Interreg Italia - Malta

Cofinanziato dall'Unione Europea
Co-funded by the European Union

COESIONE ITALIA 21-27 SICILIA

FONDI.eu

WAY Together

QUOTATION

REFERENCE:

ITMT/06/2026

REQUEST FOR QUOTATIONS FOR THE DEVELOPMENT OF A VIRTUAL REALITY (VR) SOFTWARE PROGRAMME PROMOTING INCLUSIVE TOURISM IN CONNECTION WITH THE PROJECT *WAY TOGETHER* – WALKING AND YACHTING TOGETHER -

Project Code: C1-3.1-79; CUP Code PP5: G19I24001410007

UNDER THE COOPERATION PROGRAMME

INTERREG VI-A ITALIA - MALTA

Date Issued:	**Thursday, 26th November 2026**
Closing Date:	**Friday, 4th December 2026**

Inspire Foundation, BLB 801, Bulebel Industrial Estate,
Zejtun, Malta ZTN3000
Email address: funding@inspire.org.mt

FINAL AUTHORISED VERSION

Antonello Gauci
Chief Executive Officer
inspire

26/11/2026

PARTNERS

Yachting Malta · Azienda Speciale Silvo Pastorale · inspire · Università di Catania

CONTACT

Participants: research@inspire.org.mt
Administration: aimpellizzeri@oasisrl.it

Section 1: Specifications

1 General Background

The INSPIRE FOUNDATION is requesting quotations for the provision of services pertaining to the development of a Virtual Reality (VR) software programme promoting Inclusive Tourism in connection with the project WAY TOGETHER – WALKING & YACHTING TOGETHER, which is financed under the INTERREG VI-A ITALIA – MALTA programme.

The expenditure may be financed by the European Union under the project in caption. Such expenditure shall be claimed as part of the marketing activities under the respective project, following the guidelines set out in the latest 'Manual of Expenditure' pertaining to the Interreg VI-A Italia-Malta 2021-2027 Programme.

The selection of the successful bidder will take place in line with the Public Procurement Regulations Subsidiary Legislation 601.03 of 28th October 2016 and its subsequent amendments.

The basis of the award will be based on the **cheapest technically compliant bid**.

2. Requirements

Further to the selection for funding of the project WAY TOGETHER under the INTERREG VI-A ITALIA-MALTA Programme, the INSPIRE FOUNDATION is seeking quotations from qualified service providers for the design, development and delivery of a Virtual Reality (VR) software programme as a final communication tool/product of the project, aimed at promoting inclusive and accessible tourism. The VR software programme shall be specifically designed and developed for people with different accessibility requirements, including persons with physical, sensory and intellectual disabilities. The programme will provide interactive virtual experiences showcasing tourism attractions and activities, primarily at sea and in mountainous regions. Accessibility is not an optional feature, but a fundamental requirement in the development of this software!

3. Scope of services

The service provider should quote for the following components, shown in same order in the financial bid, namely:-

A. Design, development, installation and configuration of a VR programme

- Conceptualisation and design of a VR experience focusing on inclusive tourism.
- Development of a customised VR software application.
- Creation of realistic 3D environments representing tourism destinations on the sea and in a mountain environment used as a grazing habitat for donkeys.

- Development of interactive virtual experiences allowing users to explore different tourism environments in both areas of interest.
- Integration of audio, visual and interactive elements.
- Development of scenarios demonstrating accessibility and inclusion in tourism.
- User-friendly interface suitable for people with different levels of digital literacy.
- Installation and configuration of the programme, with the ability to operate it without an internet connection.
- Give possibility of expanding and adding new experiences in the future.
- Having the possibility of different users/profiles accessing the programme.

B. Inclusive tourism activities and experiences

It is particularly important that the VR programme demonstrates how tourism can be experienced by people with different accessibility requirements.

