

Terms of Reference:
Procurement of Virtual Reality Equipment for the LAMARR Project

I. Introduction

Expertise France designs and implements projects that sustainably strengthen public policies in developing and emerging countries. Through the implementation of its project, LAMARR—a digital skills and services initiative for youth in El Salvador—Expertise France aims to contribute to the integral and sustainable development of the country.

The project is being implemented in El Salvador over a five-year period and is funded by the European Union.

Project Beneficiaries:

Youth aged 16 to 29 who meet one or more of the following criteria:

- Youth in situations of socioeconomic vulnerability
- Youth in conflict with the law
- Youth with disabilities
- Youth returned due to irregular migration

The importance of the project lies in addressing the various challenges faced by young people in El Salvador, particularly the limited opportunities for training and professional integration in the digital transformation sector.

The primary objective of the project is to provide training opportunities for youth. To achieve this, it is essential to ensure that the training offer aligns with the needs of the professional world. This involves strengthening partnerships between training institutions and professional stakeholders, contributing to the economic sustainability of training efforts at the national level. The creation and utilization of economic opportunities for youth are key drivers of change for this population and for national productive sectors.

To build strong partnerships and trust among stakeholders, training institutions must improve the quality of their programs and expand their training content in line with private sector needs, by reinforcing their connection with the professional world. The training approach must include the development and certification of individual competencies, positive work experience, and an effective interface between training and the professional sector.

In the context of the labor market in El Salvador, the ICT sector has experienced rapid growth in recent years, generating significant demand for technical and digital skills. However, a considerable gap has been identified between this demand and the supply of qualified workers. This gap is even more pronounced among youth and women, who often face additional barriers to accessing training and professional integration.

The objective of this project is to directly address these challenges. The LAMARR Project seeks to provide training opportunities for young people, with the aim of improving their employability and generating real economic opportunities. Through virtual reality, effective tools can be offered to

enhance the professional skills and competencies of these youth and to strengthen the capacity of training centers.

In this context, the project intends to implement a training program that uses virtual reality as a pedagogical tool, providing young people with an immersive and dynamic experience that enhances both their technical and social skills.

II. Objectives.

a. General Objective

Procurement of virtual reality equipment to provide training to young beneficiaries of the LAMARR Project.

b. Specific Objectives

- To purchase virtual reality equipment to use in training processes for LAMARR
- To train instructors and technical staff in the use and maintenance of the equipment, as well as in the implementation of the training modules.
- To train instructors and technical staff in the use and development of training content on virtual reality platforms.

III. Description of the required service:

1) Supply of virtual reality equipment

The provision of the following software and equipment is required, in accordance with the detailed technical specifications. Any supplementary features will be considered as added value.

Product type	Specification	Detail	Brand or equivalent	Quantity
1) Virtual Reality Headset Set: For immersive education in schools, allowing exploration of curricular content in Virtual Reality (VR) and Augmented Reality (AR). Each set must include: <ul style="list-style-type: none"> • 8 headsets • 8 manual control joysticks • A corresponding storage and charging case 	RAM memory	4GB DDR (Double Data Rate)	ClassVR Premium/Avantis	8
	Internal Storage	4GB		
	Processor	Octa-Core Qualcomm Snapdragon XR1		
	Screen	LCD HD de 5.5" with resolution 2560x1440		
	WiFi connectivity	802.11 a/b/g/n dual-band 2.4/5Ghz		
	Bluetooth	Version 4.2		
	Front Camera	13 MP with autofocus		

Product type	Specification	Detail	Brand or equivalent	Quantity
	battery	Lithium battery with a minimum of 4 hours of continuous usage		
	Charging and Control Connector	USB-C		
	Head Mount	Adjustable Head Mount with Dual Rear Strap System		
	Memory Expansion	Puerto Micro SD		
	Sound	Stereo		
	Microphone	Integrated		
	Headphone Port	3.5mm		
2- Next-generation virtual and mixed reality headsets that support educational, entertainment, and productivity applications. Integrate digital objects into the physical environment (mixed reality), play immersive video games without the need for a PC or console, and explore 360-degree virtual environments.	RAM memory	8 GB	Oculus Meta Quest 3S	60
	Internal Storage	128 GB		
	Processor	Qualcomm Snapdragon XR2 GEN 2		
	Screen Resolution	1832 x 1920 pixels		
	Lens Type	Fresnel		
	Refresh Rate	90 Hz (120 Hz in experimental mode)		
	Field of View (FOV)	96° horizontal, 90° vertical		
	Mixed Reality	Passthrough in full color		
	Controllers	Touch Plus with haptic feedback		
	Tracking	4 tracking cameras, Hand tracking		
	Audio	Built-in stereo speakers with 3D spatial sound		
	Battery	4324 mAh (Up to approximately 2.5 hours of usage)		
	Accessories	Includes glasses spacer		
Specialized software licenses for technical training, based on interactive 3D simulations and virtual reality environments. Designed to train users in practical skills across areas such as electrical work, plumbing, HVAC, solar energy,			Interplay Learning - SkillMill:	60

