

## REQUEST FOR INFORMATION (RFI)

### Amendment n. 1

RFI Reference No.	UNSSC/RFI/2025/01
Revision	Amendment n. 1
Date:	24 September 2025
Title of the RFI:	<b>Request for Information on AI-Generated VR Learning Film on Land, Climate, and Biodiversity</b>
<b>RFI Closing date and time:</b>	<b>10 October 2025, 23:59 CEST</b>
<b>NEW - Supplier conference</b>	<b>29 September 2025, 15:30 CET</b>
Email address for clarifications and responses :	<a href="mailto:procurement@unssc.org">procurement@unssc.org</a>

In relation to the RFI on AI-Generated VR Learning Film on Land, Climate and Biodiversity (ref. RFI/UNSSC/2025/01), UNSSC wishes to inform interested companies that a supplier conference will be organised to respond to queries.

**The supplier conference will be held on **Monday 29 September at 15:30 CET.****

Interested companies shall confirm attendance writing the name(s) and contact details of participant(s) to [procurement@unssc.org](mailto:procurement@unssc.org) by Friday 26 September 2025. UNSSC will then send a meeting invitation to the name(s) provided.

Interested companies are also encouraged to submit any questions you may have to [procurement@unssc.org](mailto:procurement@unssc.org) by Friday 26 September 2025. UNSSC will reply to them during the conference and answers will then be advertised.

Other sections of the RFI not modified by the present amendment remain valid.

## **REQUEST FOR INFORMATION (RFI)**

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

### **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. Objectives of RFI:**

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](mailto: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.

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

Q&As from Supplier conference held on 29 September 2025 h. 15:30 CET

### Overall clarification of the Project Concept

To clarify, this project is **not intended to combine every possible immersive technology**, but rather to create a **learning product in film format, viewable through VR headsets, and supported by AI during the production and scenario-building process**. This is because we are not in a position to take all course participants to travel to the places where we operate, but through virtual reality we can virtually take them and explore possible scenarios that we may envisage in the future. When people feel that they are actually part of a situation and are able to explore different options based on their choices, this experience will strengthen their immersive learning as well as their main takeaways to act in reality for a better future in line with the SDGs.

While UNSSC can provide the learning idea and content, UNSSC is looking for qualified companies able to provide information on technical aspects and solutions on the best available and competitive technologies to meet the needs. In case of unfeasibility of the project, responders can provide information and advice on other possible alternatives:

#### 1. 360° Video vs. “True VR”

- a. We are not seeking a VR video game where the user controls and plays as a protagonist.
- b. The goal is to produce an immersive learning film, most likely using 360° video or Computer-Generated Imagery, or similar formats that allow participants to be “inside” the story and experience the environment from different perspectives.
- c. The “VR” component here refers to the immersive experience delivered through VR headsets (e.g., Meta Quest 3S), not to game mechanics.

#### 2. Role of Artificial Intelligence (AI)

- a. AI is not expected to be integrated into the runtime experience as interactive gameplay.
- b. Instead, AI is expected to support the production process, such as:
  - i. Generating realistic or imagined environments.
  - ii. Reducing travel and filming costs.
  - iii. Enabling counterfactuals and future scenarios (e.g., “What if this policy choice was made vs. another?”).
- c. The value of AI is to enhance flexibility, reduce carbon footprint, and allow scenario modeling but not to create a fully AI-driven VR game.

### 3. Intended Outcome

- a. The product should feel like a film which means it should be narrative-driven, evidence-based, and validated by subject matter experts while giving learners an immersive sense of place and consequence.
- b. It must be interactive to the extent that it allows exploration of multiple trajectories and policy options, but it does not need to adopt the complexity of a video game.

Here below the list of questions received prior to the conference call as well as additional ones answered during the conference.

#### Q&As

1. Could UNSSC clarify the primary audience(s) for the immersive film (e.g., UN staff, external partners, policymakers)?

The primary audience will be UN staff and partners engaged in sustainable development, climate, biodiversity, and land issues. Secondary audiences may include policymakers, academia, and external stakeholders engaged in capacity-building or side events.

2. Are there specific learning objectives, competencies, or outcomes that the immersive experience is intended to achieve?

