Erasmus+

CAGLIARI METROPOLITAN city of learning

LJUBLJANA city of learning

LORCA city of learning

NOVI SAD city of learning

SACHSEN-ANHALT region of learning

TILBURG city of learning

VESTFOLD-OG-TELEMARK region of learning

VILNIUS city of learning

CITIES OF LEARNING by Badgecraft

Call for the tenders for VR (Virtual Reality) activities

Young voices in Europe are needed to contribute to the development of existing and new policies, which trigger modernisation and reforms at European and national levels in the fields of education and youth. The project "Cities of Learning: Youth co-design learning, civic and career pathways", which is a part of Key Action 3, aims to engage, connect and empower young people to co-design pathways to learning, civic engagement and careers in 8 countries and their cities and regions:

1. Breda City of Learning, Rotterdam City of Learning and Tilburg City of Learning (The Netherlands)
2. Cagliari Metropolitan City of Learning (Italy)
3. Ljubljana City of Learning (Slovenia)
4. Lorca City of Learning (Spain)
5. Novi Sad City of Learning (Serbia)
6. Saxony-Anhalt Region of Learning (Germany)
7. Vestfold og Telemark Region of Learning (Norway)
8. Vilnius City of Learning (Lithuania)

In July 2022 we will gather in Magdeburg (Germany) for the final youth-forum of the project "Cities of Learning. Youth co-design learning, civic and career pathways." The forum will bring together more than 100 young people, youth workers, representatives of grassroot organisations and decision makers from 8 different countries across Europe.

Following the expressed needs and interests from the young participants in the project, we want to use VR technologies to connect young people also in a digital sphere and let them explore VR activities as a modern day tool for creative exchange and exploration of future linked technologies with educational opportunities. In order to react to those needs, we would like to explore VR technologies together with the participants of the project. As the involved staff in our project is yet new to VR technologies, we came up with the following

plan for implementing the exploration of VR technologies around the international youth-forum:

- Implement an online training (virtually before the youth forum) to introduce a group of young people and staff from the project (around 20 people) to VR technologies, try out communication in VR and explore several educational opportunities with this technology.
- To give all participants of the youth forum the opportunity to explore VR technologies during the forum (onboarding meetings before the forum and several activities during the forum).

Tender object:

We are looking for an experienced educational VR service partner, who can coach us for the implementation of the above mentioned plan and support our activities as a technical VR expert (4 online trainings + 2 onboard meetings before the Youth Forum + 3 activities during the Youth forum).

Note: VR equipment (Oculus Quest 2) will be provided / available for the participants both of the VR training and during the forum and is not part of this call.

Working language:

English

Service period (and timing):

2022.05.01 - 2022.07.30

- Exact dates for virtual training activities have to be arranged together with the training participants
- Online training is foreseen with 4 units, each 2 hours long
- Onboarding activities are foreseen with 2 units, each 2 hours long

Event dates 16-18th of July 2022

- Exact dates and times have to be arranged with the organisational team of the youth-forum
- Activities in the youth-forum are foreseen with 3 units, each 90 min long

Additional to those listed events, a preparation, coaching and planning event with the organisers of this project is foreseen (3 times each 1,5 hours).

Tenders have to be submitted:

Tenders with prices for the above mentioned services including also the required preparation and including are welcome until 2022.04.20 (the latest) by email to martynasstukas@gmail.com. For additional questions please also refer to this e-mail adress.

Requirements:

- Organisation/expert with experience in:

- Working with VR and international youth groups from different countries and different backgrounds
- educational usage of VR technologies
- Designing and implementing trainings, on-boarding activities and activities for using VR technologies with young people
- Coaching multipliers and educational stuff for the usage of VR with young people

Organisers and partners:

Co-funder: