

Seeking Researchers/Evaluators to join National Network of Researchers for Technology Education Innovation

The World Wide Workshop (501c3) invites experienced Researchers/Evaluators and doctoral and graduate students to join a national research network opportunity and to collaborate with an innovative and entrepreneurial team dedicated to transforming education with a social learning network for teaching game design and programming.

The Researcher Partners conceptualize and conduct research in Globaloria program sites nationally. He/she coordinates research work conducted by himself/herself and at times in collaboration with other research partners, the Workshop's staff members, educators, research consultants, and partners. Research may require some travelling to program sites in California, Florida, New York, Texas and/or West Virginia. **The Workshop will make program data and content available to the Research Partners.** In some instances, stipends may be provided.

It is preferred that he/she has knowledge in the learning sciences and expertise in implementing educational technology innovation, program evaluation, and learning/cognitive research, combined with an ability to study and capture learning, development, and change among participating students, educators, and school systems. All of the Workshop's pilot programs are based on studying the impact of Constructionist learning, within blended-learning networks, STEM and game-design curriculum.

The Research Partners will design experimental or quasi-experimental studies, and also collect and analyze data of the Globaloria Social Learning Network. **Globaloria is a social learning network for teaching young people how to create educational webgames.** Since 2006, Globaloria has served over 4000 students and educators in five states: California, Florida, New York, Texas, and West Virginia; making Globaloria the nation's first and largest education innovation of its kind. Globaloria offers a rigorous **turn-key instructional solution for STEM learning**, comprising a year-long academic curriculum, game design and programming tutorials, game-content resources, virtual teaching and learning support systems, and multi-year professional development for educators. Participants are educated in technical and computational skills and develop deep content knowledge and 21st-century skills, that together, prepare them for college-level studies, digital citizenship and careers in the global knowledge economy.

Meet the Workshop's current [Research Partners](http://www.worldwideworkshop.org/aboutus/research-partners) (<http://www.worldwideworkshop.org/aboutus/research-partners>)!

Ideal Responsibilities:

- Conceptualize questions and hypotheses about potential impact of Globaloria on knowledge development, civic engagement and community development.
- Conduct own research, monitor and oversee other research efforts from design to implementation, analysis, product development; ensuring on-time deliverables, including publications;
- Collaborate with other researchers down the road.
- Report in writing, as outlined in contract, on the status of research/evaluation, identify potential areas for concern and offer solutions;

- Undertake effective data collection and analysis;
- Complete research publications;
- Create and deliver professional presentations on research and evaluation results;
- Identify and participate in conference and forum opportunities to present research;
- Identify and invite new research partners;

Ideal Qualifications and Interests:

- MA/EdM and/or PhD in psychology, education, research methods, and/or social sciences; or Doctoral/Graduate student.
- 3-5 years of related work experience;
- Clear understanding of the experimental research process, acquired through both academic and practical 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;
- 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;
- Ability to hire and manage student intern(s)
- Excellent attention to detail.

Interested applicants please email Yasmin@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.

The World Wide Workshop is an equal opportunity employer and encourages applications from all qualified individuals including women, people of color, persons with disabilities, and lesbian, gay, bisexual, and transgender individuals.

The World Wide Workshop (www.WorldWideWorkshop.org) is a global organization for developing open-source applications of social media technology and game production, to enhance learning, innovation, entrepreneurship, and an understanding of the world in economically disadvantaged and technologically under-served communities.

Globaloria (www.Globaloria.org), the flagship program of the World Wide Workshop, is the nation's largest education innovation intervention of its kind; serving over 2500 students and educators in multiple states and contexts around the country since 2006. Globaloria is a rigorous blended-learning, turn-key solution that provides a year-long digital curriculum, tools, resources, student and educator data tracking, and professional development for educators to engage, motivate and advance students' STEM learning through game design.

Rigorous program evaluation and scalable impact research are critical to the success the Globaloria network and all related innovations in technology, pedagogy and professional development. Since launching, the Workshop has collaborated with a [National Network of Researchers](#) to establish a research framework and quantitative and qualitative methodologies to assess the cognitive, behavioral and affective impact of Globaloria on student and educator learning. [Preliminary research](#) indicates that Globaloria is increasing contemporary learning abilities and self-confidence among learners, and improving their academic performance on statewide tests that measure mastery of core subjects like math, science, reading and writing. This research has been used to directly inform program implementation and strategy and to encourage educational transformation on a large scale.