REQUEST FOR INFORMATION (RFI)

RFI Reference No.	UNSSC/RFI/2025/01
Date:	17 September 2025
Title of the RFI:	**Request for Information on AI-Generated VR Learning Film on Land, Climate, and Biodiversity**
RFI Closing date and time:	**10 October 2025, 23:59 CEST**
Email address for clarifications and responses :	procurement@unssc.org

I. Background:

The United Nations System Staff College (UNSSC) is the dedicated learning institution of and for the United Nations (UN) and its partners. Established in 2021 and headquartered in Turin, Italy, with an office in Bonn, Germany, UNSSC is committed to fostering a cohesive UN leadership and management culture that enhances collaboration, effectiveness, and cooperation across the system, preparing people to lead with purpose and make a lasting impact. To do so, UNSSC offers various learning programmes, knowledge products and a trusted collaborative space for personnel at all levels and functions. UNSSC has different areas of learning programme, focusing on Leadership Management, Sustainable Development, Peace and Security, Digital Learning and Academic Partnerships.

II. Description of Requirements:

Within the Innovation Fund programme under the Learning and Knowledge Services (LKS), the UNSSC Knowledge Centre for Sustainable Development (KCSD) is developing a new learning course that seeks to:

- Develop an AI-generated immersive film (VR/2D) that demonstrates the interconnections of the three Rio Conventions (Biodiversity, Climate Change, and Desertification).

- Provide an impactful, memorable learning tool for use in side events, courses, and standalone sessions.

- Incorporate imagined scenarios and counterfactual trajectories that showcase how different policy options and decisions taken today could shape the future of land, climate, and biodiversity. These pathways will allow participants to virtually experience the consequences of action versus inaction, or of choosing one set of policies over another, enabling them to reflect on trade-offs and co-benefits in an engaging way.

- Accompany the film with facilitation and discussion guides, and a short evaluation tool for participants.

- Ensure validation of storyline and content with subject matter experts from UNSSC and other UN agencies ensuring that scenarios are scientifically grounded while imaginative and instructive.

- Explore licensing models for broader use across the UN system and external partners.

III. <u>Objectives of RFI:</u>

Considering the above-described project and the fast developing technologies, by the present RFI, the United Nations System Staff College (UNSSC) is seeking information from the market on availability of AI-powered immersive learning solutions, specifically the creation of a 3D/360° immersive learning film on the interlinkages between land, climate, and biodiversity. This initiative is also intended to explore the potential of AI to generate future scenarios and counterfactual trajectories, allowing learners to experience different policy options and decisions and understand their long-term impacts in a dynamic, interactive environment.

The objectives of this RFI are to obtain information on:

- Vendors' ability to develop AI-generated immersive learning films (2D and ideally 360°).

- Capabilities in integrating immersive content with VR headsets (Meta Quest 3S) and platforms such as WarpVR.

- Expertise in producing scientifically validated, evidence-based learning content aligned with UN conventions and standards.

- Approaches to delivering counterfactual simulations (alternate scenarios) and future scenario modeling for learning purposes, including trajectories based on policy decisions.

- Experience in producing facilitation and discussion guides alongside immersive content.

- Cost estimates, pricing models, and potential licensing approaches.

- Indicative timelines, staffing, and technology requirements.

- Requirements from UNSSC to ensure delivery (infrastructure, co-design workshops, content validation).

- Security, accessibility, and sustainability standards (e.g., reduced carbon footprint, low-lock-in platforms).

IV. Specific Information UNSSC is expecting to receive:

In order to respond to the present RFI, companies are requested to submit information responding to the below questions and are required to fill in Annex A:

