Game Master Internship

EMPLOYER: ElephantSTEM.com

INDUSTRY: Entrepreneurial/Start-Ups

FUNCTION: Technology (UX Design)

HOURLY RATE:

Professional development & remote research assistance: $15 per hour
School visits: $25 per hour

POSITION TYPE: Internship

LOCATION: Cambridge, Massachusetts, United States of America

JOB DESCRIPTION:

ElephantSTEM, a Cambridge-based EdTech startup in STEM education, is currently working on a National Science Foundation-funded project aimed at developing digital games that help underperforming high school students learn statistics. We are developing an immersive 3D video game experience that will improve learning outcomes and prepare students to approach quantitative problems from the perspective of statistics and data science. Our team consists of researchers from prestigious universities, expert education professionals, experienced software engineers, veteran video game developers, and more.

We are seeking three Game Master Interns to assist us with the next phase of our project. During this phase, our video game intervention will be implemented in a high school in Salem, MA.

**School visits will take place on the following dates (in 2020): January 28 & 30; February 3, 5, 7, 11, 13, 24, 26, 28. Each school visit will take place from 7:30 AM to 9 AM (although there may be instances in which the school visit will end at 9:30 AM due to data collection).** Research team carpools are provided. The Game Master Interns will serve as role models and mentors for students within the school, and gain insight and experience in video game research as well as EdTech feasibility and usability research. Interns must be prepared to engage with students in the school and **participate in six hours of fully paid professional development. The professional development will take place during the week of January 20, 2020** prior to the start of the school visits.

This is an excellent, low-commitment opportunity for students interested in gaining hands-on EdTech research experience.

**Responsibilities include:**
- Interacting with high school students during 10 visits, from January to February, within the context of the project.
- Gaining a deep understanding of the video game intervention, school visit protocols, and relevant EdTech research during professional development sessions.
- Collaborating with our researchers during and prior to school visits.
Qualifications:
- Strong background in statistics, or a willingness to learn.
- Strong interpersonal skills.
- Interest in EdTech research.
- Experience in education a plus.

HOW TO APPLY:

To apply, please email yoh@elephantstem.com and mchung@elephantstem.com with a resume and subject line “Game Master Internship.”