Product type	Specification	Detail	Brand or equivalent	Quantity
construction, industrial maintenance, and more. Compatible with VR headsets like Oculus Rift, HTC Vive, and Meta Quest, offering over 500 hours of interactive content. Also accessible on mobile devices and computers, with a duration of 2 years.				
Licenses designed to support career exploration through virtual reality (VR) simulations and mobile experiences, compatible with VR headsets such as Meta Quest, HTC Vive, and others. Aimed at high school students, technical education, vocational training, and workforce development programs. Includes over 40 VR career exploration simulations and access to more than 100 careers across various sectors. Valid for 2 years.			TREK Transfr	4
Licenses designed to facilitate immersive teaching in school environments. Platforms that allow educators to manage, distribute, and monitor virtual reality and augmented reality experiences in real time, with over 500 educational experiences in 3D, 360°, and augmented reality. Content aligned with international curricula in subjects such as science, history, geography, mathematics, art, and more. Cloud-based platform accessible from any web browser and compatible with the offered VR headsets. Valid for 2 years.			Class VR	2

b. Virtual Reality Trainer Training Program

The objective of the service is to train instructors in the proper use of virtual reality (VR) equipment and platforms, so they can effectively implement this technology in educational environments. The training includes three key components:

Technical Training: 96 hours dedicated to instruction in the handling of VR equipment and platforms

Curriculum Adaptation: 80 hours focused on designing and adjusting educational content for integration into VR environments

Pedagogical Support: 200 hours of follow-up and guidance for trained instructors to ensure the correct implementation and use of the technology in their teaching practices.

IV. Confidentiality:

The training programs developed will be the property of Expertise France.

V. Place and Time of Equipment Delivery:

The provision of services and delivery of equipment will take place in El Salvador. The equipment must be delivered to the facilities of Expertise France S.A.S., located at Calle La

Mascota, Pasaje No. 2, Casa No. 159, San Salvador, El Salvador, C.A.
Incoterms: Delivered Duty Paid (DDP), within a maximum period of 60 days.

VI. Duration of the service:

The provision of the service will have a maximum duration of 24 calendar months from the date of contract signing.

The contract will be signed between Expertise France S.A.S. and the professional service provider.

VII. Supplier Profile:

- Legally established company with proven experience in the sale of software and virtual reality equipment.
- The supplier must have a structured team capable of developing trainer training programs focused on the use and development of applications through virtual reality headsets.
- Adequate technical infrastructure, including virtual reality devices and the previously mentioned simulation platforms.
- Deep knowledge of trends and best practices in education and training.

VIII. Payment Terms

Invoices must be issued as final consumer invoices exempt from VAT, made out to **Expertise France** / Project LAMARR-ES / No.21PSE0C325 / EU, and sent to the following address: Casa Marianne, Alianza Francesa, Calle y Colonia La Mascota, Pasaje 2, Casa #157, San Salvador.

The following statement must be included on all invoices: "Exempt from VAT under the Framework Agreement Regulation 'ALA' dated May 17, 1999."

At the time of payment, the required withholdings will be made in accordance with the laws of El Salvador.

Payment will be made under the following conditions:

- 25% of the total cost of hardware and software will be paid upon signing the contract, and the remaining 75% will be paid upon delivery and verification.
- At the request of the LAMARR Project, a trainer training program will be carried out within the 2-year contract period to train personnel from training centers and other identified institutions. The cost of technical assistance/trainer training activities will be paid upon completion of each activity.

IX. Deliverables:

Deliverables		
Periodic deliverables		
Item	Deliverable	Deliverable submission deadline
1	Detailed report of the activities carried out in the training program, including the training services provided and their duration in hours, the	15 days after the end of the training activity by

	curricular adaptation services and their duration in hours, and the support service for trainers in hours, as well as the topics developed in the training, and the number of people trained, and institutions trained.	institution detailed in every purchase order
Final deliverables		
Item	Deliverable	Deliverable submission deadline
2	Eight (8) Virtual reality headsets designed for use in educational environments	60 days after signing the contract
3	Sixty (60) standalone virtual reality headsets for technical training, mixed reality, and Entertainment.	60 days after signing the contract
4	Sixty (60) Technical training software based on 3D simulations and virtual reality, designed to train in technical areas, compatible with virtual reality viewers offered lasting two years.	60 days after signing the contract
5	Four (4) Licenses designed to facilitate career exploration through virtual reality (VR) simulations and mobile experiences compatible with the VR headsets offered lasting two years.	60 days after signing the contract
6	Two (2) Licenses that allow access to educational resources in virtual and augmented reality, aligned with school curricula and compatible with the virtual reality headsets offered lasting two years.	60 days after signing the contract

X. Coordination.

The service provider must maintain close collaboration with the person designated by the LAMARR project.

Additionally, there will be ongoing communication regarding the progress of the service and any difficulties that may arise.

The contracted company will report to Ivan SEASSAL, Project Director, and technical supervision will be carried out by Gabriela ALBERTO, Alliance Coordinator