Human beings have always coexisted with different threats, in their health and safety. As populations grew and nations were formed, diseases were moving to different parts of the world, affecting and transforming the society of each era.

In the past few years, new ways have been devised to enhance knowledge, to better control its resources and create tools and artifacts that help in these activities. In the 21st century, these machines were not only used for industrialization but also for recreation, introducing videogames.

Initially videogames were used for fun and entertainment, while their use increased, positive effects were discovered in gamers such as: high responsive capacity, teamwork, stimulation of creativity and attention and visual memory, use of critical thinking, strategy management and leadership.

This has made gamers highly valuable and they have been changing the course of different industries such as education and training, scenarios for the military and police, VE (Virtual Earth) simulations for health issues and other areas.

The United Gamers is an international organization founded in 2028. It is made up of 194 Gamers. The mission and work of the United Gamers are guided by the purpose of preserving peace in the world and humanity from all enemies.

Due to the powers vested in its Charter and its unique international character, the United Gamers can take action on the issues confronting humanity in the 21st century, such as peace and security, hacking, sustainable development, avatar rights, open data, governance and more.

The UG provides a virtual forum for its members to express their views in the General Gamers Assembly. By enabling dialogue between its members, and by hosting negotiations, the organization has become a mechanism for governments to find areas of agreement and solve problems together.
Today is August 30th, 2030 and human beings are still far from developing total immunity to diseases. A new virus outbreak has just started what experts have called "The Second Viral War".

Like a de j o v u, a global quarantine suggested by the WHO shook the world after the outbreak of a new pandemic. With the difference that we now have a hyper-connected world, with wide collaboration between nations, international organizations, governments and civil society. Today 85% of countries have a Digital Ministry, the same ones that have shown their will to work with United Gamers (UG), the WHO and the UN to face this health crisis.

In order to face this new threat, the UG is looking for the next Strategy Game Lead. This new member will be responsible for designing virtual worlds based on behavioral algorithms from previous crises in order to anticipate the actions to be taken in this viral war. It is necessary that this new gamer has a focus on empathy and gamification for crisis management, shows interest in team working on various projects in the search for peace.

In this role, you will use your experience in games, knowledge of design tools, and a great strategic sense to drive decision making in different virtual scenarios that you will create together with your game squad generating new experiences and ensuring the welfare of society.