

About Open Learning Exchange (OLE) Nepal

O.L.E. Nepal is a social benefit organization dedicated to enhancing teaching-learning in schools through the integration of technology and to provide uniform access to quality educational materials across different geographic areas and socio-economic strata.

O.L.E. Nepal develops and distributes free educational content, trains teachers to integrate technology in classrooms, implements technology interventions in rural schools, and helps build local capacity in technology and education.

We are a team of social workers, educators, designers, developers, and individuals dedicated to leveraging technology to improve the quality of education in public schools across Nepal. To learn more about our team, visit:

<https://olenepal.org/our-team/>.

Project Overview

OLE Nepal is implementing a project called Expanding Educational Access and Skills Through Technology (EAST). The EAST Project aims to strengthen equitable access to quality education by effectively integrating digital technologies into teaching and learning. Building on existing digital learning ecosystems, the project focuses on enhancing the relevance, accessibility, and pedagogical effectiveness of digital content used in classrooms, especially in underserved and resource-constrained areas.

A key component of the project is developing and enhancing high-quality, curriculum-aligned digital learning materials that support student-centered, inclusive, and interactive learning experiences. The project emphasizes using technology not only as a tool for delivering content but also as a means to foster critical thinking, engagement, and self-directed learning among students.

To achieve these goals, the EAST Project collaborates closely with educators, subject matter experts, and technology teams to design, test, and refine digital instructional resources that are contextually appropriate and scalable. It prioritizes continuous improvement through user feedback, data-driven iterations, and alignment with national curriculum standards.

Within this framework, the Digital Learning Content/Instructional Designer will play a central role in conceptualizing, designing, and developing engaging digital learning experiences. This position ensures that all learning materials produced under the project are pedagogically sound, user-friendly, and responsive to the diverse needs of learners and teachers.

About the Position

Digital Learning Content/Instructional Designer

Summary: O.L.E. Nepal is seeking a creative and passionate Digital Learning Content Designer to develop interactive, engaging, and stimulating educational content across multiple subjects, including Math, Science, Nepali, and English. This role focuses on creating multimedia educational content that transforms learning experience into active discovery and creative exploration, leading to a deeper and more intuitive understanding. The ideal candidate will have a knack for making complex concepts graspable through gamification, interactive simulations, animations, and hands-on digital activities firmly rooted in sound pedagogical and instructional principles.

Key Focus Areas

- Interactive Math Lessons: Create engaging content covering arithmetic, geometry, algebra, statistics, and problem-solving through visual and interactive approaches
- Science Explorations: Design hands-on digital experiments, simulations, and interactive content covering physics, chemistry, biology, and environmental science
- Language Learning Content: Develop interactive lessons for Nepali and English language learning, including vocabulary games, grammar exercises, and reading comprehension activities
- Multilingual Content Development: Adapt content for multiple languages, including Nepali, English, and local languages such as Maithili, Nepal Bhasa, and Tibetan.
- Gamified Learning: Develop educational games, puzzles, and challenges that make learning concepts enjoyable across all subjects
- Multimedia Integration: Incorporate animations, interactive diagrams, virtual labs, and audiovisual elements to enhance understanding
- Pedagogical Scaffolding: Implement strategic scaffolding across all digital lessons to ensure pedagogical soundness through the logical flow of concepts and support learner progression

Specific Responsibilities:

Content Design and Development

- Conceptualize and create highly interactive educational content across Math, Science, Nepali and English subjects that transform static and conventional learning into adaptive and immersive digital experiences
- Design gamified activities, interactive simulations, and virtual experiments that make abstract concepts tangible and fun
- Develop step-by-step interactive tutorials, problem-solving games, and hands-on activities for mathematical, scientific, and language concepts
- Develop content that encourages exploration, discovery, and active learning rather than passive consumption
- Ensure all content aligns with Nepal's national curriculum standards for grades 1-8

Interactive Media Creation

- Design and develop interactive animations that explain complex mathematical formulas, scientific processes and language concepts, working closely with animators and software developers
- Create virtual laboratory experiences and simulation-based learning environments
- Develop interactive visualizations for mathematical concepts (graphs, geometric shapes, statistical representations)
- Create language learning tools, including interactive vocabulary games, pronunciation guides, and reading comprehension activities
- Design engaging quizzes, puzzles, and challenge-based activities that reinforce learning across all subjects

User Experience Design

- Design intuitive and child-friendly interfaces that make navigation easy and enjoyable, inclusive for diverse learners
- Create responsive designs that work seamlessly across different devices and screen sizes
- Integrate accessibility features to ensure inclusivity for diverse learners
- Design for offline functionality to support students in areas with limited internet connectivity

Collaboration and Quality Assurance

- Work closely with curriculum experts across Math and Science, Language subjects, to ensure pedagogical soundness
- **Incorporate instructional design principles** to translate curriculum objectives into a logical flow of concepts across all digital modules
- Partner with developers to implement interactive features, animations, and multilingual functionality

- Conduct user testing with students and teachers to refine content localization, cultural adaptation and effectiveness across different subjects and languages
- Iterate on designs based on feedback to maximize engagement and learning outcomes

Documentation and Reporting

- Document design processes, learning objectives, and interaction patterns
- Maintain detailed records of content development workflows and best practices
- Report on content performance and student engagement metrics
- Provide regular progress updates and impact assessments

Eligibility and Required Skills

Essential Qualifications

- Educational/Professional Background: A degree in Education, Mathematics, Science, Languages, Design, Multimedia Production, or related field is preferred but not required. Proven professional experience in content creation can substitute for formal education
- Subject Matter Expertise: Strong foundation in mathematics, science, and language education, familiarity with Nepal's school-level curriculum
- Advanced Learning Design: Deep understanding of pedagogical and instructional strategies to creatively deconstruct complex subject matter into sound, intuitive, and intriguing digital experiences
- Language Proficiency: Strong communication skills in Nepali and English

Preferred Qualifications

- Educational Technology Experience: Previous experience designing educational content or e-learning materials
- Pedagogical Insight: Previous teaching experience in Math, Language or Science (formal classroom, tutoring, educational projects) with a proven ability to anticipate learner misconceptions and simplify complex topics for all audiences.