

Educational interaction designer

We want to use technology to improve education in the world.

Do you want to be a part of this by designing e-learning unlike anything else, e-learning that is groundbreaking, adaptive, more efficient, more fun, and of a much higher quality than anything seen til now? If you think you could excel in designing these products, we would like to hear from you.

Background: Technology has made huge advances in the last 40 years, while education still faces the same enormous barriers it faced 40 years ago: human teaching is very costly and/or inefficient in many situations; teaching is not very individualised or adapted to the needs of the individual; students are unmotivated, do not learn what they should, fail exams too often, too many drop out. Technology can help, but is often not used. There is a lot of e-learning out there, but much of it is lagging in quality and very costly to develop. Not much e-learning has truly changed education.

Why would Area9 succeed where others have failed? Because we have developed a unique range of technologies that no other players in education have. These technologies revolutionise learning products, but they also revolutionise the way learning products can be created. This means for the first time it is now possible to create learning products of the highest quality at a much larger scale and a fraction of the cost of any competitor. Through our strategic partnership with American publisher McGraw-Hill, we have the resources and the access to the market needed to use these technologies. We have created learning products for scores of subjects and hundreds of thousands of users are currently using them. Now we are developing the next generation of technologies that will push online learning into far more areas.

The job: We are looking for the person to put all the pieces together and design the products in our new generation of simulation-based e-learning: You will interact with the subject matter experts, the programmers, and the customer. This is the product owner, in the scrum sense. You need to be a great Educator, who will understand what the student needs and can design a computer program that can make him learn faster and better.

So if you have the rather special combination of the following 8 skills, let us hear from you:

1. Pedagogy: The Great Educator knows how to meet the student where he is, knows what is difficult for the student and knows how to help him overcome his difficulties.

2. Game design: This job is to translate your educational insights into a simulator (a "game") that will achieve your educational goals (and is fun!). To create a simulator teaching, say, osmosis (in Biology) you must seek out the knowledge of the subject, have a deep insight in game design, and an understanding of the different means needed to achieve different kinds of learning objectives - and you must be creative.

3. Science skills: You cannot create the simulators without being easily able to understand a University level text in, e.g., Chemistry. We do not expect you to have a University degree in all the subjects of our products, but a degree or background in one of the Sciences (Biology, Chemistry, Maths, etc.) is a definite advantage.

4. Usability: We take this very seriously. We do thorough user testing throughout the process. You must have flair for good usability.

5. Graphical design: We have graphical designers, but you too must have an eye for good graphical design in order to ensure each product has a perfect visual appearance.

6. Implementation experience: You need to interact with the programmers and make lots of sensible decisions so the implementation can be achieved in a cost-effective way. You should be able to make ballpark estimates and consider alternatives that achieve each goal at the lowest cost (speed of implementation).

7. Project management: This is not a project manager position, but you need to (1) be able to monitor progress on many simulators, and ensure each and every one of them is (2) of the highest quality and (3) developed cost-effectively.

8. Subject matter expert communication: Each simulator is rigorously reviewed in every iteration by several professors in its field. You need good communication and peoples skills to manage them, achieve agreement, and translate what they say into cost-effective, world-class simulators that cover the learning objectives. You must navigate between their domain of expertise and your own: never make the decisions in their domain and they must not make the decisions in your domain (simulation). This requires both humility and determination.

Applications: If you are the outstanding individual with the very special combination of all these skills, we think you together with us and our unique range of technologies can reach very far. The opportunity we have in front of us is great - both directly as well as longer term.

Please send your application to Tommy Olesen, application@area9.dk by **15th August 2011**. If we think you could be qualified, we will ask you to take a small test to evaluate these 8 areas.

<http://www.area9learning.com> (Note, the newest generation of simulators is not on this site; they have not been launched yet.)