

Terms of Reference for Content Creation in Civic Education Game on Ancient Babylon

Title: Historical Content creator - Ancient Babylon

Project: Democracy Needs Civic Education (Civic Education Game) - Unveiling Ancient Babylon

Duty station: Home-based

Type of contract: Fixed Term Contract

Closing date: 20 November, 2023

1. Purpose: We are seeking a content creator to develop engaging and informative content for a civic education game focused on Ancient Babylon. The content will revolve around six key elements of Ancient Babylon to provide players with a comprehensive understanding of this historical civilization.

The researcher will sign a service contract with elbarlament e.V., intended to take effect on 25.11.2023 and intended to end on 25.12.2023.

2. Background: [elbarlament](http://www.elbarlament.org) 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 project, which is financed by the German Federal Foreign Office, aims to build an innovative knowledge-sharing and knowledge-management digital platform for civic education in Iraq with a view towards fostering democratic change, a cohesive Iraqi society and post-conflict stabilisation through increased social and political knowledge and engagement.

3. Objectives and expected results:

- To create content that educates and engages players with essential knowledge about Ancient Babylon.
- To develop content that aligns with the educational goals of the game and promotes understanding and appreciation of Ancient Babylon's historical and cultural significance.
- To provide players with a well-structured and informative resource regarding six key elements or points in Ancient Babylon.
- A comprehensive exploration of the six key elements or points in Ancient Babylon, including geography and location, ziggurats and architecture, Hammurabi's Code, cuneiform writing, religion and the Babylonian pantheon, and trade and economy.
- Engaging and informative content for each key element, designed to facilitate player learning and interaction.
- The content will be suitable for integration into the civic education game and will encompass various media formats, including text, images, videos, and interactive components.
- Collaboration with the project team to receive feedback on the content drafts and make necessary revisions based on feedback and project requirements.
- The content will be created in English, with the possibility of collaboration with team members in Arabic, depending on the consultant's capabilities, and the final versions of deliverables will be in English.
- The rights to the final content will be explicitly granted to the organisation, which will subsequently undergo a thorough quality check and plagiarism screening before being published on social media and the "OURAQ" platform.

4. To create a captivating and accessible civic education game on Ancient Babylon, it's essential for the content creator to collaborate closely with the designer. The content provider should supply the necessary information, visuals, and multimedia elements that will form the basis of the game's environment. The content should aim for a combination of historical accuracy and engaging design, effectively representing Ancient Babylon's culture, architecture, and way of life. The graphics, images, and interactive

components chosen must align with the historical and cultural significance of the subject matter. In addition, clear and concise text, along with carefully curated multimedia, such as high-quality images, videos, and interactive features, should be provided to enhance the learning experience. The layout and design of the content should be user-friendly, enabling players to easily navigate and interact with the educational materials. Overall, the content should function as a visual and educational bridge to Ancient Babylon, fostering an appreciation for its historical heritage while maintaining a high standard of quality and engagement. This collaborative effort between the content creator and the designer is crucial to achieve the desired result.

5. 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
- Writing samples of previous work

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

6. Deadline and selection modalities: Interested candidates are invited to submit the application documents by, 20.11.2023 to Ms Oleiwi (email: oleiwi@elbarlament.org) and Ms Dzay (email: dzay@elbarlament.org). Candidates who do not receive any feedback within three weeks of the deadline should consider their application as unsuccessful.