

## Call for tenders

VETREALITY: Virtual Reality based training to upskill VET Teachers and Trainers and foster inclusion of SEN Students in WBL

GRANT AGREEMENT n° Project No. 2020-1-IT01-KA202-008380

This call is issued by the consortium of the project **VETREALITY** , which intends to commission a contract for the provision of external evaluation services for the project itself

### 1. Summary of the project

#### CONTEXT/BACKGROUND

The upskilling of Teachers and Trainers competences for fostering INCLUSION has been identified as a high policy priority by the EU in the Council Recommendation on promoting common values and inclusive education (EC Com2018/23), by the UN Committee on the Rights of Persons with Disabilities (2016 Report on the right to inclusive education) and by the UN AGENDA 2030 for Sustainable Development (Goals 4 and 8). Moreover, the 2018 EC Report “Education and Special Needs: policies and practices in education, training and employment for students with special needs in the EU” confirms that to integrate SEN students in Education and Training, there is a need to prepare Teachers and Trainers to use digital and innovative tools, such as the Virtual Learning Environments (VLE). In the frame of VLE, the use of VIRTUAL REALITY (VR) is considered valuable and profitable for SEN students in initial VET when applied for facilitating their access to WBL at local and international/Mobility level.

#### MAIN OBJECTIVES

- Foster innovative learning approaches and methodologies and provide digital skills for teaching and training, as outlined in the EU Digital Education Action Plan (EUDigCompEdu/2017);
- Increase technological competences on VR applications and competences for facilitating SEN students' access to WBL;
- Promote VR in the frame of Mobility as a mean to incentive the participation of SEN students and assure equity and inclusion in all VET environments.

#### NUMBER AND PROFILE OF PARTICIPANTS

IO1-VETREALITY e-Compendium: 70 VET Teachers/Trainers will be selected at EU level and 56 stakeholders/VR experts will be identified by partners to participate to the 2 foreseen focus groups;

IO2-VETREALITY Training Programme: a) Short-term Joint Staff Training Event (Pilot 1): 14 VET Teachers/Trainers will be selected among partner organizations to participate in a 5-day LTTA session in Graz/AT; b) National Pilots: 10 VET Teachers/Trainers per partner organization (70 at EU level) will participate to a 10-day training;

IO3-VETREALITY Mobility Tool Box: 10 VET Teachers/Trainers per partner organization (70 at EU level) will participate to a 2-day pilots testing.

#### ACTIVITIES AND METHODOLOGY

VETREALITY Project is developed with a multidisciplinary approach designed to achieve the project objectives and ensures the delivery of the planned results, by integrating the methodologies specific for the following activities:• Management, including Quality Evaluation, Dissemination and Exploitation activities;• Development of 3 IOs;• Short-term Joint Staff Training Event in Graz/AT;• 6 National Multiplier Events and 1 Final Conference in Campobasso/IT.

The activities are strictly interconnected, verifiable and preparatory to the next, with the progressive involvement of the beneficiaries and a clear and transparent division of work and roles according to partners' expertise.

VETREALITY will have the following RESULTS:

- IO1: raising VET Teachers and Trainers' awareness and knowledge on the best available VR applications to be used for facilitating the learning process of SEN students aimed at their smooth access to WBL (focus groups and collection of VR existing tools);
- IO2: developing a training programme to provide the target group with knowledge, skills and competences needed for integrating VR technology into own teaching and training methods aimed at supporting SEN students' access to WBL (EU and NA training programme and testing);
- IO3: promoting SEN students' involvement in Mobility, facilitating their integration thanks to VR technology and applications;
- providing a sustainable model to other organizations and stakeholders at local/NA/EU level, interested in supplying innovative competences to teaching and training staff and fostering the use of VR in learning for supporting SEN students in the frame of WBL.

In addition to the 3 core Intellectual Outputs VETREALITY will develop further results necessary to achieve its objectives in terms of sustainability: Communication and Dissemination

Strategy and Quality Management Handbook and reports.

VETREALITY will have an extended IMPACT on:

- Direct participants (VET Teachers and Trainers) will acquire digital skills and innovative tools to foster an INCLUSIVE approach in the fields of WBL and MOBILITY;
- SEN students will increase their participation to WBL and Mobility programmes;
- Partner organizations will integrate the training programme in their curriculum and replicate it to reach more professionals;
- Stakeholders and Associated Partners will access a wide range of materials in various languages thanks to the project website available for 5 years after the project end, ensuring a sustainable EU network of stakeholders in the field.

### **Partnership**

During the preparation phase it was possible to select the best suited organisations. Since there exists little expertise of VR learning applied in VET and tailored on the needs of SEN students, it was necessary to build up a partnership including VET providers and Schools, Umbrella and Research organizations able to spread and disseminate the projects results and an IT training Company to develop VR applications promoting WBL. They will bring their knowledge and experience into the project and each ones Competences will be complementary to each other. The VETREALITY consortium consists of 7 organizations from different backgrounds, experienced and relevant for the project.

### **EXPERIENCES AND COMPETENCES:**

P1/Co&So is a Consortium managing over 30 services addressed to persons with disabilities and special needs and holds a longstanding experience as VET provider at all levels with different targets, including teaching and training staff, who needs to update their competences to support youth with special needs and disabilities.

P2/IT with 57 mobility projects coordinated on the last 10 years, about 8.000 learners sent abroad, 325 of whom SEN students and thanks to its collaboration with nearly 60 VET schools all over Italy it will bring its experience in the development of the IO3 by providing content.

