Degree and area of specialization:

Ph.D. in Education, Computer Science, Computational Linguistics or related discipline(s).

Minimum number of years and type of relevant work experience:

Experience in the development, implementation, and evaluation of educational technologies, ideally educational games or related area(s). Research may include work done as part of doctoral studies or other research-related projects.

The ideal candidate should have demonstrated proficiency in psychological theories of learning, qualitative and quantitative research methods, the design, implementation, and evaluation of technologies, and computational linguistics. Any successful candidate will have expertise in several of these areas, including quantitative research methods.

Candidates must be well organized, self-motivated, and have strong interpersonal skills to help manage and contribute to a large, collaborative, inter-disciplinary research team.

Required Skills:

* Excellent oral and written communication skills.

* Wide array of learning science research skills.

* Experience with quantitative techniques to generate and analyze discourse in an educational setting.

* Strong interpersonal skills and experience working with other members in a research group and with collaborators in other disciplines.

* Experience with the preparation of manuscripts, grants, and research presentations.

Principal Duties

The candidate will conduct research in the Games and Professional Simulations (GAPS) research consortium. GAPS is a collection of students, faculty, and academic staff who develop games for science, technology, engineering, and mathematics (STEM) learning and assessment. In these games, students learn to think like real-world professionals. These tools for developing and assessing complex STEM thinking are designed to be the infrastructure for a new, more motivating, and more inclusive approach to STEM education a decade or more in the future.

The candidate will work as an integral scientific member of a large research team, developing, implementing, and testing new technologies for learning and assessment.

The postdoctoral scholar will supervise the work of graduate students, publish research papers, contribute to grant writing, and help shape the overall scope and direction of the research. This is an opportunity to develop skills in research project direction, educational game design and assessment, computational modeling of situated action, and academic publishing. The head of the GAPS consortium, David Williamson Shaffer, will serve as a direct mentor, but the candidate will also have the opportunity to learn from some truly outstanding senior scholars and practitioners.

Please send your cover letter and CV to Amanda Geske at geske@wisc.edu

We will begin reviewing applications on June 1 and will continue to accept applications until the position is

filled.

The start date for the position is negotiable but ideally is September 1, 2013.