**Tender digital training tools:**

**Frame:**

The INCREASE project is an Erasmus+ Capacity Building Higher Education project between Austria, Poland, Thailand and Vietnam. The aim is to increase the skills of any person performing teaching and training and equipping them with the right methods and tools especially focusing on PARTICIPATORY approaches and REFLECTING methods such as the “vignette research” together with the right supportive digital training tools. As part of this mission, the INCREASE team will develop an “Extension Curriculum” on Social Competence, Leadership & Organisational Transformation- Innovative Learning (SLOT).

**Scope:**

The mentioned SLOT extension curriculum consists of 6 thematic modules out of which 3 shall contain digital tools for supporting the training of the related module content in an optimized way. with this tender, service providers are being sought for the development of these digital tools. Tool provider will have to work closely with the coordinator in Austria and the respective partner(s) in South East Asia:

* Chiang Mai Rajabhat University, Thailand
* Thepsatri Rajabhat University, Thailand

**Module - Organisational learning and transformation (4 Credits)**

Organisational learning is a relational process of creating, retaining and transferring knowledge within an organisation. The module is based on an experiential approach: students gain direct experience of an organizational transformation process in a challenging and motivating learning simulation environment. Students work as a team to develop their own ideas and solutions simulating an organizational change process. The transformation includes not only the logical process steps, but also those dealing with the psychological and emotional impacts of change on the affected employees. After every participatory process step, students reflect on their actions and group dynamics. The module aims to address the change process in a holistic way, including various factors that enhance a successful transformation.

Requirements for the supporting digital tool:

The INCREASE project is looking for a digital simulation game that supports the above mentioned learning content that fits the parameters:

* International and interdisciplinary group formation.
* Elements of physical and online seminars.
* The learning environment should be ready to create different language versions (e.g. English, Thai).
* The module should include both planning and execution of the organisational change process
* Simulation of the comprehensive change process within the organisation with all phases
* Based on the internationally recognized organisational change and development models e.g. Levin, Kotter, Senge.
* Behavioural models of people and groups in organisational setting
* Comprehensive user manuals for organisation internal use
* Connection to reflective methods and participatory approaches introduced.
* All methods need to be based on scientifically proven pedagogical approaches.
* Digital verifiable learning progress for the award of grades and points.
* Availability of the concept for all project partners after appropriate training.

The offer shall include traveling to partners in Europe and South East Asia.

**Call open from-till: July 30, 2023**