” Union Square Ventures. New York City, NY. <http://www.worldwideworkshop.org/newsletter-march-2009#anchor4>

(SITE, March, 2009). *Panelist:* Whitehouse, P., (West Virginia University). “Globaloria Pilot Year One: New Directions for 21st-Century Teacher Professional Development.” Paper presented at the Society for Information Technology and Teacher Education International Conference. Charleston, South Carolina.

(AERA, April, 2009). *Panelists:* Harel Caperton, I., and Reynolds, R.

1. *Panelist:* Reynolds, R., “[Development of High School and Community College Students' Contemporary Learning Abilities in Globaloria](http://www.worldwideworkshop.org/newsletter-april-2009#anchor3)”. American Education Research Association (AERA), Applied Research in Virtual Environments for Learning (ARVEL SIG). San Diego, CA. <http://www.worldwideworkshop.org/newsletter-april-2009#anchor3>
2. *Panelist:* Reynolds, R. “[The Emergence of Six Contemporary Learning Abilities \(6-CLAs\) in High School Students as They Design Web-Games and Use Project-Based Social Media in Globaloria](http://www.worldwideworkshop.org/newsletter-april-2009#anchor3).” American Education Research Association (AERA), Advanced Technologies for Learning (ATL SIG). San Diego, CA. <http://www.worldwideworkshop.org/newsletter-april-2009#anchor3>
3. *Panelist:* Harel Caperton, I., “Towards a Comprehensive Definition of Game Media Literacy: Playing and Building like Reading and Writing.” American Education Research Association (AERA), Applied Research in Virtual Environments for Learning (ARVEL SIG). San Diego, CA. <http://www.worldwideworkshop.org/newsletter-april-2009#anchor3>
4. *Panelist:* Harel Caperton, I., “The Globaloria Social Media Networks for Learning Game Production. Interactive Symposium: In Search of the Forgotten Piece of the 'Gaming and Literacy Puzzle:' American Education Research Association (AERA), Media, Culture, and Curriculum (MCC SIG). San Diego, CA. <http://www.worldwideworkshop.org/newsletter-april-2009#anchor3>

(G4C, May, 2009). *Interactive Exhibit:* Oliver, A., Sullivan, S., Gray, J., and Doshi, M. “Inspiring and Educating the Next Generation: Students Designing Games for Change.” Games4Change Festival 2009. New York City, NY. <http://www.worldwideworkshop.org/newsletter-may-2009#anchor4>

(GLS, June, 2009). *Panelists:* Harel Caperton, I., and Sullivan S., “[Students' Development of Contemporary Core Competencies through Making Educational Web-Games](http://www.worldwideworkshop.org/newsletter-june-2009#anchor1).” Games, Learning and Society (GLS 5.0). University of Wisconsin, Madison. <http://www.worldwideworkshop.org/newsletter-june-2009#anchor1>

(TEDGlobal, July, 2009). *Speaker:* Harel Caperton, I. “The New Literacy is Game Literacy.” TEDGlobal. Oxford, University. Oxford, UK.

(NCPEA, August, 2009). *Panelist:* Nicholson, B., (Marshall University). “An Analysis of the Effects of a Technology Program on Students' Academic Performance: Are These Vygotsky's Children?” Paper presented at National Council of Professors of Educational Administration Conference. San Antonio, TX.

(WVSTC, August, 2009). *Concurrent Session Speakers:* Barker, I., (McDowell County), Beane, M.(WVDE), and Lowenstein, D., “Globaloria in Public Education.” West Virginia Statewide Technology Conference (WVSTC). Charleston, WV.

(SRCEA, October, 2009). *Panelist:* Nicholson, B., (Marshall University). “The Effects of Globaloria on Students' Academic Performance.” Paper submitted to the Southern Regional Council on Educational Administration (SRCEA). Charleston, WV. October 2009.

2. World Wide Workshop Reports Series - Published on the Foundation’s Website:

Harel Caperton, I., Sullivan, S., Oliver, A. (2008, December). The Case for the Globaloria Network in West Virginia: Empowering West Virginia youth to create and collaborate online with a 21st-century game-making curriculum. *World Wide Workshop Foundation Year-1 Executive Report*. New York, NY: www.WorldWideWorkshop.org/reports.

Knestis, K. (2008, December). Understanding Globaloria as the Subject of Research: An Agenda for Future Study. Charleston, WV: Edvantia, Inc. New York, NY: www.WorldWideWorkshop.org/reports.

Lawson, T. (2009, July). The Impact of Globaloria on Collaborative Problem Solving Skills: Working Toward Designing a Skill-Transfer Experiment. An Exploratory Pilot Study. New York, NY: *World Wide Workshop Foundation Report*. www.WorldWideWorkshop.org/reports.

Reynolds, R. & Harel Caperton, I. (2009). Comparison of Middle School, High School and Community College Students’ Wiki Activity in Globaloria-West Virginia (Pilot Year-Two). *World Wide Workshop Foundation Report*. (Accepted to the October, 2009 Annual WikiSym Conference, Orlando, FL.) New York, NY: www.WorldWideWorkshop.org/reports.

