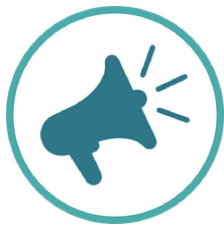To raise people's awareness of the significance and beauty of our Underwater Cultural Heritage and to communicate the importance of preserving the health of the oceans for future generations, **CREAMARE will produce a Serious Game** focused on these topics.

This game takes place in a dystopian future where players must fight the source of pollution of the nine beautiful underwater archeological sites they are exploring. In order to do that, they have to solve different ecological problems and bring back some historical artifacts to their original sites. The entire storyboard will be known at the end of the evaluation process, when the selected candidates will sign a cooperation agreement.

The call aims to select **three 3D artists**, **two Unity-level designers**, and **a sound designer** that will support the CREAMARE project in the development of the game.

Applications are open until the 15th of July 2023

Selected canditates will have the unique opportunity to:

| Participate in a cooperative work experience in digital technologies | Collaborate with international experts and researchers | Participate in a Serious Game development process |

On the **6th of June, from 15:00 to 16:30 CET time**, we will present the project outline at an online Open House event and provide an opportunity for potential applicants to meet with the project team, learn more about the Serious Game, and ask questions. If you can't attend, we highly recommend viewing a recording of this event on the CREAMARE website. We will announce more details about Open House event on the project website and social media channels.

Fill out the registration form

View the Live Event on FB

Co-funded by
the European Union

CREAMARE

Want to change how you receive these emails?

You can update your preferences or unsubscribe