CALL FOR APPLICATION

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 six interactive reconstructions of ancient classical games with different rules to test by users. Rules and explanations are realised by the senior researcher, Ulrich Schädler. The reconstruction of the games are made under his direction.

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

Main task
Four games reconstructions, each with two variants
Four games will have to be reconstructed, each with two variants of the rules distinguished by minor adjustments producing different solutions. Each game will thus have two variants.
1. *Pente Grammai*
2. *Duodecim Scripta* (Backgammon type)
3. *Alea* (Backgammon type)
4. *Ludus Latrunculorum* (Latrunculi, Polis)

Two interactive demonstrations
Two more interactive games will demonstrate methodological problems:
1. *Three Men's Morris*: demonstrating the winning strategy explained by King Alfonso of Spain.
2. *Circular Three Men's Morris*: this never really existed as a game. The basic errors in the rules will be demonstrated.

The interactive demonstrations will thus allow users testing the fact that more than one set of rules is possible and that some rules doesn't really allow to play games.

Additional information
Explanations, rules and other complements (historical traces of the game, methods used to reconstruct it, and so on) will be provided by us and will be available in four languages (English, French, German, Italian). Directions for play should thus be also made available in these four languages.
All games are two player games and thus allow for playing against computer.
An extra online Player vs Player mode would be welcome*.*
It would be attractive to start the games with the picture of the actual design as found archaeologically in Ephesus or elsewhere, and then fade into the game to be played. Pictures of the games will be provided by us.

Schedule
Ideally one game (in two variants) 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 senior researcher.
A starting workshop is necessary and will be scheduled in Fribourg at the start of the project.
The main communication will be done via email and other communication softwares.

Deliverables
1. Six different apps (one for each game), playable on iOS and Android with rules and explanations.
2. An additional app containing the 6 playable games supplemented by additional texts (provided by Fribourg).
- This is an optional requirement and should be available as an option in the proposal.

Technical informations
- The source code of all apps has to be delivered and given to the University of Fribourg.
- The apps should be usable with iOS and Android smartphones and tablets either via a web browser or as iOS and Android native apps.
- Web technologies are strongly preferred for the development of the apps in order to integrate them on the project's website with the possibility to be played offline as requested.
- All apps should be usable offline regardless of the technologies used.
- The apps will be publicized by us via our web platform locusludi.unifr.ch
- Tests and debugging phase should be considered in the development of the games. In addition to your tests, we will also test and review the games at Fribourg University and provide feedback to improve the games.

Case 1 : web apps
- The web apps will be published on the servers of Fribourg University by the IT team of the University.
- A technical documentation (technologies, programming languages, framework, server requirements) and installation instructions should be provided. Technologies used should be specified in the proposal.

Case 2 : native apps
- The apps should be ready to be published to the App Store and Google Play Store with all assets needed (screenshots, descriptions and so on).
- The publications to the stores will be made through the developer accounts of Fribourg University.

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 senior researcher, Ulrich Schädler, as well as by the Principal Investigator of the Locus Ludi project, namely Véronique Dasen.

Deadline for submission: 30/04/2018

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/GitHub profile

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