

## VACANCY ANNOUNCEMENT

<b>Contract Modality</b>	:	<b>Service Contract</b>
<b>Post Title</b>	:	<b>Program Analyst</b>
<b>Grade</b>	:	<b>LA/R1 as per UNESCO New Delhi Service Contract Remuneration Grid</b>
<b>Sector</b>	:	<b>Education</b>
<b>Duty Station</b>	:	<b>UNESCO MGIEP, India</b>
<b>Duration</b>	:	<b>12 month, extendable based of satisfactory performance</b>
<b>Last Date of Application</b>	:	<b>28 May 2017</b>

### Work assignment:

**The Gaming Programme** at MGIEP focuses on supporting research and developing tools for integration of digital game-based learning for EPSG (Education for Peace, Sustainable Development and Global Citizenship) within and outside of classrooms. We focus on Information and Communication Technology (ICT)-based approaches that have the potential to foster critical inquiry, empathy and compassion among learners. The objective is to democratize learning environments; anchor learning in real-life situations; and encourage students to take charge of their own learning.

#### I. Projects:

The gaming program at MGIEP is divided split into game development and developing a curriculum using games for learning and assessment. The following is a brief description of each of the projects:

1. **World Rescue** is a narrative, research-based video-game inspired by the Sustainable Development Goals of the United Nations. The game's storyline is set in Kenya, Norway, Brazil, India, and China, where players meet and help five young characters in solving global problems—such as displacement, disease, deforestation, drought, and pollution—at the community level.
2. **Levers of Change** is designed to be a learning aid to be used in conjunction with a curriculum on sustainable development and policy making. The multiplayer game allows students to play the role of an 'overarching' government/decision-maker who will be responsible for the future of the country. In particular, the learning objectives of the game is inspired by the Inclusive Wealth Index, to familiarise players with the interconnections between various kinds of capitals (natural, human and produced) and their impact on the Inclusive Wealth Index and the achievement of related Sustainable Development Goals
3. **Wealth Generator** is a casual game that also aims to demonstrate the theory behind the Inclusive Wealth Index (IWI). The Wealth Generator allows the player to discover the repercussions of their actions not only on themselves but also their future generations, and lets them learn through their failures how the most obvious route to human well-being through GDP is not always the best one.
4. **Gaming Curriculum** aims at supporting teachers with lesson plans and assessments using games. The proposed curriculum will use games that MGIEP has developed along with other relevant digital games with an objective to foster critical inquiry, empathy and compassion among learners by using game-based pedagogy. In its first phase, the curriculum will be piloted in five Member States.
5. **Games for Assessments:** As a part of the gaming curriculum, MGIEP will use games as assessment tools to test learning outcomes of the gaming curriculum as well as other MGIEP projects.

## Main duties and responsibilities

- Coordinate the development of MGIEP's digital games on the Inclusive Wealth Report. This entails monitoring progress, providing feedback, planning the outreach with relevant stakeholders such as schools, universities, casual players etc.
- Plan and coordinate the outreach of MGIEP's World Rescue game to increase the visibility of game among the casual gaming and the teaching community.
- Plan and coordinate the gaming curriculum program which aims at introducing game-based learning as a pedagogical tool.
- Continue building MGIEP's game-based learning community with experts from across the world and forge relevant partnerships that align with MGIEP's mandate
- Design and coordinate game-based learning sessions for MGIEP's international conference on digital pedagogies for building peaceful and sustainable societies
- Plan and coordinate the integration of games as assessment tools within the gaming curriculum
- Coordinate activities for game-based learning across projects of the institute
- Support in institute-wide activities as they arise

## Qualifications and Experience:

- A post-graduate in education/social sciences
- 2 or more years of work experience in using digital pedagogies (preference would be given to candidates with prior experience of working in game-based learning) in classrooms
- Experience in working with teachers and designing toolkits and curricula

## Competencies and attitudes:

- Organizational , communications, writing skills, sense of detail;
- Flexible/Adaptable, team player, discrete,client-oriented. Fluency in English, proficiency in other UN official languages is a plus
- Computer skills: Ability to use computer systems, email and office-related software (MS Office).

Attitude: An awareness of the many facets of a multicultural world and a commitment to international public service are essential.

## How To Apply -

Please submit below mentioned document while applying-

1. cover letter
2. Detailed resume
3. UNESCO format resume- <http://en.unesco.org/careers/media/3705>
4. A writing sample if any
5. Subject Line for application via mail-“ **Program Analyst -Application**”

**Apply Via Email to- [mgiep.recruitment@unesco.org](mailto:mgiep.recruitment@unesco.org).**

Only shortlisted candidates will be contacted.

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