



REQUEST FOR PROPOSALS

Consultancy

Regional Game Jam Event Coordinator (Team/Agency)

January – March 2026

ORGANISATIONAL CONTEXT

ECPAT International is a global network of organisations working together for the elimination of the sexual exploitation of children (SEC) in all its manifestations i.e., exploitation of children in prostitution, online child sexual exploitation, sale and trafficking of children for sexual purposes, sexual exploitation of children in travel and tourism and some forms of child, early and forced marriage. The ECPAT Network currently consists of 143 member organisations working at national and local levels in 115 countries.

The ECPAT International Secretariat coordinates the global work of the organisation and is based in Bangkok, Thailand. The Secretariat designs and implements global and regional level programmes, and undertakes programming, advocacy and research and facilitates a range of network initiatives.

BACKGROUND OF THE PROJECT

Under the [Global Boys Initiative](#) Programme, ECPAT International has been working directly with the online gaming industry and attempting to understand how gender dynamics unfold within online gaming environments and intersect with child safety, help-seeking behaviors, and self-expression among adolescents.

Our online gaming work is anchored on the belief that there is a strong opportunity to rewrite gender cues advanced by game systems so that boys can stay safe online, learn healthy forms of gaming and self-expression, and connect with peers with more empathy. This opportunity lies in the unique collaboration and partnership with game developers who have the power to build game elements with a gender-sensitive child safety lens.

In July 2025, we launched a [practical guide on gender-sensitive game safety and design](#), a resource that outlines opportunities and offers tips for game developers to build games with the intention to challenge restrictive gender norms through inclusive policy language, product features, and safety mechanisms.

As a follow-up to this initiative, we are pursuing collaborative projects with online gaming companies to adopt select recommendations of the guidance directly into gaming platforms, with the goal of developing in-game components with a gender-sensitive lens and utilizing games as a tool to challenge rigid gender norms and promote safer digital environments.

With this, ECPAT International is partnering with [Indie Games Group Philippines](#) (IGG PH) to host the first regional **BiasBreakers Game Jam** in March 2026, an initiative designed to engage student- or independent game developers from the Philippines, Indonesia, and Malaysia, inviting them to produce games via [itch.io](#) with the central theme: reimagining masculinities in gaming.

We are therefore seeking a team/agency to lead the overall event management, coordination, and implementation of the Game Jam, under the technical guidance of ECPAT International and in cooperation with regional partners.

KEY OBJECTIVES

- Organize and conduct a regional game jam for student- or independent game developers from Southeast Asia (estimated 75-90 pax from Philippines, Indonesia, and Malaysia) together with ECPAT International and partners;
- Coordinate with a multi-country steering committee comprising ECPAT International, civil society partners, and gaming industry partners to design and execute the game jam programme and mechanics;
- Develop and implement a comprehensive promotions and visibility plan to reach potential participants across the three target countries;
- Manage and oversee the production and distribution of event merchandise and certificates in the participating countries;
- Manage event logistics and remote facilitation to ensure smooth delivery of workshops, learning sessions, and networking segments;
- Oversee the full event cycle from onboarding of the steering committee, planning, and conduct of the event.

DELIVERABLES

- Detailed work plan listing key deliverables, timeline, assigned leads, and status updates
- Complete programme design and mechanics for the game jam, developed in collaboration with the steering committee
- External promotions and visibility plan, including design of publication materials (posters, social media posts, event background, etc.), corresponding captions/copy, and schedule of posting
- Organized participant sign-up list for each country
- Merchandise production and distribution plan across each country
- Conduct and documentation of game jam

TIMELINE

The team/agency is expected to be carried out between mid-January 2026 to March 20, 2026.

Onboarding of event coordinator team	Week of January 19
Development of work plan	
Onboarding of Steering Committee	Week of January 26
Drafting event programme, game jam mechanics, merchandise plan	Week of January 26 onwards

Drafting promotional materials and merchandise designs	Week of February 2 onwards
Continuous planning	Week of February 9
Merchandise design approval and start production	Week of February 16
First batch of promotions published/cascaded	
Continuous planning and promotions	Week of February 23
	Week of March 2
	Week of March 9
<i>(Tentative)</i> Game jam proper	Week of March 16

QUALIFICATIONS

- Demonstrated experience in full cycle event coordination and management (multi-country or regional experience in Southeast Asia is a plus);
- Proficiency in organizing events through a remote platform such as Zoom, RingCentral, etc.;
- Proven knowledge and familiarity with the online gaming industry, particularly game jam formats and mechanics;
- Proficiency in visual design, communications, and online media planning;
- Ability to coordinate multi-country merchandise production and distribution;
- Proven ability to handle project budgeting and coordinate payments to merchants and partners;
- Previous experience working on issues related to child online safety, gender-sensitive or transformative approaches;
- Understanding of and commitment to ECPAT International mission and values;
- Ability to take initiative and work independently and within the established deadlines.

ADDITIONAL INFORMATION

- This is a home-based position using own equipment and communication tools.
- The team/agency should be available for online calls in Southeast Asia time zones.
- All work will be conducted in English.
- The team/agency is expected to act at all times in a manner consistent with the values of ECPAT International and in compliance with the organisation’s policies and procedures including Child Safeguarding Policy and the Code of Conduct.

OUR COMMITMENT

- As ECPAT's International Secretariat we recognise that our strength lies in the diversity of the people who make up our global network, staff, volunteers and consultants. We are committed to being an inclusive workplace where people of all backgrounds and cultures can thrive and be themselves. This means we will challenge ourselves to do better and to continue learning, to create and maintain a working environment steeped in respect, tolerance, safety, and where all parties are valued equally.
- As a child-focused organisation, ECPAT has a strong commitment to child safeguarding and rigorous
- procedures, and the successful candidate will be required to sign our 2 codes of conduct.

EXPRESSION OF INTEREST:

Please submit an email to julieannet@ecpat.org, with the subject line: **“AGENCY/CONSULTANT NAME - Game Jam Coordinator”**. Kindly include the following documents:

- CV detailing relevant experiences
- Portfolio of similar events conducted (if any)
- Portfolio of design work for events promotion (if any)
- Cost estimate for all inclusive services in USD

Due to the high volume of applications, we receive, we are not able to respond to every application. If you have not heard back from us within 3 weeks from the deadline, it means that your application has not been successful.

SUBMISSION DEADLINE

All proposals must be submitted by **January 11, 2026 at 11:59 PM (GMT+7)**.