P3/AT provides research, development and trainings in VET and adult education; all members of staff have university degrees in Educational Science and more than 15 years of experience in EU projects implementation and works also on fostering digital methods and instruments in education and will bring its experience for the development of IO1.

P4/PL provides vocational training in the IT fields and created various VR tools that will support project activities (e-learning platforms, OERs, mobile apps or Internet based dissemination campaigns). P4 will bring its experience in developing all the digital tasks of the project and mainly the IO3 VR 3D-360° Scenes in the form of a mobile app.

P5/FR is a benchmark in France education and training of persons with SEN and represents FR in the EU Agency for Special Needs and Inclusive Education. P5 will bring all its experience in the research field and in the training and digital resources for teachers working with SEN students.

P6/ES is a VET school with a teaching and training staff made up of professionals trained on inclusion and social skills, with expertise in the field of research and investigation. P6 will bring its experience in working with SEN students both as VET school and a Mobility provider holding a MOBILITY CHARTER.

P7/IE is an Umbrella Organization which provides high-quality services to Colleges of South IE; services that are innovative, responsive and inclusive. P7 holds an Active Inclusion Office and will bring its expertise in training Teachers.

### **Tasks of the external evaluator**

The project foresees the involvement of an EXTERNAL ORGANISATION who will deal with the quality management, to ensure an objective outside perspective. Partners will work together under the guidance of P1/Co&So, who will be the link between the partnership and the external evaluator.

Quality management is strongly linked with other management issues. The results of all evaluation activities will be regularly reflected by the partnership at each meeting and will have direct consequences on all further project management decisions.

The key areas of quality management will be:

- perspectives: ex-ante (before action), formative (during action), ex-post (after action)
- levels: process, product, impact
- experts: internal and external experts, partnership, stakeholders, target group members
- methods: questionnaires, observations, document analysis, variance analysis, etc.

### **PROJECT EVALUATION**

Specifically, the external evaluator will be responsible for preparing the following deliverables of Project Evaluation:

Deliverable No.	Deliverable name/type (a)	Format (b)	Language (c)
1	<b>Quality Management Handbook</b> Containing information on evaluation instruments,	Electronic, 30 p.	EN

	procedures, products and outcomes with timetable and definition of quality criteria.		
2	<b>4 Evaluation Monitoring Reports</b> Elaborated after each project meeting concerning the main aspects of project meetings and phases.	Electronic, 20 p.	EN
3	<b>Progress Evaluation Report</b> A comparative report of the 1st project year concerning project process (meetings and phases), products developed, dissemination activities and impact.	Electronic, 25p.	EN
4	<b>Final evaluation report</b> A comparative report of the whole project period concerning project process (meetings and phases), products developed, dissemination activities and impact.	Electronic, 40 p.	EN
5	<b>Impact and Exploitation Report</b> Elaborated at the end of the project, based on the dissemination activities carried out by partners, with a section on the applicability of the EU dimension in the project activities.	Electronic, 15p.	EN
6	<b>Report on Local Training Sessions</b> Elaborated on the basis of questionnaires filled in by participants and trainers.	Electronic, 25p.	EN
7	<b>Report on VETREALITY Short term joint staff Training Event</b> Elaborated on the basis of questionnaires filled in by participants and trainers.	Electronic 15 p.	EN
8	<b>Report on Local and National Multiplier Events</b> Elaborated on the basis of feedbacks received by participants concerning the relevance and quality of the Intellectual Outputs presented.	Electronic 10 p.	EN

### 3. Time schedule and reporting

The contract shall have the duration from the 20.12.2020 to 30.11.2022

The evaluation reports are due to be submitted as follows:

Deliverable No.	Deliverable name/type	Deadline
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1	Quality Management Handbook	February 2021
2	4 Evaluation Monitoring Reports	15 <sup>th</sup> April 2021 15 <sup>th</sup> November 2021 15 <sup>th</sup> May 2022 15 <sup>th</sup> November 2022
3	Progress evaluation report	October 2021
4	Final evaluation report	November 2022
5	Impact and Exploitation report	November 2022
6	Report on Local Training Sessions	January 2022
7	Report on VETEREALITY Short term joint staff Training Event	October 2021
8	Report on Local and National Multiplier Events	November 2022

#### 4. Payment

The subcontractor will be chosen on the basis of the best offer.

#### 5. Selection criteria

Applicants should have significant experience and sound knowledge in the following domains:

- Quality Management in EU funded projects.
- Evaluation of programmes, policies or projects.

Applicants must have excellent knowledge of the English language and must be able to work within specified deadlines and respect budgetary limits.

The above criteria can be proven by the applicants' profiles and/or CVs of key staff involved in the offer.

## **6. Award Criteria**

The contract will be awarded to the tender offering the best value for money on the basis of the quality and price, taking into account the specific requirements and selection criteria of the tender. The principles of transparency and equal treatment will be respected with a view to avoiding any conflicts of interest.

## **7. Submission of tenders**

This call for tenders will be published on the website of CO&SO and the partner organisations' website on 15/TH November 2020 and will be kept open for 20 calendar days. The deadline for the submission of bids is on 5/12/2020.

Tenders must be written in English. They must be signed by the tenderer's legal representative. All tenders must include the following documents and information:

- Description of professional experience with relevant examples of evaluation work performed;
- CV of the evaluator(s);
- Financial proposal with prices quoted in euros.

## **Offers must be submitted**

by email to all of the following email addresses:

[giorio@coeso.org](mailto:giorio@coeso.org)