**EDUCATION FOR JUSTICE (E4J)**

**GRANT – NON-ELECTRONIC GAMES**

**CONCEPT NOTE**

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| 1. **Organization name:** |  | |
| 1. **Organization contact details:** |  | |
| 1. **Project title:** |  | |
| 1. **Location:** | City, Country | |
| 1. **Duration of activity:** | months | |
| 1. **Estimated funding request in USD:** | USD | |
| 1. **UNODC Mandate Area[[1]](#footnote-1)** (check all that apply) | | |
| Corruption, integrity and ethics  Crime prevention and criminal justice  Cybercrime  Firearms | | Organized crime  Terrorism  Trafficking in persons and/or smuggling of migrants |
| 1. **Type of game:** |  | |
| 1. **Description of proposed game** (max. 500 characters)   *Please provide a brief description of the game you seek to develop.* | | |
| 1. **Educational rationale** (max. 500 characters)   *Please describe how the proposed game will help to educate secondary students about crime prevention, criminal justice and other rule of law aspects.* | | |
| 1. **Stakeholder involvement** (max. 750 characters)   *Describe which stakeholders, among the target youth and education professionals, you will involve in the activities and how they were consulted for putting together this concept note.* | | |
| 1. **Experience** (max. 500 characters)   *Briefly describe your experience in crime prevention, criminal justice and other rule of law aspects or in developing educational tools or games.* | | |

1. Please refer to the Call for Proposals for information on the issues within each mandate area. [↑](#footnote-ref-1)