



CALL FOR QUOTATIONS

Development and implementation of one e-learning module on the “eFront” eLearning Content Management System, including video-guidelines

The Mediterranean Information Office for Environment, Culture & Sustainable Development (MIO-ECSDE) announces the present call for quotations for the “Development and implementation of one e-learning module on the “eFront” eLearning Content Management System, including video-guidelines” within the framework of the IPA-Adriatic funded DeFishGear project.

Project budget amounts to the maximum sum of twenty thousand Euros (€ 20.000), inclusive of VAT. The total project budget should be allocated as follows:

- the maximum sum of thirteen thousand Euros (€ 13.000), inclusive of VAT for the development of the e-learning module (see ANNEX I-2)
- the maximum sum of seven thousand Euros (€ 7.000), inclusive of VAT for the development of the video-guidelines (see ANNEX I-3)

Completion date of the works is the 30th September 2016.

Procurement procedure

The procurement will proceed having regard to:

- ✓ General principles of EU law on public procurements.
- ✓ Internal Rules and Regulations of MIO-ECSDE.
- ✓ The present call for quotations.

Awarding Criterion

The main awarding criterion of the tender is the lowest bidding price.

Deadline for submission of offers & submission procedure

The deadline for submission of offers is set to be Friday, the 26th of August 2016. The successful consultant will be informed within 3 days of the passing of the submission deadline.

Place & Time of Offers Submission

Interested Parties shall submit their offers in a sealed envelope on their own responsibility, either in person or through a specially authorized representative, or by sending it by registered prepaid post with delivery receipt, at the premises of MIO-ECSDE, address: 12 Kyrristou str, 10556 Athens, Greece (Tel: +30-2103247267, -3247490) on the condition that offers shall reach MIO-ECSDE’s premises by the 26th of August at 14:00 (CET+1). Offers submitted after the specified date and time or bids that have been duly posted but have not reached the designated place in good time, shall not be taken into consideration and shall be returned as inadmissible, without being unsealed.

Inquiries on the call for quotations terms:

Ms. Thomais Vlachogianni | Tel: +30-210-3247267, -2103247490 | e-mail: vlachogianni@mio-ecsde.org.

The present call for quotations is posted on the website of MIO-ECSDE (www.mio-ecsde.org), as well.



ANNEX I: WORK SPECIFICATIONS

1. Programme background

The e-learning module (including video-guidelines) will be developed within the IPA-Adriatic funded DeFishGear project (www.defishgear.net), which aims to facilitate the efforts of policy makers and stakeholders in effectively dealing with the issue of marine litter in the Adriatic-Ionian macroregion, towards litter free coasts and sea.

The e-learning module will address the topic of macro-litter monitoring in the coastal and marine environment and more specifically it will cover the following topics:

- ✓ Methodology for Monitoring Marine Litter on Beaches, including video-guidelines;
- ✓ Methodology for Monitoring Marine Litter on the Sea Surface - Visual observation;
- ✓ Methodology for Monitoring Marine Litter on the Seafloor (continental shelf) - Bottom trawl surveys;
- ✓ Methodology for Monitoring Marine Litter on the Seafloor (Shallow coastal waters (0–20m) - Visual surveys with SCUBA/snorkelling

The target group of the e-learning module are research institutes and academia, national and local authorities, NGOs, etc. from the Euro-Mediterranean countries.

The idea of this specific module is to build/set-up a format of an Intro, 4 lessons, exercises, glossary, references.

Content-wise the lessons are already designed (see ANNEX III for an indicative example).

More detailed specifications and guidelines for the platform, module and individual lessons are shown below.

2. Designing & implementing the e-Learning module

The design of the e-learning module should be state-of-the art and engaging. Special focus should be given to the creation/set up of interactive exercises (multiple choice, one word fill, priority list, etc.) that will allow the learner to actively participate in the learning experience and learn from virtual experience. Such interactivity should be interspersed throughout the module in the form of a variety of tools such as case-studies, interactive simulations (animations) and self-tests. In addition, the module should entail multimedia elements such as animated graphics, short video clips, etc.

Regarding the aesthetics, the user interface should be designed in such a way to achieve ease of use and a consistent look and feel. Graphics (e.g. banners, icons, navigational graphics, conceptual graphics) should be developed to convey ideas and concepts visually in the e-learning module. The overall visual identity follows that of the DeFishGear project and MIO-ECSDE.

The module will comprise a template approach that incorporates:

- ✓ Print features
- ✓ A glossary as well as pop-up glossary items
- ✓ A completion page at the end of the module
- ✓ A progression indicator for the module
- ✓ A menu of sub-topics
- ✓ Navigation assistance
- ✓ Links to essential and optional readings and resources
- ✓ Links to different types of exercises/assignments
- ✓ Certification option
- ✓ Registration form
- ✓ Communication tools (forum, chat, etc.)