Yes. The immersive learning film is designed as a pedagogical tool aligned with UNSSC's mandate to strengthen competencies for sustainable development. The intended learning objectives are to:

1. Cognitive objectives (Knowledge and Understanding):
  - a. Deepen participants' understanding of the interconnected nature of land, climate, and biodiversity systems, and how they relate to the three Rio Conventions.
  - b. Familiarize learners with systemic risks and opportunities that arise from different policy and investment pathways.
2. Analytical competencies (Skills and Application):
  - a. Develop the ability to analyze trade-offs, synergies, and co-benefits of different policy choices through interactive exposure to counterfactuals and future scenarios.
  - b. Strengthen systems thinking and foresight skills, enabling participants to anticipate the long-term consequences of decisions beyond immediate outcomes.
  - c. Enhance decision-making under uncertainty by navigating scenario-based learning pathways.
3. Affective outcomes (Attitudes and Values):
  - a. Foster a stronger sense of urgency and responsibility for taking action in support of the 2030 Agenda and multilateral environmental agreements.
  - b. Promote an inclusive and participatory mindset, recognizing the role of diverse stakeholders in shaping policy trajectories.
4. Practical learning outcomes (Application in Work Contexts):
  - a. Enable participants to apply insights from the immersive experience in their professional roles—whether designing projects, advising policymakers, or participating in multilateral negotiations.

- b. Support the development of leadership and collaboration skills by encouraging dialogue and reflection during facilitated debriefs.

Overall, the immersive experience is intended not only to transfer knowledge, but to create memorable, embodied learning moments that shift mindsets, build critical competencies for sustainable development, and strengthen the capacity of UN staff and partners to act strategically in complex and uncertain contexts.

3. Recognizing the multimodal delivery consideration, is the immersive experience envisioned as one component within a broader blended learning program? If so, will UNSSC require a partner to support the development of additional learning materials—such as eLearning modules, ILT collateral, vILT collateral, etc.—to maximize the value of the investment in immersive development?

Yes, the immersive film will be one component within a broader blended learning offer. At this stage, the RFI is focused on the immersive film itself, but organizations that can submit information that include supporting facilitation guides, discussion materials, or eLearning enhancements are welcome.

4. When referring to “AI Generated 360 video” does the UNSSC expect the primary environments of the immersive experience to be:
- custom 3D developed environments,
  - stock 3D environments,
  - captured 360 video sites
  - AI generated video assets
  - or a combination of these approaches?

UNSSC is open to a combination of approaches. The key requirement is to create an immersive and validated learning experience that balances realism, accessibility, and cost-effectiveness.

5. Regarding licensing and ongoing support, is the UNSSC open to a custom build in which it makes a one-time investment into the experience(s) and retain full ownership of executable files?

UNSSC expects to retain full ownership of the final content and executable files. Licensing discussions refer to the potential for controlled use by other UN entities (e.g., system-wide, per agency, or through fee-based arrangements).

6. Regarding UNSSC investment in the production, could you provide clarity on the following:
- Expected duration of each experience in minutes
  - Confirm our understanding of a dynamic “choose your own adventure” style of immersive learning.
  - Estimate the number of unique scenarios / decision points which we may present to a learner per experience.

- **Tentative target run-time:** 10–15 minutes per immersive film, subject to refinement based on budget and costs.
- **Format:** Narrative-driven “guided film” with branching or decision points, rather than a free-play VR game.



- **Number of scenarios:** Tentatively 3–5 key counterfactuals or decision points, to be confirmed depending on scope, feasibility, and cost considerations.

7. What is the main driver for preferring AI-generated video over traditional production methods?

The main drivers are to reduce production costs and carbon footprint, allow for scenario modeling and counterfactuals, and to make the product more scalable compared to traditional location-based filming. If there are other options than AI, we are open to it, therefore AI is not a mandatory requirement, and by the present RFI we ask you to let us know if this is feasible and if not, what might be a better solution.

8. In relation to the use of 360° video, what advantages or specific learning benefits do you envisage?

In our experience, 360° video offers a strong sense of presence and immersion, enabling participants to feel situated in real-world or simulated contexts. This enhances learning retention, empathy, and engagement. It has also proven to be an inclusive tool that allowed learners with physical limitations, such as those who are wheelchair users, to fully participate in immersive experiences. Moreover, it is a cost-effective alternative to organizing physical site visits or investing in complex infrastructure (e.g. such as holodeck-style rooms, etc).

