



Position Announcement for Immediate Release: February 1, 2008

Date of hire: April 1, 2008

The Institute of Play Builds a 21st Century Learning Space THE GAME SCHOOL, Opening September 2009

Position: Principal

We are looking for a school leader for a new 6th grade-12th grade small school based on the concept of games and learning. Our approach to learning and assessment harnesses strategic thinking around gaming and game design as innovative curricular and learning paradigms, actively seeking to operate as an institution of best practices in the digital media and learning arena.

Designed around the principles of game design and game-like learning, the Game School innovates in its conception of learning as situated, social, collaborative, and design and systems-oriented. Attention to the development of academic, social, and civic competencies takes place through a fully integrated curriculum and assessment framework. In addition to the acquisition of basic literacy skills—reading, writing, and calculating—focus in the Game School is on high level literacy skills such as the ability to think, read, and interact critically, to solve complex problems in mathematics and science, to reflect on the process of learning and being, and to express oneself persuasively as language and media authors, agents, and consumers. Students learn to reflect on and act within feedback loops connecting school and life systems drawn from the social, technological, and natural worlds they inhabit.

In a school spanning the 6th-12th grades, each year is designed as an immersive exploration of learning itself, supported by work with games, game design, simulations, and models as intensely iterative, rigorous, and innovative learning tools. This means that teachers and students are continuously engaged in inquiry about the nature of learning itself. Pedagogical emphasis is on game design and systems thinking, engagement within social/cultural/natural worlds, and the reproduction of culture through technology, both old and new.

Part of The John D. and Catherine T. MacArthur Foundation's initiative in Digital Media and Learning the Game School is being designed by the Institute of Play, in partnership with New Visions for Public Schools, the largest education reform organization in New York City, dedicated to improving the quality of education children receive in New York City's public schools. The school is scheduled to open in fall 2009, and will begin with a 6th grade class, adding a subsequent grade each year following. The location for the school has not been determined, but will most likely be in Manhattan, Brooklyn, or the Bronx.

Qualities we are seeking in a school leader:

- Strong leadership abilities and experience working in innovative contexts;
- Availability to be actively involved with the Institute of Play in the school co-creation process, starting immediately;
- Excellent collaborator who can work across constituencies;
- Experience in curriculum and assessment development, and resource management;
- Expertise in the integration of technology and/or digital media and learning OR
- While game design expertise is NOT a requirement candidates must have an understanding of the value of games and gaming as learning contexts and be fluent in the theoretical underpinnings of game-based learning;
- Experience in working with teachers as an instructional leader;
- Experience in working with grades 6 through 12 students;
- Experience working in inclusive and diverse settings;
- Clear communicator with an ability to inspire others.

Candidates for principal must possess a valid New York State Supervisory Certification; and a New York City Certificate of Eligibility (COE). Candidates who lack this certification will have one year to complete the certification before the school opens in 2009. We will work with such candidates to find ways of supporting this process, where appropriate. For more information on requirements for NY State, please see <http://schools.nyc.gov/offices/dhr/applicants/schoolleadership.htm>

To Apply:

Please email a letter of intent, CV, and the names and contact information for three references to:

Katie Salen, Executive Director, Institute of Play

katie@instituteofplay.org

Tel: 212.675.1101

www.instituteofplay.org

Letters of intent should address some of the following issues:

- Educational vision or philosophy;
- Experience with enabling students to succeed, including determining and assessing for measurable outcomes;
- Team leadership experience and understanding group dynamics;
- Approach to creating systems of accountability of others;
- Approach to curriculum development;
- Approach for dealing with and solving complex challenges;
- Areas of interest in regard to games and learning.

About the Institute of Play (www.instituteofplay.org)

The Institute of Play promotes GAMING LITERACY--the play, analysis, and creation of games--as a foundation for learning, innovation, and change in the 21st century. Through a variety of programs centered on game design, we engage audiences of all ages, exploring new ways to think, act, and speak through gaming in a social world. Working across a diverse community of players, the Institute of Play leverages games and play as critical contexts for learning. We bring non-traditional audiences into innovative spaces of production and learning through partnerships with the game industry, academia, government, and the arts. Participants call themselves writers, designers, readers, performers, teachers, and students. We just call them gamers.

Our goals are to:

- embrace game design as an agent of provocation, education, and change;
- build new domains of knowledge connected to gaming, digital media and learning;
- develop innovative curricula around gaming literacies;
- foster new models of collaboration between students, educators, and professional game designers;
- provide a space for the experimentation and exchange of ideas across creative, technology, and education sectors.

The Institute of Play is a nonprofit corporation designated as a 501(c)(3) tax-exempt organization by the United States Internal Revenue Service.

About New Visions for Public Schools (www.newvisions.org)

Since 1993, New Visions has been a leader in creating and supporting innovative small schools that combine personalized learning environments with rigorous educational programs. New Visions provides incentives and supports to teachers to explore and implement new ways to engage students and increase the relevancy and rigor of classroom practices. New Visions leadership development programs work with leaders at all levels of the school system to design and sustain schools and reform efforts that support student success.

The New Century High Schools Initiative (NCHSI) is a groundbreaking program that is transforming underperforming New York City high schools into innovative campuses of community-based small schools. Since 2002, 83 New Century High Schools have opened their doors in three boroughs, offering public school students both choice and quality for their high school education. The NCHSI is a crucial component of New York City Department of Education's mission to dramatically improve secondary education for the City's students, and has been generously supported through a \$70 million investment from the Bill & Melinda Gates Foundation, the Carnegie Corporation of New York, and the Open Society Institute. New Visions for Public Schools manages the NCHSI in collaboration with the Department of Education, the United Federation of Teachers, and the Council of Supervisors and Administrators.