Programmer Needed for Educational Psychology Research (Grad or Undergrad)

**Hours:** 10-20 hours per week
**Days:** M-F, 9-6

**About the project:**
We are conducting research on promoting students' proportional reasoning with visual representations. People seem to have some basic perceptual access to rational numbers, and we are investigating ways to leverage those abilities to improve mathematical abilities.

**Tasks:**
You will develop interactive visualization stimuli for laboratory experiments using Psychopy and other packages.
Specific tasks include:
- creating paper-based prototypes of the stimuli
- developing visualization components
- developing grading algorithms for components
- creating interface templates
- conducting user-centered studies

**Qualifications:**
You should be a motivated undergraduate or graduate student at UW-Madison in good academic standing with excellent computer skills. You should have programming experience with an object-oriented language such as Python, C++ or Java, and you should be able to understand and debug existing code. Ideally, you are pursuing a degree in computer science or design and have interest in educational psychology or learning sciences research. You should be proactive, highly organized, and able to successfully manage projects independently.
You will receive a lot of training on the job. Therefore it is desirable that you have a long-term interest in the position, beyond the current semester.

**Application:**
For more information on the research, please refer to the Math Education Learning and Development lab website: [https://website.education.wisc.edu/pmatthews/](https://website.education.wisc.edu/pmatthews/)

For examples of currently existing stimulus presentation packages, please email the PI.

Please submit a cover letter stating your interest and experience and your CV to Dr. Percival Matthews: pmatthews@wisc.edu

Application Deadline is March 31, 2016