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Not applicable

IT EQUIPMENT AND SOFTWARE FOR OFFICE FOR STUDENTS PROJECT

COVENTRY UNIVERSITY HIGHER EDUCATION CORPORATION GROUP (CUHECG)

F14: Notice for changes or additional information

Notice identifier: 2023/S 000-018853

Procurement identifier (OCID): ocds-h6vhtk-03cea5

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Section I: Contracting authority/entity

I.1) Name and addresses

COVENTRY UNIVERSITY HIGHER EDUCATION CORPORATION GROUP (CUHECG)

Priory Street

COVENTRY

CV15FB

Contact

Thomas Hasson

Email

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Country

United Kingdom

Region code

UKG33 - Coventry

Companies House

07781274

Internet address(es)

Main address

<https://www.coventry.ac.uk/>

Buyer's address

<https://in-tendhost.co.uk/coventryuniversity>

Section II: Object

II.1) Scope of the procurement

II.1.1) Title

IT EQUIPMENT AND SOFTWARE FOR OFFICE FOR STUDENTS PROJECT

Reference number

FRAM-906-23-TH

II.1.2) Main CPV code

- 30000000 - Office and computing machinery, equipment and supplies except furniture and software packages

II.1.3) Type of contract

Supplies

II.1.4) Short description

SUMMARY OF REQUIREMENTS

The development of two new virtual teaching and learning environments

- A state-of-the-art Virtual Reality Cave environment for our HLS faculty that can be used

to deliver a simulated technology lab harnessing VR capability, and environment simulation, ensuring that facilities are up to date, replicates virtual medical equipment used in industry and within the health service and enables educational provision in allied health to address subject demand and to extend our subject provision.

- A virtual Powerwall environment for our EEC faculty that incorporates high-precision digital manufacturing and a VR technology lab in the subject disciplines of engineering which are vital to meet the current demand for skills, support future growth and to support competitiveness within markets that will grow significantly during the next decade.
- A vision and strategy that supports our commitment to provide world class immersive education facilities for teaching, learning, collaboration, and modern workspaces.
- To identify a 5-year strategic immersive environment partner that can work with Coventry University long term on key regional and international objectives, helping to transform our technologies that support our digital academic infrastructure and staff and student environments. A supplier who can provide a complete service wrap from concept to delivery and become an extension to our existing digital architecture teams. Sub-contracting may be considered in some circumstances; however the supplier must front the contract and agree to the University Group's Terms and Conditions in Appendix C by signing Appendix D, Declaration of Compliance
- A supplier who can help develop and mature our VR standards delivering high quality, reliable and supportable technologies which will add value by enhancing the delivery of learning and improving the user experiences of simulated environment technology

Section VI. Complementary information

VI.6) Original notice reference

Notice number: [2023/S 000-014635](#)

Section VII. Changes

VII.1) Information to be changed or added

VII.2) Other additional information

Total estimated spend is between £0 and £30,000.000. This is non-committal spend and total spend will be established through the procurement and contract management process.

