



Accord Pelagos relatif à la création en Méditerranée  
d'un Sanctuaire pour les mammifères marins

Accordo Pelagos relativo alla creazione nel Mediterraneo  
di un Santuario per i mammiferi marini

**Call for applications No Pelagos/2024-06**  
**regarding the selection of a project on Game based learning and Gamification in educational**  
**contexts**

Valid from 06/12/2024 to 15/01/2025 included



## 1. Background

### Pelagos Agreement

The Pelagos Agreement on the creation of a Marine Mammal Sanctuary in the Mediterranean was signed in Rome on November 25, 1999 between France, Italy and the Principality of Monaco and entered into force in 2002. It aims to ensure a favourable conservation status for marine mammals by protecting them and their habitat from the direct and indirect negative impacts of human activities.

For more information on the Pelagos Agreement, visit the tripartite website <https://pelagos-sanctuary.org/>

## 2. General objective and expected results

Following a donation to the 'Pelagos Voluntary Fund' by the *Département des Alpes-Maritimes - Plan Méditerranée 06* and in order to implement the will of the donor, the Permanent Secretariat of the Pelagos Agreement is publishing a call for applications for the creation of a game for scientific learning for children aged between 11 and 14 years and to be made available to schools, associations and municipalities that are signatories to the Pelagos Partnership Charter.

The general objective of the game is to promote awareness of the Pelagos Sanctuary, of the species regularly observed there, to shed light on the impact of human activities on marine mammals, as well as on good practices that can be adopted individually to reduce their effects.

Specific objectives can be detailed and agreed on the basis of the proposal selected when defining contents and modalities.

The purpose of the consultancy is therefore to provide technical and scientific support to the Permanent Secretariat with particular regard to:

- the design of a game for scientific learning with definition of content and graphics;
- the realisation and printing, in eco-friendly material, of the game in a maximum of 200 copies in Italian and 200 copies in French (the minimum and maximum number of copies will depend on the type of game and will be agreed with the Permanent Secretariat during the project definition phase);
- the definition of a proposed schedule of specific communication and distribution events for the game, specifically aimed at school audiences.



### 3. Selection procedure

#### a. Type of profile and skills

The call for applications is open to those with the following competences:

- experience in Game based learning and gamification in educational contexts;
- knowledge of marine ecosystems, their threats and good practices of environmental sustainability;
- editorial skills for scientific communication.

The following elements constitute preferential qualifications:

- having already produced educational games with scientific/environmental theme;
- experience in managing environmental awareness-raising and educational activities in the marine environment;
- experience in managing scientific communication editorial projects;
- degree in Biological Sciences or equivalent;
- degree in Science Communication or equivalent.

#### b. Elements required for the submission of the application

The elements listed below are the necessary condition for the evaluation of the application:

- Project proposal (max 2-3 pages) illustrating:
  - a. A draft of the content and type of game to be created (e.g.: the mechanics and type of game, as well as the integration with educational content, coherence with the theme, etc.);
  - b. A work plan with the proposed activities and timelines for their implementation (e.g.: the collection of elements to be included in the game, the creation of a test version, the testing phase and redefinition of the game, the final implementation, etc.);
  - c. A provisional schedule of events/public moments useful for the promotion and distribution of the game in the three countries participating in the Agreement (dedicated trade fair events, school-specific days, activities at bookstores and libraries, etc.).
- *Curriculum Vitae*
- Financial proposal that should contain details of the cost for the activities as well as the daily rate for consulting.

**N.B. The maximum budget, including design and implementation, must not exceed € 10,000.00 (ten thousand euros) VAT and other charges included.**

The game and its modalities and instructions must be provided by the consultant in the 2 official languages of the Agreement (French and Italian), in addition a final “Print&Play” version must be made available by providing online files and rules in PDF format. In this way the game can also be translated into other languages and be used by NGOs, schools and municipalities in other countries who request it to the Permanent Secretariat.



### c. Selection criteria

Applications will be evaluated on the basis of the following elements listed in order of importance:

- the game proposal and the financial proposal ;
- previous experience in the creation of educational games with a scientific/environmental theme.

The project selection is responsibility of the Permanent Secretariat of the Pelagos Agreement and this is unquestionable.

Project proposals received by the Permanent Secretariat of the Pelagos Agreement after the deadline indicated in this announcement will not be evaluated.

## 4. Duration, Supervision and Remuneration

The design activity will commence upon signature of the contract and will last approximately 5 months (February-July 2025). It will be carried out in cooperation with the Permanent Secretariat and under the supervision of the Scientific and Technical Committee of the Pelagos Agreement.

A contract will be signed with the Permanent Secretariat of the Pelagos Agreement.

The agreed fee will be paid in three instalments:

- 30 % of the expected amount, upon signature of the contract and after an initial meeting to set up the project proposal;
- 40% of the expected amount, after the presentation of the test prototype of the game and the positive verification by the Scientific and Technical Committee of the Pelagos Agreement;
- 30% of the expected amount, at the end of the contract after acceptance by the Permanent Secretariat of all the tasks assigned and after a positive final assessment by the Scientific and Technical Committee.

## 5. Procedure for the submission of project proposals

Project proposals must be submitted by e-mail to the Executive Secretary of the Pelagos Agreement at the following address: [cfavilli@pelagossanctuary.org](mailto:cfavilli@pelagossanctuary.org) in copy to [vcattani@pelagossanctuary.org](mailto:vcattani@pelagossanctuary.org) and [secretariat@pelagossanctuary.org](mailto:secretariat@pelagossanctuary.org) between December 6, 2024 at 00:00 and January 15, 2025 at 23:59 (UTC + 1).



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## 6. Additional Information

For further information or communications regarding this call for applications, please contact the following e-mail address: [secretariat@pelagossanctuary.org](mailto:secretariat@pelagossanctuary.org)