

# STATEMENT OF VIRTUAL ENGAGEMENT

*VIRTUAL SERVICE PILOT – Q2 2024 BRIDGE.*

*DUE SEPTEMBER 13, 2023 -- FOR START DATES BETWEEN: JANUARY 15, 2024 AND MARCH 25, 2024*

## GENERAL INFORMATION:

|   |   |
|---|---|
| <b>Virtual Service Description :</b>        | Support in the Development of a Digital Boardgame about Conservation  |
| <b>Reference Number:</b>                    | <b>GUY1012</b>  |
| <b>Country:</b>                             | Guyana  |
| <b>Number of VSPPs Requested:</b>           | 1   |
| <b>Eligibility:</b>                         | <input type="checkbox"/> All RPCVs (any RPCV from any country)  |
| <b>Engagement Start Date:</b>               | On or about 05-02-24  |
| <b>Engagement End Date:</b>                 | On or about 20-May-24   |
| <b>Length of Engagement:</b>                | The length of engagement will be approximately 15 weeks long, including orientation   |
| <b>Sector:</b>                              | <p>Primary: Environment. Secondary: (if necessary) Education.</p> <p>Check if COVID-19 related: <input type="checkbox"/></p> <p>Check if Climate Change related <input checked="" type="checkbox"/></p> <p>Check if Volunteer Service Initiative (VSI) related <input type="checkbox"/></p> <p>If related to other agency initiative, priority, or the strategic plan, please indicate here: <a href="#">Click or tap here to enter text.</a></p>   |
| <b>Expanding Reach &amp; Collaboration:</b> | <p>Would this engagement allow post to expand where or who they can reach geographically or expand how they can otherwise serve the host country? Yes <input type="checkbox"/> No <input type="checkbox"/></p> <p>If yes, please briefly explain: <a href="#">Click here to enter text.</a></p> <p>Check if in-country PCVs or PCRVs are also collaborating on this engagement with the Host Country Partner: <input type="checkbox"/></p> <p>If yes, please briefly explain: <a href="#">Click here to enter text.</a></p> |

## SUPERVISION REQUIREMENTS:

The VSPP will report to the Peace Corps Response Manager. The VSPP will be expected to abide by the Virtual Service Pilot Participant and Donation Agreement and Participant Principles of Engagement. The VSPP will also be expected to check-in with the designated Host Country Counterpart on a weekly basis as will be discussed during orientation with the Host Country Partner.

Post staff name, title and email address: Jamal Goodluck, PCRM, jgoodluck@peacecorps.gov.

Counterpart name and title: Britney Semple - Communications Officer

**PARTNER BACKGROUND:**

|  |  |
|--|--|
| <b>Host Country Partner :</b>                    | Policy Forum Guyana  |
| <b>Type of Entity:</b>                           | Non-Governmental Organization  |
| <b>Host Country Partner's Mission and Goals:</b> | <p>Mission:<br/>Policy Forum Guyana (PFG) is dedicated to creating a future where Guyana's natural resources are responsibly managed in a transparent and sustainable manner, benefitting both present and future generations, while contributing to global efforts in combating climate change.</p> <p>Goals:</p> <p>Accountability and Transparency: PFG strives to promote accountability and transparency in the management of natural resources and extractive industries in Guyana. By holding stakeholders accountable, PFG aims to ensure that these valuable resources are utilized in a manner that fosters equitable and inclusive development for all Guyanese.</p> <p>Addressing Climate Change: PFG's central goal is to combat climate change through targeted actions and initiatives. By focusing on the sustainable management of natural resources, PFG aims to minimize the impact of extractive industries on the environment and enhance resilience against climate-related challenges.</p> <p>Advocacy and Research: PFG actively engages in advocacy efforts to raise awareness about the importance of responsible resource management and climate action. Through extensive research, PFG develops lesson plans, videos, books and games necessary to educate youths on the importance of caring for our common home.</p> <p>Capacity Building: PFG is committed to building the capacity of local communities, institutions, and organizations to actively participate in discussions surrounding natural resources and climate change. By empowering stakeholders with knowledge and skills, PFG seeks to foster informed decision-making and sustainable practices.</p> <p>Dialogue and Collaboration: PFG facilitates constructive dialogue and collaboration among diverse stakeholders, including government bodies, businesses, civil society, and local communities. By promoting inclusive discussions, PFG aims to develop holistic and balanced strategies that address the complex challenges posed by resource management and climate change.</p> |

|  |  |
|--|--|
|  | <p>Global Participation: PFG actively engages with international initiatives like the Extractive Industry Transparency Initiative (EITI) to enhance Guyana's participation in global efforts for responsible resource management. By aligning with international best practices, PFG aims to reinforce Guyana's commitment to sustainability and transparency on the global stage.</p> <p>Through its focused mission and comprehensive goals, Policy Forum Guyana works tirelessly to shape a future where the wise stewardship of natural resources aligns with climate action, benefiting the people of Guyana and contributing positively to the world's environmental well-being.</p> |
| <p><b>Name and Title of VSPP Host Country Counterpart:</b></p> | <p>Britney Semple - Communications Officer</p>   |

**ACTIVITY/PROJECT BACKGROUND: (1-2 PARAGRAPHS)**

Policy Forum Guyana (PFG) has implemented a successful freshwater educational board game. The board game, inspired by the Department of Conservation in New Zealand, aims to engage students in grades 6 to 11 in Guyana highlighting the importance of the country's freshwater sources. The game allows 2-4 players to choose an animal (Jabiru, Arapaima, Black Caiman, or Giant River Otter) and navigate around the board, facing challenges and opportunities represented by River Guardians (Positive Action cards) and Eco-loser (Negative Action cards). The first player to safely return to their habitat corner wins the game.

