



Job Title: Chief Educational Architect (CEA)	
Department:	Job Grade: VP
Revision Date: 8/07/09	

InVisM

InVisM is the leading supplier of mission-specific, mission-critical education and training programs. From its central Colorado offices, InVisM serves the corporate, education, government and military markets with a keen focus on adult learning. Dedicated to creating and leveraging promising innovations and advancing the science of adult learning, InVisM creates high-impact content for achieving maximal knowledge and skill retention. InVisM is recognized for its outstanding products with such notable awards as the Best Government Serious Game for 2008 by I/ITSEC and the distinguished Stevie's award in 2009 for Multimedia Training. Focus is now on expanding the business into new and international markets.

Position Overview

The Chief Educational Architect is the highest-ranking person within InVisM with oversight of the educational aspects of the company's product offerings and training and education strategy. The CEA is responsible for assuring that InVisM anticipates and uses the best and most appropriate andragogical methodologies for adult education and training. The position requires insight, flexibility, and a perseverance to drive InVisM's growth. It also affords its occupant with an early opportunity to significantly influence and direct the company's strategic efforts and marketing successes.

Essential Job Functions and Abilities

- Develop a strategic direction for acquiring, developing and infusing the appropriate methodologies for adult learning into all InVisM products
- Assure that all products incorporate 'Best in Market' education/training methodologies
- Develop evidence-based data to support product claims
- Interview subject-matter experts to extract key information for infusion into training or education products
- Engage government, education or commercial clients to assess end goals and convert end goals into tactical educational schema
- Ability to direct the creation of training sessions leveraging a combination of media (video or CG) and immersive technologies
- Ability to work with technologists to leverage unique and novel technologies
- Ability to aide technologists in efforts to develop technological solutions that support time-proven teaching/learning approaches.
- Ability to balance learning objectives with realistic budgets of clients
- Ability to work with academics to tie advances in our approach with studies that support and validate InVisM's products and training methodologies.

Non-essential Job Functions and Abilities

- Ability to convert high level architectures into detailed scripts for content providers to use
- Capable of securing US Government security clearances (must be US citizen)

- Understanding of eLearning methodologies
- Ability to represent InVisM at educational trade conferences

Requirements

- Must hold a PhD in education or psychology
- Must have experience in the application of technology to learning
- Must have demonstrated ability to execute a learning program
- Prefer candidate with publications in the fields of education or psychology or commensurate experience
- Must be self-directed
- Must be willing to travel 20% of time
- Position will be located in Denver, CO
- Position reports to the General Manager

Contact

Please send resume and letter of interest to HR@invism.com or to InVism, Human Resources Department, 6530 S. Yosemite Street, Suite 250, Greenwood Village, CO 80111

NOTE: This job description is not intended to be all-inclusive. Employee may perform other related duties as negotiated to meet the ongoing needs of the organization.