

Position Summary: Filament Games seeks a Research Intern to join our dynamic, interdisciplinary team. The Research Intern Assistant, working under the supervision of our Director of Research, will assist with internal research activities, including user testing, product development research, and grant development. Responsibilities include conducting literature reviews to support project development, assisting with quality testing of games for educational alignment, and supporting user testing and field tests. Bottom line: We're looking for a creative systems thinker with excellent social science-based research skills AND excellent people skills.

Core (Required) Qualifications:

- Minimum of a bachelor's degree in education, a social science discipline, or a closely related field, or in lieu of a degree, significant work experience using social science research tools and theoretical frameworks.
- High level of skill in library/archival research methods. Given a topic, can you quickly identify the core research and researchers working on the topic and summarize this research to a lay person?
- Strong communication skills (both verbal and written), including experience communicating in a professional environment and across disciplines (e.g., technology, art, social sciences).
- Experience and/or training in social science research methods, especially interviewing, survey design, and focus groups.
- Well-honed analytical skills: Can you take an argument apart and then improve it?
- Well-developed organizational skills and attention to detail.
- Competent with the core functionality of Word, Excel, and basic Google office apps.
- Ability to adapt quickly to a rapidly changing, fast-paced creative environment.
- Ability to manage multiple demands on your time.
- A passion for video games and for helping to design excellent, innovative learning experiences!

Plusses:

- Teaching experience or similar experience working with children.
- Market research experience or training.
- Knowledge of quantitative and qualitative data analysis techniques and software (e.g., SPSS, NVivo).

Primary Duties:

- Conducting literature reviews on various topics, and producing clear and concise syntheses of the results.
- Assisting with the implementation of internal research activities, including user testing and field studies.
- Facilitating identification of and communication with schools and educators.
- Developing and managing a pool of research subjects.
- Proofreading and editing.

Compensation: \$2,000/mo

Term: 6 months

To Apply: Please click the "APPLY NOW" button next to the job posting. Include your cover letter addressed to Connor Hayes and resume. In your cover letter please include a discussion of how this

internship will further your long-term career and/or educational goals as well as the names and contact information for three professional references.

NOTE: Applications that do not include the requested information will not be reviewed.

Applications due: June 29th by 5pm

Benefits: Filament Games is an awesome place to work. Why?

- Our team is a creative, interdisciplinary group of people who share a desire to make a difference. By making innovative educational games, we're working to modernize education and revolutionize learning!
- We believe that the best work - and the best life - comes from a healthy balance between work and play; discipline and fun. Our office culture reflects this. For example, we have flexible work hours, LAN nights, grill outs, sketch nights, Show N' Tells, ropes course outings and the occasional Nerf battle.
- Our stylish, fun and relaxed office is conveniently located on the near east side of Madison, a lively city with a world-class university, vibrant tech industry and beautiful state capital. The near east side is a vibrant, mixed-use neighborhood near lake Monona that offers affordable housing, eclectic restaurants, music venues and retail stores—all within walking distance of our office. Even better, we're only two miles from the heart of downtown and the university.
- Filament offers a competitive benefits package, including health/vision/dental care, Flexible Spending Account, 401K retirement plan, subsidized metro travel, discounted gym membership, generous paid time off and extended holidays.

So what are you waiting for? Apply today and help us craft the future of educational gaming!

***Note: Limited benefits are available during internships.*

About Filament Games: Filament Games is a game production studio that exclusively creates learning games. Our core competency is producing games that combine best practices in commercial game development with key concepts from the learning sciences. Accordingly, our senior staff is comprised of individuals who are equal parts game and instructional designers; a "dual literacy" that allows us to engineer authentic game-play mechanics (rules and interactions that directly correlate with specific learning objectives).

Applicants will be considered for positions on the basis of qualifications and ability to perform the job for which they are applying without regard to race, religion, creed, sex, age, residency, national origin, disability, sexual orientation, marital status or physical appearance. Minorities are encouraged to apply.