

**VACANCY ANNOUNCEMENT**

<b>Contract Modality</b>	:	<b>Service Contract</b>
<b>Post Title</b>	:	<b>Gaming Curriculum Developer</b>
<b>Grade</b>	:	<b>Service Contract-NOA</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>1<sup>st</sup> September 2017</b>
<b>Date Advertised</b>	:	<b>28<sup>th</sup> August 17</b>

**Work assignment:**

Under overall guidance and direct supervision of the Director of the Institute, the Service Contract holder will serve as the program implementer of the Gaming Programme at MGIEP which 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. The objective is to democratize learning environments; anchor learning in real-life situations; and encourage students to take charge of their own learning.

**Main duties and responsibilities**

- The candidate will support the implementation of the below mentioned roles and responsibilities.
- Coordinate the development of MGIEP's digital games. This entails developing curriculum, monitoring progress, providing feedback, planning the outreach with relevant stakeholders such as schools, universities, casual players etc.
- 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

## Education and Experience

- A post-graduate in education/IT/Curriculum Development
- **Experience**
  - 0-2 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
- **Skills/Competencies**
  - 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: Hands-on experience in Coding, 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.

### Languages:

- Fluency in oral and written English is required. Knowledge of another UN official language would be considered as an asset.

## 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-“ **Gaming Curriculum Developer -Application**”

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

Only shortlisted candidates will be contacted.

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