The structure the module will be roughly:

- ✓ An intro
- ✓ 4 lessons, with animated slides and voice over
- ✓ Exercises
- ✓ Glossary
- ✓ References

The module should be designed in such a way to allow its packaging as a stand-alone CD-ROM.

See in Annex II an indicative list of requested types of interactivity.

3. Designing & implementing the video-guidelines

The first lesson on the Methodology for Monitoring Marine Litter on Beaches must be developed also in the form of stand-alone video-guidelines. The main features of the video-guidelines include:

- ✓ Duration of the final deliverable: ~ 10-15 min video;
- ✓ Language: The video will have an English voice-over;
- ✓ Shooting using at least two cameras, drones, etc;
- ✓ Use of high-quality graphics (2D), animations, tables and pie charts, etc;
- ✓ Filming original footage with advanced image quality and aesthetic from outdoor areas (locations will be jointly selected in a distance between 200-300 km from Athens;
- ✓ Delivery of the entire filmed material (raw material);
- ✓ Original soundtrack (original music soundtrack from online audio libraries);
- ✓ The video-guidelines will be delivered in HD format but also other formats in order to be disseminated via a wide range of media channels (youtube, websites, etc.).

4. Customization of new branch

The e-learning module should be developed and implemented on the “eFront” eLearning Content Management System (www.envirolearning.net) that has been already set up and is running. A new customized branch (www.envirolearning.net/defishgear) meeting the overall DeFishGear and MIO-ECSDE visual identity requirements should be developed.

5. Hosting, eFront updates and support services

Hosting for three years, extend support and upgrades for the “eFront” eLearning Content Management System (www.envirolearning.net) for a timeframe of 2 years and support services (min 10 man days) should be ensured.



ANNEX II

Types of graded quizzes

- ✓ T/F
- ✓ Multiple Choice (1 correct)
- ✓ Multiple Response (Multiple correct)
- ✓ Fill in the Blank (User types the answer. Variations of up to 10 can be accepted as correct)
- ✓ Word Blank (Drags & Drops the correct word to the right point in sentence)
- ✓ Matching Drag & Drop (user drags & drops items from the second column to the first) Max 10. All items must be correct to get the point
- ✓ Matching Drop Down (user selects items from drop down menu, to match the INTRO Statements in a column. Maximum 10 matching pairs. All matches need to be correct to get the grade)
- ✓ Sequence Drag & Drop (Drag and Drop items to arrange a sequence - Maximum 10 sequence items. All items should be in the correct order to be correct)
- ✓ Sequence Drop Down (user is given a statement and a Number of drop down menus, e.g. 5. One by one he selects items to arrange a sequence)
- ✓ Numeric (E.g. How many Rivers are there in Greece? User is restricted to entering only numbers)
- ✓ Hotspot (click on a correct area of an image. Can be fixed or free shape)

Types of non-graded quizzes (surveys)

- ✓ Likert Scale (User chooses the response from a series of 1 - 10 ranging items, e.g. Fully Agree - Fully disagree)
- ✓ Pick one (User selects one from maximum 10 choices)
- ✓ Pick many (User selects many from maximum 10 choices)
- ✓ Which word (User drags & Drops the word that best represents his opinion)
- ✓ Short answer (Up to 256 characters)
- ✓ Essay answer (Up to 5000 characters)
- ✓ Ranking Drag & Drop (User drags & drops items to rank the preferred order maximum 10)
- ✓ Ranking top-down (User selects from a series drop down menus to rank the preferred order)
- ✓ How Many (User is only allowed to enter numbers)

Types of interactivity in the module

- ✓ Process/navigation: (Allows the users to discover the steps in a linear process. Numbers 1,2,3 appear on the bottom)
- ✓ Labelled Graphic (Allows user to highlight details in a photo, graphic, PPT slide etc)
- ✓ List of Tabs (Allows user to explore a group or related items, e.g. walk through a list of related concepts, identify the members of a group, compare several objects. As user scrolls on them explanation widows appear)
- ✓ Circle diagram (Allows user to examine the relationship of items in a circular hierarchy - from centre to out, each time you scroll on a part of the circle an explanation window appears)
- ✓ Time Line (Allows users to discover the events in a time line (milestones, etc), as he scroll on to dates, etc)
- ✓ Media Tour (Allows user to create multimedia form a series of related photographs or videos, e.g. provide a HOW TO manual from a series of images)
- ✓ FAQ
- ✓ Pyramid (Allows user to explore hierarchical relations within a pyramid, an explanation window pops up every time you scroll on to different levels of the pyramid)
- ✓ Guided image (Allows user to examine important parts if an image or a diagram, e.g. through arrows, zooms etc)
- ✓ Glossary (a window pops up to explain words form a text, option to add small photos as well)



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for Environment, Culture & Sustainable Development

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ANNEX III: INDICATIVE LESSON EXAMPLE