



Learning Experience Architect, EdTech Products (Full Time)

About Learning Matters

At ***Learning Matters***, we focus on building teachers' competence in schools. Our approach to building competency is three-fold: Building ***knowledge*** with our StarTeacher training programmes, building English ***skills*** with our virtual voice teacher, Tara and enhancing their ***abilities*** with our hands-on activity kits called the ToolBox.

Our products, which are an efficacious combination of tech and non-tech components, are transforming the way teachers teach and students learn at schools, institutions and universities. Our EdTech products are built using Voice Technology, AI / NLP, MERN stack with microservices architecture and revolutionize the ed-tech domain.

About the role

Designation

Learning Matters (LM) is seeking an experienced and passionate **Learning Experience Architect** to join the Products team. This is a full-time role and requires the candidate to work from the company's physical location in Bangalore.

Role Summary

This role will **own the pedagogical framework** of product design. This role will also be responsible for conceptualizing and **designing thoughtful experiences** to bring technology into the products to make learning efficacious and meet the intended learning outcomes. The role requires facilitating conversations with stakeholders around how the framework will meet the learning outcomes. **Understanding end-user and business requirements, researching** how users will use the product to achieve the intended outcomes and **developing interaction models and conceptual frameworks** of experience are all integral parts of this role.

In this role, you will have a significant impact on our business as you enhance the first impression of schools and institutions using LM products and how they continue to bring efficacy in learning outcomes for their students.



Ideal candidate

Educational qualifications

- Mandatory:
 - Any Bachelors or Masters Degree (or an equivalent degree)
 - 6 - 8 years of experience in K12 academics in any of the following roles: senior teacher, academic head, content developer, curriculum developer or a similar role.
 - Experience defining writing best practices, style guides, and content templates
 - Demonstrated experience and ability to work with technology products.
- Good to have:
 - Any degree or diploma or related work experience in any software technology
 - A degree or diploma in Education
 - Any experience in the publishing industry

Interpersonal skills

We are looking for someone who

- Has an “anything is possible” and “less is more” mindset
- Is capable of organizing complex information, consolidating large amounts of data and synthesizing that effectively
- Takes pride in accomplishments but at the same time, humble, cooperative and believes in teamwork
- Does not wear blinders while solving a problem
- Can work with minimal direction while delivering high-quality outcomes
- Is good at multitasking, juggling competing priorities (not just at work, but at home as well), and organizing oneself to ensure commitments are delivered
- Is comfortable working with technology and has demonstrated clear abilities on this front in earlier roles.

Job responsibilities

- Plan, design, structure and review the pedagogical framework across all products against the learning outcomes.
- Plan, design, structure and review the content for all LM products



- Work with the technology team to build better user experience across all products, while continuing to keep learning outcomes as the most important aspect of the product.
- Define, agree and maintain a set of best practices to create and maintain style guides across all products
- Review all content that goes into products and ensure they align with the intended outcomes for the target audience
- Work closely with the content Team (both in-house and sub-contractors), product engineering, and other relevant functions to develop products & solutions that will have a positive impact on schools and Institutions.
- Visit customers (schools / institutions) to get a first-hand experience of how the product is being used and use this data to bring about improvements in the product design.

Work environment

- Great respect and recognition for your work
- Freedom to bring new ideas to the table
- Freedom to challenge existing ideas and work
- Tight, aggressive deadlines
- Working with highly collaborative and high-energy teams to bring best in class educational products
- Light travel that provides great opportunities to travel to tier-2, tier-3 schools and institutions to understand how products are being used by the target audience