





CALL FOR APPLICATIONS

The ERC advanced Grant 741520 *Locus Ludi. The Cultural Fabric of Play and Games in Classical Antiquity* led by the PI Véronique Dasen, launches an international call for tenders. The mandate concerns the realisation of four animations of ancient iconography demonstrating the ergonomy of ancient games, associated with musical accompaniment. Rules and explanations are provided by the *Locus Ludi* team of researchers.

Contract period

Start October 1, 2018 (year 2 of the project), until September 30, 2020 (year 4 of the project).

Main task

Four animations with the possibility to add words and sentences.

Four games of ca 1-2 minutes will be reconstructed. Provisory list (the selection may change in the course of the project):

- 1. Hide and Seek
- 2. Morra
- 3. Juggling
- 4. Ephedrismos

Additional information

Explanations, rules and other complements (historical traces of the game, methods used to reconstruct it, and so on) will be provided by the team and will be available in four languages (English, French, German, Italian) on our web platform locusludi.unifr.ch.

All IP will transfer to Fribourg University while the creator will retain all moral rights to their work. Pictures of the games will be provided by us. The animations will be publicised by us via our web platform locusludi.unifr.ch. They will also be at the free disposal of the institution/museum that provided the pictures and the copyrights, with the appropriate credit line.

A musical accompaniment is expected, a tender can be made separately if necessary.

Schedule

One animation with musical accompaniment should be delivered every six months.

Coordination

The proposal and communication will be in English.

The realisation of the games will be done outside Fribourg University, but implies regular meetings (remote or at Fribourg University) with the PI and the team.

The main communication will be done via email and other communication softwares.

Deliverables

Fours animations with musical accompaniment of ancient pictures. Rules and explanations will be provided by the ERC locus ludi team.

Technical informations

- Tests and debugging phase are part of the development of the animations.
- If music is done by another tender, a close collaboration between the partners is expected.

Final note

The submission must contain precise estimates of the costs for the development based on features described in this tender.

Professional environment

Work will be supervised by the Principal Investigator of the **Locus Ludi** project, namely Véronique Dasen, in collaboration with the team (ergonomy of the games: U. Schädler, description of the games: S. Costanza and M. Vespa).

Deadline for submission: 15/09/2018

Applicants are requested to submit:

- Curriculum Vitae (Education, Experience in research, Publications, Projects; 5-6 pages max.)

- Motivation letter (1 p.)

- Links to previous realisations/profile

To be sent to:

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or by mail at: veronique.dasen@unifr.ch