About Scratch
Scratch is a creative programming language and the world's largest online coding community for children and teens. Children around the world use Scratch and ScratchJr to create their own interactive games, stories, and animations – and share their creations with one another. In the process, they learn to think creatively, reason systematically, and work collaboratively. In 2022, more than 33+ million young people around the world created projects with Scratch.

The Scratch Foundation
Since its creation at the MIT Media Lab in 2007, Scratch use has grown dramatically. More than 120,000,000 people from every country in the world have created more than a half a billion Scratch projects. At the Scratch Foundation, we’re responding to this growth by focusing on four strategic priorities: diversifying revenue sources; maintaining a high quality experience for our existing users; re-engineering the platform; and amplifying our impact through our programmatic and research work.

Position Overview
The Manager of Research is responsible for implementing a year-long research project that explores children’s engagement and well-being with Scratch. This position will work closely with the Director of Research to manage all aspects of the project including: coordinating an external advisory group; implementing a pilot methodology defined in partnership with the advisory group; analyzing qualitative and quantitative data; and drafting white papers and conference submissions. The Manager of Research will also coordinate formative and summative research about our flagship outreach program, the Scratch Education Collaborative. The ideal candidate will have a strong background in learning science research, excellent analytical and communication skills, and the ability to work both independently and collaboratively in a hybrid work environment.

Responsibilities

- Coordinate advisory group (travel, catering, reimbursements, meeting facilitation).
- Implement the engagement and well-being research plan drafted by the advisory group.
- Analyze data and draft preliminary findings.
- Collaborate with the Programs Team to learn about and from our Scratch Education Collaborative participants.
- Present findings in white papers, journal articles, and/or at conferences.
Qualifications

- MA or Ph.D. in psychology, educational psychology, or related field; Ph.D. preferred
- Proficiency with qualitative and quantitative research methods and software
- Exceptional writing and communication skills
- Previous qualitative and quantitative research experience required; previous project based assessment experience preferred
- Effective planning and time management skills
- Detail oriented, with the ability to prioritize competing tasks

This position pays between $80,000 - $90,000 and is a remote position that is based in New York City. It is a one-year term position for 2024 with the potential for renewal in 2025. To apply, please submit your resume/CV and a cover letter to hr@scratch.mit.edu.