Request for Proposals:
Digital Serious Games and Immersive Technologies for DRR/DP Learning
Terms of Reference/Scope of Work

About GDPC

The Global Disaster Preparedness Center (GDPC) is a joint venture between the International Federation of Red Cross and Red Crescent Societies (IFRC) and the American Red Cross with the aim to expand and enhance disaster preparedness (DP) capacities of the global Red Cross Red Crescent (RCRC) network through a service oriented, demand-driven approach. The GDPC focuses on three areas of services: knowledge management, technical assistance and research, which complement and support relevant efforts being undertaken by RCRC National Societies.

Learning Agenda

The GDPC's Learning Agenda identifies concrete opportunities for the department to improve how it engages personnel, American Red Cross domestic counterparts, Red Cross/Red Crescent Movement partners and people in the communities that the American Red Cross serves. The learning agendas serves the following purposes:

- A prioritization tool to help ISD commit resources to learning activities that address priority questions so that organizational learning investments emphasize depth over breadth of knowledge.
- A reference guide to existing documented knowledge and evidence in ISD priority areas.
- A stimulus for generating new learning where new exchange of ideas and formative research can make a useful contribution to future programming.
- A mechanism for disseminating and utilizing evidence and knowledge across the department and external to GDPC as appropriate, and to communicate recommendations for organizational improvements.

Disaster Preparedness learning question #1: How does GDPC and American Red Cross International Services best leverage the potential of serious games and virtual reality to be an effective way of supporting disaster preparedness programming in schools?

Background

School safety is an identified priority in preparing communities to face disaster. Through school-based disaster risk reduction, educational settings can raise awareness of disaster management for children and adults and contribute to a culture of safety and resilience. The challenge often lies in training and conveying knowledge in an engaging and effective manner while allowing for contextualization and dissemination on a wide scale. Digital gaming and immersive technologies have the capacity to transform teaching methodologies and overall reach. The models can present an innovative means of providing key messaging through simulated immersions, allowing users the unique opportunity to interact with recreated scenarios and continually practice preparedness actions in a cost-effective manner.

The GDPC supports the mission of continued innovation and learning in youth preparedness. Working with the Red Cross and Red Crescent (RC/RC) network, the GDPC aims for development and delivery of preparedness educational programming through emerging technologies to reach vulnerable populations and communities.

Technology is constantly evolving, with digital games and immersive technologies projected to have increased relevance for K-12 and higher education worldwide. With such rapid development, the GDPC is interested in capturing lessons learned in the field of technology for preparedness education, with a focus on serious digital games and immersive technologies.

Purpose

This contractor position will provide part-time, time bound, research and analytical support to the GDPC to identify and develop a collection of case studies documenting the intersection of effective emerging technologies and disaster risk reduction and preparedness education.

More specifically, the aim is to collect case studies of the design, development and lessons learned from serious digital games and immersive technologies in relation to education, as could benefit disaster preparedness programming.

Applications of serious digital games and immersive technologies range widely in the field of disaster preparedness - from first aid trainings to disaster drills to gamification techniques providing educational key messages. The consultancy aims to capture the breadth of innovative technologies as it relates to school safety - to further identify good practices, effective approaches, and technological features that support disaster preparedness programming in schools.

Deliverables

- In collaboration with GDPC, develop a list of 8-10 suitable case studies, both within and outside of the International Red Cross Red Crescent Movement;
- Generate an augmented literature review of suitable examples of real-world use of serious games or immersive technology (VR/AR) for educational and/or school preparedness outcomes;
- For each augmented source, generate a brief case study highlighting the learning from the design, delivery, and receipt of the intervention;
- Generate a meta-analysis based on the case studies conducted, to highlight key learning points to be applied for future deployment of this type of technology for school preparedness.

Work Relationships

The consultant will report directly to the Technical Advisor, Preparedness ICTs. Working relationships for this consultancy will include the GDPC's Technical Advisor for Community and School Preparedness, mobile app developers, GDPC's Atlas Fellows, and focal points in Red Cross and Red Crescent National Societies, as well as representatives from the education sector and/or end users of the technology as needed.

Payment & Schedule

Budget for this contract is USD $18,000. Payment will be based on completion of deliverables.

Dissemination Plan

Once gathered and reviewed, a small, innovative, impactful set of case studies will be shared on an open platform for dissemination. The end goal is to provide information and options to all organizations globally interested in pursuing serious gaming as a disaster preparedness educational tool. These case studies will be published on the GDPC website, and utilized to inform potential future digital tool development. A meta-analysis of the case studies may also be presented at RC/RC events or professional conferences.

Qualifications

- BA plus 7 years professional experience in mobile technology for disaster management, humanitarian assistance or a related field. MA and international experience preferred.
- Understanding of and experience working with the International Federation of Red Cross and Red Crescent Societies.
- Experience and comfort working with new technologies including mobile apps, social media, and other creative solutions for productivity.
- Excellent communication skills including strong writing and analytical skills
- Reliable internet access
- Excellent interpersonal skills and diplomacy
- Required: English written and oral fluency, *Desired*: French, Spanish, or Arabic written and oral fluency.

Conditions

Location	Remote/Global	
Duration	**8-10 weeks**	
Start date	**From:** 01 March 2018	**To:** 15 May 2018

Contractor will rely on their own equipment, computer, internet access.

There is no travel envisioned for this position.

How to Apply

Interested and suitable candidates should submit a resume and a one-page cover letter that confirms availability and outlined their qualifications for the position gdpc@redcross.org.
(subject line: Case Studies - Digital Tech)
As an Affirmative Action/Equal Opportunity Employer, well-qualified women, minorities, veterans and persons with disabilities are encouraged to apply.

Timeline

- February 15, 2019: Deadline of submission of interest
- February 20, 2019: American RC will select recipient organizations (notify applicants)
- March 01, 2019 - May 15, 2019: Case study development