The project has been piloted in primary schools in administrative region 4 and, after a successful teaching program, it received feedback and support from a variety of key stakeholders, including the Ministry of Natural Resources. The board game is being mass-produced by the Ministry of Education to reach a wider audience and enhance environmental education among the youth.

PFG is requesting the support of a Virtual Service Pilot Participant (VSPP) to create an online version of the board game to promote environmental awareness and freshwater conservation among a broader audience of children in Guyana.

PFG has not previously worked with a Peace Corps Volunteer or a VSPP. They understand that the role of a VSPP is very different than a two-year Volunteer.

**VIRTUAL SERVICE ENGAGEMENT AND TASKS:**

The VSPP will engage in the following tasks, in collaboration with their Host Country Partners:

- Assess and analyze existing board game by identifying potential areas for improvement and adaptation to create a digital version that aligns with the project's goals

- Co-design and conceptualize the online version of the freshwater game creating a detailed plan outlining the user interface, interactive elements, and game mechanics to ensure an engaging and educational experience for the target audience
- Assist in the integration of educational content related to Guyana's freshwater sources, environmental conservation, and climate change into the online game
- Support team to conduct user testing sessions with a diverse group of target users and analyze results to enhance the game
- Assist team to finalize the game, making it a visually appealing and functional product that can be shared with educational institutions and the wider public to promote environmental awareness and freshwater conservation in Guyana

This engagement is expected to be approximately 15 weeks. VSPPs are expected to engage in the tasks listed above for an estimated 5-15 hours per week.

Meetings between VSPPs and Host Country Counterparts will take place during normal office hours, Mondays to Fridays 8:00 am – 4:30 pm Guyana time. Specific times will be determined during orientation.

The Host Country Counterpart will have access to Zoom, Email, and WhatsApp for regular communication and collaboration.

Per the Child Protection Code of Conduct, when engaging online with minors (0-18), two adults must be present.

#### ESSENTIAL QUALIFICATIONS:

**Education:** Bachelor's degree in computer science, game design, education, or environmental studies

**Experience:**

- Demonstrated experience in game design, particularly in developing interactive and educational digital games
- Experience in integrating educational content into gaming platforms to promote learning and awareness
- Familiarity with environmental conservation, freshwater issues, or climate change-related topics is a plus

**Intercultural skills and motivation:** Flexible, strong cross-cultural agility, high tolerance for ambiguity, able to work independently, resourceful, creative, and genuinely motivated and capable to serve virtually

#### DESIRED QUALIFICATIONS:

**Education:** Master's degree in computer science, game design, education, or environmental studies

**Technical Skills:** Familiarity with virtual engagement and communication

**Language:** Intermediate Spanish or other languages commonly spoken in Guyana, in addition to English, would be beneficial for effective communication with diverse stakeholders

**Experience:**

- Prior experience in developing educational games or gamified learning experiences, particularly for environmental or conservation-related topics
- Familiarity with the gaming industry and trends, especially related to educational or serious games

#### STANDARD LANGUAGE == DO NOT EDIT ANY OF THE TEXT BELOW

#### OPTIONAL ADDITIONAL ACTIVITIES:

The Peace Corps mission is to promote world peace and friendship by fulfilling three goals:

1. To help the people of interested countries in meeting their need for trained men and women.
2. To help promote a better understanding of Americans on the part of the peoples served.
3. To help promote a better understanding of other peoples on the part of Americans.

Goal 1 will be achieved through the VSPP's engagement and completion of the above tasks. The counterpart and VSPP may also choose to identify an activity that aligns with Goal 2. Additionally, the VSPP may identify a Goal 3 activity to implement during their engagement. A number of recommendations and tools for Goal 3 activities are outlined [here](#).

#### **TERMS AND CONDITIONS OF ENGAGEMENT:**

VSPPs will be engaging with the host country partner, in coordination with Peace Corps post staff, remotely from the US. They should have access to a computer, internet, and telephone in order to enable direct engagement with the Peace Corps overseas office and the Host Country Counterpart assigned by the host country partner.

Orientation with the host country partner will be provided, within the designated virtual service hours, during the first week of virtual service via an online presentation and discussion. The host country partner will provide an overview of its organization, the local context, and how they envision collaborating with the VSPP.

The VSPP will have regular check-ins with their counterpart and bi-weekly check-ins with Peace Corps staff. Spending unstructured time with counterparts can be critical to relationship-building and is encouraged through activities such as coffee chats and informal calls within the weekly 5-15 hours.

#### **ENGAGEMENT SPECIFIC SAFETY AND SECURITY:**

The VSPP will receive an orientation on Peace Corps' Child Protection Policy and how it relates to online engagement along with IT security best practices. The VSPP will be expected to follow safety and security guidelines for online engagement to ensure their safety and that of the Host Country Partner and their counterpart, and any beneficiaries of the engagement.