

## Terms of Reference

### **Virtual Innovation Platform**

#### **Creation & update a suite of innovative virtual tools for the Red Cross Red Crescent Climate Centre**

#### **Background**

The Climate Centre has been engaging in exploring innovative virtual processes for some time, and has seen the importance to expand the use of creative tools in the virtual space. We would like to inspire creative and focused dialogue to stimulate the imagination of participants while engaging with complex systems exploring new perspectives in the process.

#### **Project Background**

The Climate Centre works on a range of programmes and thematic areas with a global team. The Climate Centre has worked with a range of virtual approaches and now wishes to expand virtual tools to support engaging and participatory interaction while working on the virtual space.

#### **Scope of Work**

The Climate Centre wishes to contract the design, development and hosting of an interactive platform that supports innovative virtual engagement: essentially a core online platform that can host a broad set of playful-yet-serious activities with a single login for users, accommodating large groups (up to 250 participants) and allowing for effective admin and setup interface (dedicated to the Red Cross Red Crescent Climate Centre).

Specifically we are looking for the following:

#### **A. Games**

**1. Headlines: Imagining newsworthy future scenarios, good & bad** A game that allows participants to travel in time and be reporting on the future. This activity allows participants to engage with future scenarios while creating and commenting on future newspaper headlines.

**2. Galleries: Creating a viewing platform for cartoons** This game works in collaboration with Cartoonathons and other visual processes by creating a gallery impression, for participants to view and comment on uploaded cartoons or other artwork. The gallery tool should also include the option for two participants to converse as they share the gallery space, and allow the facilitator to present all images and comments at the end in a slide show.

**3. Split 7 with text:** Participants are invited to share statements/ ideas in a brainstorming session and are then paired up to allocate 7 points on two cards – according to the importance they attribute to the statements. This process is repeated with varying combinations of statements and varying pairs. The statements can then be viewed and shared at the end of the session by the facilitator.

**4. All Caps Rant Process:** Participants are invited on a virtual journey that will stimulate them to leave behind what they would like to get rid off, and are then invited to construct something from the words that inspire action.

**4. Face-it tool:** This activity aims at eliciting ideas and emotions from participants, triggered by powerfully evocative images, leading to co-creation of art. “Face It!” builds on a phenomenon known as *pareidolia*: our mind’s propensity to ‘see’ faces and patterns that are not really there.

## **B. Tutorial Videos**

We are looking for a short video to explain each tool.

## **C. Comprehensive suite: Digital platform offering common framework for games and experiences described in section C**

Create a user-friendly set of tools that allows facilitators to select from a variety to contribute to a learning event. This platform is easy to navigate and allows central access through a self managed admin area. This platform with all games stated above is available to the Climate Centre and partners at no cost and maintenance is guaranteed.

### **Deliverables and timeline**

The company/consultant is expected to work in close collaboration with the Climate Centre team to deliver the following:

#### ***Phase 1: 1-30 October 2020***

Design and implementation of the new platform, with prototypes of at least 3 games ready for testing.

#### Deliverable by 30 October 2020

- Platform developed and at least 3 tools tested in at least 2 events
- One round of improvements completed

#### ***Phase 2: 1 November – 30 December 2020***

Final implementation of all activities and final testing of platform

Short Training session for Climate Centre staff

Submission of two short training videos on use of the tools

#### Deliverable by 30<sup>th</sup> December 2020

- Final platform and games, fully functional and tested
- Submission of short training videos on use of the tools
- Summary description of the tool and instruction to setup and use them

### **To apply**

Please submit examples of past work, along with a budget for this work to [application@climatecentre.org](mailto:application@climatecentre.org)

We will start reviewing applications on a rolling basis starting **21st September 2020** until the position is filled.

*Twitter: @RCClimate*

*Facebook: @climatecentre*

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