The virtual experiences should include, but not exclusively:

1. **Accessible accommodation:** Virtual visits to accessible hotel rooms, bathrooms and common areas.
2. **Accessible outdoor activities:** Virtual experiences of nature trails, parks and recreational facilities, berthing platforms and boarding on boats.
3. **Inclusive tourism services:** Interactions with tourism staff demonstrating appropriate assistance and inclusive customer service.
4. **Sensory accessibility:** Experiences illustrating the needs of people with visual, hearing or sensory impairments.
5. **Mobility accessibility:** Demonstrations of wheelchair-friendly facilities, ramps, lifts and accessible pathways.

The programme should include different scenarios involving persons with physical, sensory, intellectual and other accessibility requirements.

C. Interactive features - the software should include:-

- 360-degree virtual tours.
- Interactive navigation through the above mentioned two (2) different tourism locations.
- Virtual scenarios and activities.
- Audio descriptions for visually impaired users.
- Subtitles and captions for people with hearing impairments.
- Adjustable text size and accessible navigation.
- Users can access a non-VR alternative, such as a computer or tablet version, where appropriate.
- In English and Italian languages.
- Options for users to interact with objects and elements within the virtual environment.
- Possibility of including quizzes or educational activities.

CONTACT
Participants: research@inspire.org.mt
Administration: aimpellizzeri@oasisrl.it

Hardware, including VR headsets and computers, will be made available by Inspire Foundation, as and when required, during the development process. Hence, the software has to be compatible with the provided VR headsets and operating systems.

Training and capacity building
The service provider should also include:

- Training for staff on how to operate the VR software on the equipment;
- Training on how to assist participants with different accessibility requirements;
- A practical demonstration of the complete programme;
- User manuals and technical documentation;
- Troubleshooting guidelines.
- Training materials for future reference.

Final Delivery and demonstration of completed product cannot be later than the 31st of December 2026, which represents the end-date of the project. User testing of the VR programme, involving persons with disabilities, has to be carried out way before the final delivery date, leaving ample time for identification and correction of any technical problems.

After sales maintenance and technical support
This service is not included in the project proposal so please quote separately, if applicable!
The service should include *inter alia* technical support following delivery, software maintenance and bug fixing, and software updates.

Intellectual property and ownership
The organisation, Inspire Foundation, will receive full ownership of the commissioned, developed software, giving it the possibility to continue using the programme after the agreement of service ends. The organisation holds the right to use the VR content for promotional, educational and awareness-raising purposes. It will also have sufficient rights to continue using and updating the software without depending exclusively on the originally selected service provider.

4 Submission and Contact Details

Interested service providers are to complete and submit Section 2 of this RfQ. All prices must quote VAT separately and in full. For payment purposes, invoices and fiscal receipts should be issued accordingly. Quotations are to be submitted by **16:00 on Friday, 4th December 2026 by email on carmen.dalli@inspire.org.mt**.

Any clarifications and/or further information are to be sought in writing and sent to carmen.dalli@inspire.org.mt by 30th November 2026. Any request for clarifications received after this deadline will not be considered.

WAY Together

Section 2: To be filled in by interested bidders.

Quotation date and Ref No: _____

Suppliers/Contractor's details

Company's Name (if applicable)	
Registration Number (if applicable)	
Contact Person's Name and Surname:	
Company's Address:	
Mobile/Telephone Number:	
E-mail address:	
Please list any relevant experience in VR software, giving examples of previously developed VR programmes. Experience in accessible technology and inclusive digital experiences would be considered an asset.	

Itemised Financial Quotation

Specifications	Cost (excl. VAT)	VAT Amount	Total cost (incl. VAT)
1. Concept and Design: *(research, planning and VR experience design)*			
2. Software Development *(Development of customised VR application)*			
3. Content production *(3D environments, animations, audio and interactive scenarios)*			
4. Accessibility features *(captions, audio descriptions and accessible navigation)*			
5. Installation and configuration			
6. Testing *(technical and accessibility testing)*			
7. Training *(staff/users training and user manuals)*			
TOTAL COST			
Extraneous charges:			
8. Maintenance (*technical support and software updates)*			
9. Licensing (*software licence and any recurring costs, if applicable)*			

Company Rubber Stamp (if applicable):

Signature:

Full Name and Surname: _____