

Sample Internship Description (Negotiable Tasks)

Field: "Internship Description"

Project Background

This internship offers the opportunity to work on a new project, developing iPad games for children ages 3-6 that target basic number sense concepts. This project builds on several years of research developing mathematics learning technologies for elementary school students, and seeks to take advantage of some of the exciting affordances the iPad offers for younger children (e.g. being able to interact with the child's touch as the child counts objects on the screen). The product will consist of several smaller games and activities, which each have their own narratives, and are linked together by an overarching storyline and point structure. The learning interactions have been developed based on research results and learning theory.

Internship Description

This internship offers a lot of room for creativity and for making significant contributions to the development of a new product. Responsibilities can be partially determined by interest and background. Key areas of need are graphic design, game design, and evaluation. You will determine specific internship goals with your manager, create a quarterly project plan, and have weekly intern/manager check-ins. The schedule offers flexibility around your coursework.

As an intern, you will gain experience developing educational technologies in a research setting based on sound learning principles. You will participate in an iterative design and research process.

This position offers the opportunity to make significant contributions to an exciting new technology development project.

Qualifications

Skills in game design or narrative development would be useful for constructing game narratives around learning interactions and creating points structures. iPad programming skills are also highly desirable.

Field: "Impact"

The intern will be able to make significant contributions to a product that will be distributed through the iTunes app store.