

Terms of Reference

Title: *Game Developer / Game Development Company*

Project: *Democracy Needs Civic Education - A Civic Education Platform for Iraq*

Type of contract: *Fixed Term Contract*

Closing date: **24.10.2023**

1. Introduction: This document outlines the official Terms of Reference (ToR) governing the collaboration between elbarlament organisation and a Gaming Development Company (the developer) for the purpose of creating a civic education game for civic education platform (OURAQ). This innovative project aims to foster civic awareness and education among the populace in Iraq.

The game developer will sign a service contract with elbarlament e.V., on an effective start date of 1.11.2023, and an end date of 31.12.2023.

2. Background: elbarlament is a non-profit organisation supporting peacebuilding and democracy with a special focus on empowering women and youth. We follow a unique approach that integrates conflict sensitivity, cultural awareness and intersectionality. Elbarlament cooperates with parliaments, governments, civil society actors and international institutions, implementing projects and delivering consulting services in German, English, French and Arabic. Our international and multilingual team is based in Berlin, Cologne and Erbil (Iraq). More information about elbarlament is available at www.elbarlament.org.

Elbarlament is currently implementing the project 'Democracy Needs Civic Education - A Civic Education Platform for Iraq'. The civic education platform (OURAQ), which is financed by the German Federal Foreign Office, aims to promote civic engagement, democratic principles, and active citizenship among Iraqi citizens. It will feature educational content, interactive tools, educational games, and resources to help

users understand the democratic process, government institutions, and their rights and responsibilities as citizens.

3. Objectives and expected results:

The Game Developer / Game Development Company is expected to undertake the following tasks:

- Conduct a comprehensive analysis of elbarlament's requirements and objectives for the civic education game.
- The game developer is expected to present a comprehensive catalogue of game concept proposals aligning with the core pillars of civic education. The selection of a concept will be a collaborative decision made in consultation with the project team.
- Design and develop an immersive and user-centric gaming experience with contemporary visuals.
- Incorporate essential functionalities, including user profiles, gameplay management, search functionalities, and interactive components.
- Integrate multimedia elements, such as graphics and animations, to heighten user engagement.
- Ensure the game's compatibility across major gaming platforms and devices prevalent in Iraq.
- Regular Updates and Maintenance, plan for ongoing maintenance and updates to fix bugs, add new features, and adapt to changing technical requirements and user feedback.
- Offer technical assistance during testing, refinement, and launch phases.

3.4 Technical Features

- Intuitive, user-friendly and consistent UI/UX
- Integrated into drupal9
- Click count for measuring success

- Platform-based → inside API
- Offline Backup and Data Recovery
- Multiplayer and Social Features
- Security and Privacy

4. Deliverables:

The Gaming Development Company will deliver the following outcomes:

- A fully functional civic education game aligned with agreed specifications and requirements.
- Comprehensive technical documentation outlining game mechanics and features.
- Training materials for the elbarlament team, enabling effective game management.
- Continuous technical support for 2-3 months post-launch.

Language of deliverables: The game can be developed in one of the three languages (Arabic, Kurdish, or English), and we will provide the developer with translations for the other two.

Requirements:

- Bachelor's degree or higher in Game Design or Game Production.
- Previous Game Design and Development experience.
- Excellent verbal and written communication skills.
- Strong knowledge of Human-Computer Interaction, User Testing, Usability and User Experience.
- Strong knowledge of game software technology and game art production.
- Having a prior experience in developing civic education games is considered a plus

5. Intellectual Property:

Upon successful project completion and full payment, all intellectual property rights, including source code, art assets, and content, will be transferred to elbarlament.

6. Communication:

Regular communication will be maintained throughout the project's duration. Both parties will designate representatives responsible for coordinating and facilitating effective communication.

7. Application and selection (Applications should include the below documentation):

- A cover letter, describing the overall interest in the position
- An updated CV
- A financial offer

Incomplete applications, or those received after the published deadline, will not be considered.

8. Deadline and selection modalities: Interested candidates are invited to submit the application documents in one PDF file no later than midnight on Tuesday, October 24, 2023 to Mrs Perez Dzay (Dzay@elbarlament.org) and in cc: Mr Philipp Salomo (salomo@elbarlament.org).

Candidates who do not receive any feedback within three weeks of the deadline should consider their application as unsuccessful.