Whitehouse, P., (West Virginia University); Reynolds, R., (Syracuse University), & Harel Caperton, I., (World Wide Workshop) (2008, December). A Research Framework to Examine Educator Experiences in Globaloria from Pilot Year 1: Preliminary Findings and Future Directions. *World Wide Workshop Foundation Report*. http://www.worldwideworkshop.org/rep/TeacherProfessionalDevelopment_WVU_020609.pdf

Whitehouse, P. (2009, August). Making Teacher Learning Visible: Networked Professional Development in Globaloria-WV Pilot Year 2. A Comprehensive Report. *World Wide Workshop Foundation Report*. www.WorldWideWorkshop.org/report.

3. Teacher Stories Series: Short Essays by Globaloria-WV Educators - Published on the Foundation's Website:

Barker, I. (2009, June). Globaloria at Elkins: Learning to live in a flat world through Globaloria experiences in my classroom. *Educator's Story Series, World Wide Workshop Foundation.*

Cantrell, R. (2009, June). Globaloria at Clay: 10 Months, 8 Students, and 8 Games. *Educator's Story Series, World Wide Workshop Foundation.*

Stalnaker, D. (2009, June). Globaloria at Avondale: Cultivating teamwork and discovering my students' hidden but impressive intellectual talents through a game-design curriculum. *Educator's Story Series, World Wide Workshop Foundation.*

4. Publications in Journals and Conference Proceedings:

Whitehouse, P., Reynolds, R. & Harel Caperton, I. (2009, March). Globaloria pilot year one: New directions for 21st Century teacher professional development. In C. Crawford et al. (Eds.), *Proceedings of Society for Information Technology and Teacher Education International Conference 2009* (pp. 1590-1597). Chesapeake, VA: AACE.

Whitehouse, P. (2009, July). Networked Teacher Professional Development: The Case of Globaloria. Manuscript conditionally accepted to *Journal of Interactive Learning* for 2010 publication.

Harel Caperton, I. (2009, June). Toward a theory of game-media literacy: Playing and building as reading and writing. In press (2010), *International Journal of Gaming and Computer-Mediated Simulations*, 2(1).

Reynolds, R., & Harel Caperton, I. (2009). 4 papers presented at AERA-09 are published on the www.AERA.org website.

5. Doctoral Dissertation:

Chapman, N. (2009, in progress). Administrative Perspectives on Technology Integration: The Globaloria Program in West Virginia. Unpublished Dissertation for Doctorate Degree in Educational Leadership. Marshall University Graduate School of Educational and Professional Development. Charleston, WV.

6. Papers about Globaloria-WV - Submitted to Conferences, to be completed in the fall of 2009:

Reynolds, R., & Harel Caperton, I. (2009, in progress). The Development of Rural Middle-School Students' Contemporary Learning Abilities as They Design Web-Games in Globaloria-West Virginia in (PY2). *World Wide Workshop Foundation Case Study Report*. Submitted to annual convention of the American Education Research Association (AERA), 2010.

Reynolds, R., & Harel Caperton, I. (2009, in progress). Development of Vocational High-School Students' Contemporary Learning Abilities as they Design Web-Games in Globaloria. *World Wide Workshop Foundation Case Study Report*. Submitted to Annual Convention of the American Education Research Association (AERA), 2010.

Reynolds, R., & Harel Caperton, I. (2009, in progress). Development of Rural High-School Students' Contemporary Learning Abilities in Globaloria. *World Wide Workshop Foundation Case Study Report*. Submitted to Annual Convention of the American Education Research Association (AERA), 2010.

Reynolds, R., & Harel Caperton, I. (2009, in progress). Middle-School, High-School, and Community-College Students' Self-Reported Impressions about Learning Game Design and Programming, and Web 2.0 Skills. *World Wide Workshop Foundation Report Series*. Submitted to Annual Convention of the American Education Research Association (AERA), 2010.

Redfield, D. (2009, in progress). The Relationship between Globaloria Participation and Test Performance: A Pilot Study in West Virginia. Charleston, WV: Edvantia

Whitehouse, P. (2009, in progress). Developing Digital Literacies Among Educators: Teaching and Learning in a Networked Environment. Paper submitted to Annual Convention of the American Education Research Association (AERA) 2010 (Division K, Technology as Agent of Change (TACTL)).

Whitehouse, P. (2009, in progress). Making Teacher Learning Visible: Networked Professional Development. Paper submitted to Annual Convention of the American Education Research Association (AERA) 2010 (Division K, Section 9).

The World Wide Workshop Foundation:

List of Reports Underway about the Globaloria Program during 2009-2010

- 2 Vision Papers
- Report on the impact of Globaloria on student achievement in academic assessment (standardized tests, grades, attendance, etc.)
- Report on the impact of Globaloria on teacher professional development
- Report on the transfer of Globaloria skills to other cognitive and academic areas
- Report on 10 Case studies of Globaloria students (5) and educators (5)
- Educator Stories from the Field
- 10 video mini-documentaries about Educators and Students – Voices from the Field
- 1 Annual Executive Report