



**ENVIRONMENT  
AND SUSTAINABLE  
DEVELOPMENT UNIT**

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# Mediterranean Dialogue for Waste Management Governance (MED4WASTE)

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Game Developer Expert

Date of Release: 25-04-2022

Deadline of offers: 15-05-2023

SPAIN | JORDAN | LEBANON | ITALY | TUNISIA | GREECE



# 1. Background

The Environment & Sustainable Development Unit (ESDU) at AUB is an inter-disciplinary research and development center specialized in rural community development, local food systems and sustainable agriculture hosted at the Faculty of Agricultural and Food Sciences (FAFS) of the American University of Beirut. For more than 20 years, ESDU has been promoting through large community development projects sustainable rural livelihoods all over Lebanon. The Unit focuses on participatory development and capacity building through knowledge management and sharing, appropriate technologies, and impact analysis with particular attention to smallholder farmers, women and youth in the rural areas.

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ESDU is currently working on the Med4Waste project. It is a project under ENI CBC MED aiming to facilitate new governance models for integrated and efficient urban waste management policies across the Mediterranean, with particular emphasis on organic waste & circular economy through adapting waste management plans, policies and other management actions and regulatory drivers in the selected territories.

The target audience for the Med4Waste awareness raising activities is varied, and covers mainly the countries of Spain, Greece, Italy, Tunisia, Jordan, and Lebanon, along with the other UFM countries. While considering that a collaborative effort towards waste management can send a clear message to community members on the importance of preserving the environment, sensitization meetings will be conducted to educate them on the consequences of waste. Communities will, therefore, be encouraged to act towards a zero-waste environment.

A catalogue will be published to provide waste management experts and decision makers an overview of the most promising achievements of the capitalized projects worth replicating. The catalogue will showcase the implemented activities, highlight the success stories, lessons learnt, and analyze what is needed to ensure proper transferability of the outputs.

To achieve that, external communication will focus on raising awareness about the benefits and value of the Med4Waste project and capitalized projects with the aim of engaging relevant target groups and developing stakeholders' networks. All project communication activities are based on the exploitation of modern and effective tools and channels aligned with ENI CBC MED requirements. One mean is through the platforms featured such as the EC Eco-Innovation platform, SwitchMED web platforms, KariaNet and others. These activities contribute to the multiplying effect of the project's outputs. Through the awareness raising campaigns, the Med4Waste project aims at maximizing reach, engagement, and impact with the target audiences, while remaining aligned with the other project's work functions and components.

## 2. Scope of Work

### 2.1. Role and Responsibilities

The Game Developer Expert will be primarily responsible of the following activities:

- Translate requirements into complicated but clean and efficient code
- Produce prototypes of gameplay ideas and features
- Generate game scripts and storyboards

- Animate characters and objects
- Contribute to the design and audio features of the game
- Create unit tests and validation procedures to assure quality
- Polish the game, maintain code, fix bugs, and iron the out occurring problems

### Period

- May 15 till June 15, 2023

## 2.2. Qualifications & Requirements

- Bachelor Degree in computer sciences, software engineering or any related field
- Knowledge of gaming platforms
- Up-to-date with the latest gaming trends, techniques, best practices and technologies
- Ability to solve problems creatively and effectively

### Preferred experience

- Proficient in different programming languages and web development
- Proven experience working in game development
- Experience in Games & Graphics programming