#	UNSSC Questions
1	What are the main immersive learning services available in the market according to your previous experience (2D/3D/360° film, VR, counterfactual scenarios or other technologies)?
2	What platforms are available in the market according to your experience (AI video tools, VR platforms, hosting solutions), and do these platforms allow for scenario branching, interactive decision trees, and user-driven exploration rather than only linear playback? (AI video tools, VR platforms, hosting solutions)?
3	What is your pricing model (per minute of film, per feature, licensing, etc.)?
4	Based on the description, what cost range would you envisage, and can you provide cost breakdowns by scenario type (e.g., baseline film versus multiple future trajectories)?
5	What is the typical lead time to develop and deliver a final immersive learning experience?
6	What tasks are required from UNSSC (e.g., workshops, content validation, voice-over support)?
7	What are the accessibility and inclusivity features of your solutions (multilingual support, disability access, low-bandwidth options), and how will future scenario content remain accessible and understandable across different user groups (both technical and non-technical)? and inclusivity features of your solutions (multilingual support, disability access, low-bandwidth options)?
8	How do you address data security and intellectual property considerations?
9	What sustainability measures are integrated (carbon footprint reduction, recycled/sustainable tech use)?
10	What risks or limitations do you anticipate with AI-generated 360° video,

	and how do you mitigate them?
11	How is the market addressing the rapid evolution of AI video/VR technologies to ensure the long-term viability of both the content and the platforms?

V. **RFI remarks:**

If there is any need for clarification regarding the present RFI, please consolidate and send your request to procurement@unssc.org. In the interest of transparency, UNSSC may publish the clarifications keeping names of suppliers anonymous.

The aim of this RFI is to gather information that would help UNSSC understand the market situation on the above-described services. After this RFI and the submissions received, UNSSC may seek further clarifications and information from respondents.

This call for RFI does not constitute a solicitation nor it is an Expression of Interest (EoI) and therefore it may not necessarily result in a tendering process. The present RFI is in no way a pre-qualification exercise of vendors nor an offer to contract with any of the respondents. Should a tender be launched, respondents to the present RFI may be invited to bid. UNSSC also reserves the right to require compliance with additional conditions as and when issuing the solicitation documents. Submitting a reply to a call for RFI does not automatically guarantee that a supplier will be invited to tender.

All information which comes into UNSSC's possession or knowledge in connection with the RFI is to be treated as strictly confidential and will not be communicated to any third party. Nothing in this RFI affects the privileges and immunities enjoyed by UNSSC as a United Nations institution.

Responses shall be submitted through electronic mail to the address provided above not later than the stated closing date and time. Subject of the e-mail shall clearly indicate the RFI number, ie UNSSC/RFI/2025/01.

Please note that UNSSC does not intend to pay for any information furnished in response to this RFI and will not be responsible for any costs incurred by the vendors related to the response to this RFI or any other activities related to the preparation of information. T UNSSC encourages companies to use recycled materials or materials coming from sustainable resources or produced using technologies that have a lower ecological footprint.

Annex A – List of Questions

UNSSC/RFI/2025/01 on Request for Information on AI-Generated VR Learning Film on Land, Climate, and Biodiversity

Company name:	
Name of account person:	
Email of the account person:	
Interested to bid should a tender be launched:	☐ YES ☐NO ☐ MAYBE
Date and signature:	

#	UNSSC Questions	Responses (please detail your responses here or, if in a different file, please indicate in this column the reference file name)
1	What are the main immersive learning services available in the market according to your previous experience (2D/3D/360° film, VR, counterfactual scenarios or other technologies)?	
2	What platforms are available in the market according to your experience (AI video tools, VR platforms, hosting solutions), and do these platforms allow for scenario branching, interactive decision trees, and user-driven exploration rather than only linear playback? (AI video tools, VR platforms, hosting solutions)?	
3	What is your pricing model (per minute of film, per feature, licensing, etc.)?	
4	Based on the description, what cost range would you envisage, and can you provide cost breakdowns by scenario type (e.g., baseline film versus multiple future trajectories)?	
5	What is the typical lead time to develop and deliver a final immersive learning experience?	

6	What tasks are required from UNSSC (e.g., workshops, content validation, voice-over support)?	
7	What are the accessibility and inclusivity features of your solutions (multilingual support, disability access, low-bandwidth options), and how will future scenario content remain accessible and understandable across different user groups (both technical and non-technical)? and inclusivity features of your solutions (multilingual support, disability access, low-bandwidth options)?	
8	How do you address data security and intellectual property considerations?	
9	What sustainability measures are integrated (carbon footprint reduction, recycled/sustainable tech use)?	
10	What risks or limitations do you anticipate with AI-generated 360° video, and how do you mitigate them?	
11	How is the market addressing the rapid evolution of AI video/VR technologies to ensure the long-term viability of both the content and the platforms?	