**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)