

Terms of Reference

Consultant, Minecraft Modeling

ORGANIZATION LOCATION:	UN-Habitat Headquarters
DUTY STATION:	Nairobi
FUNCTIONAL TITLE:	Consultant – Minecraft Modeling Workshop Facilitator
POST DURATION:	14 days over 2 months
STARTING DATE:	13th October 2014

BACKGROUND:

UN-Habitat

The United Nations Human Settlements Programme, UN-Habitat, is mandated by the UN General Assembly to promote socially and environmentally sustainable towns and cities with the goal of providing adequate shelter for all. The main documents outlining the mandate of the organization are the Vancouver Declaration on Human Settlements, the Habitat Agenda, the Istanbul Declaration on Human Settlements, the Declaration on Cities and Other Human Settlements in the New Millennium, and UN General Assembly Resolution A/56/206.

The United Nations Millennium Declaration recognizes the dire circumstances of the world's urban poor. It articulates the commitment of Member States to improve the lives of at least 100 million slum dwellers by the year 2020- Millennium Development Goal No. 7, Target 11- which is UN-HABITAT's mandate.

As our cities and towns grow at unprecedented rates, setting the social, political, cultural and environmental trends of the world, sustainable urbanization is one of the most pressing challenges for the global community in the 21st century. In 1950, one-third of the world's population lived in cities. Just 50 years later, this proportion has risen to one-half and will continue to grow to two-thirds, or six billion people, by 2050. Cities are now home to half of humankind. They are the hub for much national production and consumption- economic processes that generate wealth and opportunity. But they also create disease, crime, pollution and poverty. In many cities, especially in developing countries, slum dwellers number more than 50% of the population and have little or no access to shelter, water and sanitation. This is where UN-HABITAT is mandated to make a difference for the better.

Public space projects and Block by Block

Public spaces - parks, squares and plazas as well as pedestrian streets and commercial places such as markets – are crucial for well-functioning, inclusive and sustainable cities. Unfortunately, many cities, particularly in the global South, lack sufficient public space. UN-Habitat therefore runs a global public space programme with the aim of influencing the improvement of 300 public spaces across the world by the end of 2016. Project are already underway in Kenya, Haiti, Nepal, India, Ethiopia and Mexico, with additional projects planned in Nigeria, Solomon Islands, Peru, Argentina and Colombia.

As part of the public space development process, UN-Habitat run participatory planning processes in which members of the local community can provide input into the design and management of the spaces. The public space projects are usually implemented as a partnership between UN-Habitat and local development partners such as local authorities, NGOs and community organisations.

Block by Block is an innovative partnership between UN-Habitat and Mojang AB, the makers of the popular game Minecraft, launched in September 2012. Through the Block by Block project, UN-Habitat and Mojang use Minecraft as a way to involve communities – particularly young people – in the participatory planning processes. Experience shows that through the use of a three-dimensional modeling tool such as Minecraft the workshops run smoother, are more inclusive and produce better outcomes.

Public space in the Pacific

Over the coming 3 months, UN-Habitat is implementing a multi-purpose space project in Honiara, Solomon Islands. The project is expected to start mid-October 2014, with participatory planning workshops using Minecraft taking place in Honiara from 20 to 24th October 2014.

DUTIES AND RESPONSIBILITIES:

The consultant will work under the supervision of the Public Space Programme Manager and Digital Project Officer and perform the following tasks to support UN-Habitat's Global Public Space Programme in the Asia and Pacific region:

1. Provide technical advice on the use of Minecraft to UN-Habitat staff and implementing partners.
2. Train local communities, UN-Habitat staff and partners in the use of Minecraft.
3. Assist UN-Habitat staff and partners in the facilitation of community participation processes and workshops using Minecraft.

4. Manage Minecraft models, servers and local area networks to facilitate the smooth setup and development of Minecraft workshops.
5. Produce communication and advocacy materials (workshop images, before and after screenshots from Minecraft models and a blog post).
6. Prepare a 2-3 page workshop report.

QUALIFICATIONS:

Education:

Due to the highly specialised nature of the Minecraft work to be undertaken, formal higher education is not required. However, the selected consultant will hold a minimum of High School Level diploma, with qualifications in technical and communication fields such as IT, media production, desk top publishing, web design or similar considered an asset.

Work Experience:

A minimum of two years' Minecraft experience, including the production of Minecraft models, is an absolute requirement for the assignment. Experience of producing advocacy and communications materials and teaching and/or training experience are assets.

Languages:

Fluent written and spoken English is a requirement.

COMPETENCIES:

The principle competencies required to carry out the duties of the job are:

Professionalism Shows pride in work and in achievements; demonstrated ability to think strategically, to analyze complex information and offer creative, practical solutions, is conscientious and efficient in meeting commitments, observing deadlines and achieving results; shows persistence when faced with difficult problems or challenges, remains calm in stressful situations and promotes the vision, mission and strategic goals of UN-Habitat.

Communication Speaks and writes clearly and effectively; listens to others, correctly interprets messages from others and responds appropriately; asks questions to clarify, and exhibits interest in having two-way communication; demonstrates openness in sharing

information and keeping people informed, Excellent drafting ability and communications skills, both oral and written; proven ability to communicate complex concepts orally; ability to prepare written reports that are clear, concise and meaningful.

Teamwork Works collaboratively with colleagues to achieve organizational goals; is willing to learn from others; places team agenda before personal agenda; supports and acts in accordance with final group decision, even when such decisions may not entirely reflect own position; shares credit for team accomplishments and accepts joint responsibility for team shortcomings.

Technological awareness Keeps abreast of available technology; understands applicability and limitations of technology to the work of the Office; actively seeks to apply technology to appropriate tasks; shows willingness to learn new technology.

REMUNERATION:

Payment will be based qualification and deliverables over the consultancy period and as per UN rules and regulations. Travel to Solomon Islands will be paid separately.

Payment Schedule

The Consultant will receive payment based on the completion of expected results/outcomes in accordance with the following schedule:

- a) One payment will be made at the completion of the outputs: workshop facilitation, communications materials and workshop report.

LIVING CONDITIONS AND TRAINING:

The consultant will be required to travel to Solomon Islands to facilitate workshops. Communications materials and reports will be produced from home.

Applications should include:

- Cover memo (maximum 1 page)
- CV in the PHP format, accessible through the INSPIRA website (inspira.un.org) Please note, if using INSPIRA for the first time, you need to register in order to activate your account, which will allow you to log in and create a personal History Profile.
- The PHP should be attached to the application as a PDF file.
- Summary CV (maximum 2 pages), indicating the following information:
 1. Educational Background (incl. dates)
 2. Professional Experience (assignments, tasks, achievements, duration by years/ months)
 3. Other Experience and Expertise (e.g. Internships/ voluntary work, etc.)
 4. Expertise and preferences regarding location of potential assignments
 5. Expectations regarding remuneration
- Cover memo (maximum 1 page)

Please also be advised that since April 15th 2010, applicants for consultancies must be part of the UN-HABITAT e-Roster in order for their application to be considered. You can reach the e-Roster through the following link: <http://e-roster.unhabitat.org>

All applications should be submitted to:

Mr. Rizwan Kasmani

UN-HABITAT

P.O. Box 30030, 00100 Nairobi, Kenya

Email: rizwan.kasmani@unhabitat.org

Deadline for applications: one week from the date of advertisement

UN-HABITAT does not charge a fee at any stage of the recruitment process. If you have any questions concerning persons or companies claiming to be recruiting on behalf of these offices and requesting the payment of a fee, please contact: recruitment@unon.org