



UNITED GAMERS

WORLDWIDE KNOWN ORGANIZATION

PRESERVING OUR FUTURE FROM ALL ENEMIES

WHY GAMERS?

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.

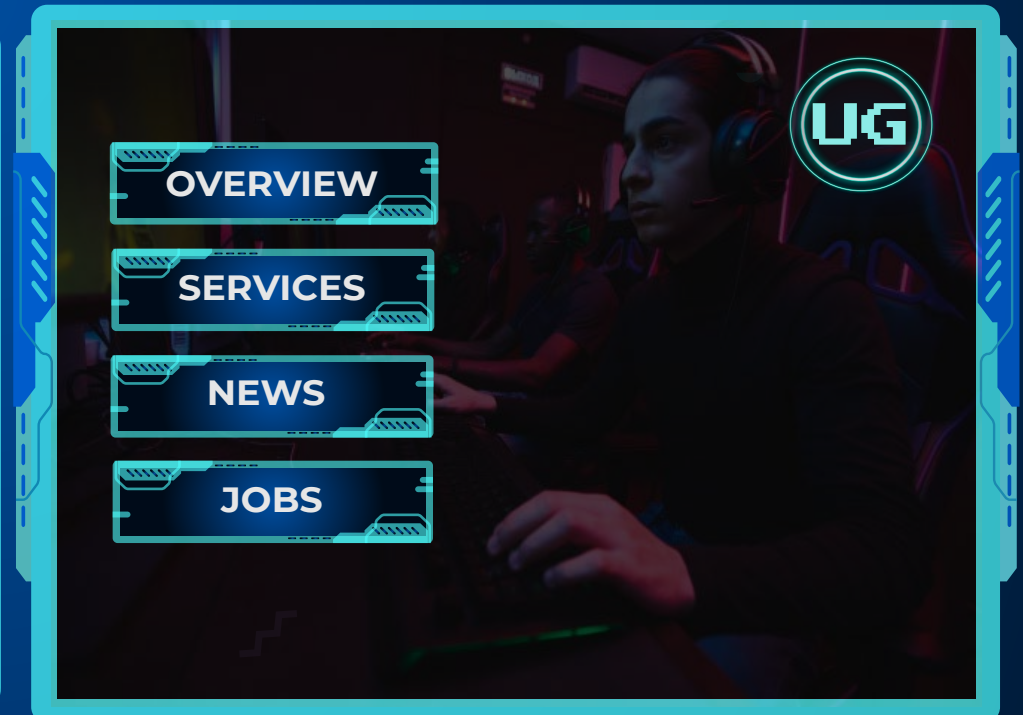


ABOUT UG

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.



WHAT WE DO?



Design of future scenario simulation games based on algorithms and real data



Protect Avatar Rights through Avatar Rights Council & Gamers Comitte



Deliver Virtual Aid through gadget monitoring



Hack NET Dismantle and prevent Cyber attacks



Maintain International Virtual and Physical Peace and Security





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EMERGENCY ALERT

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 *deja vu*, 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.



WHO ANNOUNCED: THE SECOND VIRAL WAR HAD BEGUN
Public politics strategies will be tested at first in virtual realities through United Gamers
BBC NEWS 14:45 'ILL FACE A RETRIAL OVER THE GROSS NEGL



LIVE - #STAYATHOME
2030 BEGINS WITH THE SECOND VIRAL WAR
WHO announced new quarantine
01:59 CUSCO

Strategy Game Lead

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.



Time remaining for 2nd viral war

13:90:25:00

50%

17%

UG Japan
Report
1 hour ago

JAPAN
2nd stage
of
mischief

TAIWAN
focus
of
mischief

UG Taiwan
Report
10 min ago

UG Central
Report
1 min ago

