



United Nations
Educational, Scientific and
Cultural Organization

**Call for Expression of Interest to Develop a Guideline for the
Creation of an Open Digital Library on Traditional Games**

Closing date: 15 September 2015

Context

In the framework of the Communication and Information Programme for 2014-2017, in particular, the Main Line of Action on “Enabling Universal Access and Preservation of Information and Knowledge”, UNESCO, jointly with Tencent, is launching a project “Creation of an Open Digital Library on Traditional Games - Innovative use of ICTs to Safeguard and Promote Indigenous and Local Knowledge for Learning, Development, and the Rapprochement of Cultures”.

Description of the Project

a) Overall Goal/Objective

The overall objective of this project is to innovatively use ICTs to preserve and disseminate information about traditional games, in order to safeguard such knowledge as living heritage in the public domain, narrow the digital divide and promote the rapprochement of cultures.

b) Expected results

1. Traditional games are identified, collected, sourced, inventoried, characterized using ICT-based guideline and tools; and the information about traditional games is made available (open access) through ICTs, including through media/social-media channels;
2. Awareness and understanding are increased among local communities, educators, researchers, scholars, start-up developers, and the public at large of traditional games in the public domain as a living heritage promoting mutual understanding, as well as logic/ notional/mathematical/civic education and abilities;
3. Volume and variety of openly available content on traditional games available on the Internet is expanded, narrowing the digital divide within and between countries.



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c) Overall Project Activities

1. Development by UNESCO of a Guideline for identifying, collecting, sourcing, inventorying, and characterizing traditional games; this activity will build upon and synergize with other UNESCO participatory information-gathering endeavors such as the Sandwatch programme implemented by the UNESCO Science Sector, and benefit from the methods for inventorying and safeguarding intangible cultural heritage, documentary heritage (such as the World Digital Library, www.wdl.org) and languages in danger;
2. Development of an ICT-based strategy and tools for collecting, safeguarding, and disseminating digital information on traditional games through content available online as per UNESCO's Open Access Policy under a Creative Commons (CC) license, to be implemented by UNESCO in collaboration and consultation with Tencent;
3. Development of a cloud-based database (open digital library) by Tencent, in collaboration with UNESCO, using a cost-effective way and/or existing cloud based resources, for the purpose of the digital preservation and dissemination of information on traditional games;
4. Development of an appropriate hosting solution for open online access to (and machine downloading of) the digitalized online digital library as an in-kind support by Tencent, in collaboration with UNESCO, using a cost-effective way and/or existing resources;
5. Testing of the Guideline in two pilot countries by UNESCO, through identified local partners;
6. Adaptation/finalization of the Guideline based on feedback from the two pilot countries, and preparation of a strategy for upscaling the implementation of the project by UNESCO;
7. Promotion of traditional games in the public domain through the inclusive and interactive online platform, with visualizations (including animations and 3D models), mapping, info graphics, integration with mobile apps, etc. by UNESCO and Tencent.



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d. Beneficiaries and stakeholders

The first level direct beneficiaries of the Project are the local communities and inhabitants in the project pilot countries. Also, the Open Digital Library on Traditional Games will serve as a resource for educators, researchers, scholars, apps and videogames developers, and the public at large.

e. Implementation strategy

As the first step, the Project will collect and consolidate existing and on-going initiatives on traditional games and establish a project-knowledge map to avoid any duplication and to maximize on previously completed or on-going initiatives.

The present Call for Expression of Interest pertains to project activities 1, 2, 5 and 6 as outlined above.

Duration of Contract

4-6 months.

Specifically, the Contractor's work shall include:

- i. Submit to UNESCO for its approval a workplan and (if needed) detailed mission plan including budget;
- ii. Upon UNESCO's approval of the workplan and budget, map past and ongoing activities/publications collecting traditional games, as well as relevant guidelines for inventorying and safeguarding knowledge in a participatory way (e.g. intangible cultural heritage, documentary heritage including the UNESCO's Memory of the World Programme, the World Digital Library, UNESCO's Atlas on Languages in Danger, Sandwatch beach monitoring programme, and others);
- iii. Organize consultations/meetings with (i) the Project Working Group (PWG) composed of representatives and specialists from the relevant field offices, the relevant UNESCO's Sectors (Communication and Information, Social and Human Sciences), (ii) the Project Coordination Group (PCG) made up of UNESCO, the donor and technical partner(s), and (iii) the respective national



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- implementing partners in the two project countries (Bangladesh and Mongolia). The consultations will be carried out mainly on-line, or, when possible, in person;
- iv. Based on the inputs gathered during the mapping and the consultations, develop the first draft of the Guideline on how to identify, collect, source, inventory and characterize traditional games in the pilot countries and submit it to UNESCO for approval.
 - v. Upon approval by UNESCO, the Contractor may share the draft Guideline for inputs with relevant experts (i.e. ethnographers, anthropologists, IT developers, communication and digital preservation experts), or consider an open and public consultation;
 - vi. Taking into consideration the comments and feed-back from the relevant experts, prepare and submit to UNESCO a Beta Version of the Guideline to be tested in the pilot countries;
 - vii. Provide support and advice to test the Guideline (Beta Version) by UNESCO partners in the pilot countries;
 - viii. Based on the inputs and feed-back from the pilot countries, produce a revised and final version of the Guideline for submission to UNESCO.

Required Qualifications

Education

Advanced university degree or equivalent in the social sciences, cultural development, information and communication studies, or in other relevant disciplines.

Work experience

At least 5 years of professional working experience relevant to the project activities as outlined in this notice.

Skills/Competencies

- Cross-cutting expertise in the areas of social and human sciences (traditional games), culture (Intangible Cultural Heritage), ICT and accessibility;
- Good knowledge and understanding of general cultures, geopolitical contexts of Asia, especially of the project pilot countries (Bangladesh and Mongolia);



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- Proven research experience, especially in data collection, analysis, inventorying and report writing;
- Experience in working closely with partners and communities at the country level and local level;
- Ability to work with a team in an international, multicultural and interdisciplinary environment.

Language

Excellent command (written and spoken) of English.

UNESCO invites qualified persons to submit their applications in English and should consist of:

- Letter expressing interest with a clear indication of how the candidate meets the required educational background, experience and skills;
- Curriculum vitae of the candidate;
- an abstract (no longer than 300 words) indicating the workplan and methods to develop the Guideline for the Creation of an Open Digital Library on Traditional Games; and
- a budget in US\$ with a clear break-down of the costs of each activity to be carried out.

Applications should be submitted no later than 15 September 2015, midnight (Paris, France time) to jobvacancy@unesco.org

Please note that applications submitted through other channels will not be considered.