9. Could you please confirm the expected run-time of the learning films?

See answer to questions n. 6 above. Indicatively it is 10-15 minutes.

10. Are you open to WebXR delivery (full VR via Quest browser) rather than a native app?

Yes, UNSSC is open to different delivery modalities, including WebXR, provided they are compatible with our hardware (e.g., Meta Quest 3S) and easy to deploy across UN learning contexts.

11. What role does WarpVR play - is it required or just an example?

WarpVR is the likely primary platform for delivery of the immersive training, as it is an existing UNSSC platform investment. However, to maximize visibility and reach, UNSSC is also interested in exploring a complementary web-based version where feasible. Vendors may therefore propose solutions that accommodate both formats, subject to affordability and budget considerations.

12. Where will this be hosted - UN servers or cloud?

UNSSC is open to cloud hosting or secure external platforms, provided they comply with UN data security requirements. Final hosting decisions will be determined during the procurement stage.

13. How many counterfactual scenarios do you envision? (We suggest 3-5 for impact)

We don't know yet. We suggest 3–5 impactful scenarios to demonstrate the consequences of different policy pathways.

14. Initial languages - all 6 UN languages or phased approach?

The initial version will be in **English** and subtitles in other UN languages.

15. Target duration per experience? (We recommend 10-15 minutes)
See question n. 6 above.
16. Which UN agencies will validate the scientific content?
Content validation is expected to involve UNCCD, UNFCCC, CBD, and UNU-EHS, along with subject matter experts.
17. Any specific deadline driving this? (COP30?)
No specific deadline but we are aiming to have a product by end of summer 2026.
18. Is phased delivery possible - prototype first, then full development?
Yes, UNSSC is open to phased delivery, starting with a prototype or pilot before full production.
19. What budget range should we be designing for?
We do not share information on budget availability. When the specifications of the project will be defined and a tender launched, interested companies can bid and submit their best quotation. Please keep in mind that financial component will be an important element of the tender, so that we remind companies to submit their most competitive quotation.
20. Who owns the IP for the created content?
UNSSC expects to retain full IP ownership of the final content, with vendors providing the necessary rights and deliverables.
21. What does "licensing for broader UN use" mean - system-wide or per agency?
The intent is to maximize reach and impact across the UN system. At this stage, UNSSC does not have pre-agreed partners for licensing or distribution. We will work to establish agreements that allow other UN entities to use the film and associated materials. This may involve finding ways to "sell" or transfer licensing rights under agreed terms, whether system-wide or agency-specific.
22. Is an experience reporting required? If so, what kind of reports do you envisage?
Reporting may not be as critical as all learnings will be facilitated and participants taken hand-in-hand in the learning experience and as part of a broader course.
23. Do you have any accessibility requirements when you deliver immersive/VR learning experiences? And do you have issues with people either unwilling or unable to use a VR headset? It would be useful if you can share the standards you want to meet as they will help for the scope of the project
We would love to find the best process to have higher accessibility, ideally the higher accessibility, the better. Feel free to provide information on any approach that may increase accessibility.
24. Do you specifically want to use the headset or just have web and mobile based virtual worlds??
Based on previous experience, the VR headsets can trigger the "wow-effect" on participants. However, looking at both options is acceptable.

25. What is more important, the graphic and hyper-personalization or the unique experience of the learner?

In our imagination, we have thought of a hyper realistic scenario, but for the learning experience, the unique experience of each participant would be more important.

26. Are you specific looking at 360 video?

This would be our preferred option, but if it may technically not be feasible or it is too complex or too expensive, please feel free to advise on the best solutions for the project.

27. Do you have a tentative calendar for the Request for Proposal\_

Ideally we would plan to launch the tender late in the year or early next year and we aim to have a project concluded by Sept/Oct 2026.

## Annex A – List of Questions

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

<b>Company name:</b>	
<b>Name of account person:</b>	
<b>Email of the account person:</b>	
<b>Interested to bid should a tender be launched:</b>	<input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> MAYBE
<b>Date and signature:</b>	

#	UNSSC Questions	Responses (please detail your responses here or, if in a different file, please indicate in this column the reference file name)
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