MODULO RICHIESTA FORNITURA IN ECONOMIA

LE RICHIESTE SARANNO NUMERATE A CURA DELL' GRUPPO RICHIEDENTE

STRUTTURA **GEO** ARTICOLAZIONE DATA **12/01/2026** RICHIESTA N . **01/2026**

RISERVATO ALL'UPA O AL G.S.

N° PROG.	INV.	CONS.	DESCRIZIONE	COMMESSA	UNITA' DI MISURA	Q.TA'	IMPORTO UNITARIO	AL. IVA	PREZZO	CONSIP NO	CONSIP Esaurito	CONSIP Prezzo
1			Sub-Sea Freshwater Resources Policy Toolkit	RESCUE		n.a.	12,300.00					

NOTE si allegano il preventivo e il 'concept' del prodotto elaborato per il progetto RESCUE

IL RICHIEDENTE Jonathan Ford RESP. STR./ARTICOLAZIONE Fausto Ferraccioli

RESP. COMMESSA Angelo Camerlenghi

VOCE DI SPESA AMMESSA A RENDICONTAZIONE ☐ Sì ☐ NO

DITTE INTERPELLATE

Common Sense - eLearning & training consultants GmbH
Köllnerhofgasse 2/8 - 1010 Wien

TOTALE IVA COMPR.

DISCIPLINARE PER L'ACQUISTO D.LGS. 50/2016

□ Art. 36, II comma, lettera a)

□ Art. 36, II comma, lettera b)

Altro _____

DITTA AFFIDATARIA

RICHIESTA DI RIMBORSO MEDIANTE SERVIZIO INTERNO DI CASSA

☐ spese per piccole riparazioni, manutenzioni di mobili e locali ☐ minute spese d'ufficio
☐ spese di vettura ☐ spese postali ☐ spese per giornali, pubblicazioni, periodici e simili

FIRMA PER AVVENUTO RIMBORSO _____

FIRMA PER ACQUISTO TRAMITE SERVIZIO INTERNO DI CASSA

☐ IL DIRETTORE GENERALE ☐ IL DIR. DI DIP. O STR. TECN. DI SERV.

☐ IL DIRIGENTE AMM.VO

_____

CAPITOLO / ART. **N° IMPEGNO** **FIRMA** **DATA**

_____/_____ _____ _____ _____

AUTORIZZAZIONE ALL'ACQUISTO

NOTE RELATIVE ALL'AUTORIZZAZIONE DATA _____

☐ IL DIRETTORE GENERALE
☐ IL DIR. DIP. O DI STR. TECN. SERV.
☐ IL DIRIGENTE AMM.VO

_____

DATA _____

REGISTRAZIONE UFFICIO RAGIONERIA _____

ORDINE EVASO ☐

OGS
Istituto Nazionale
di Oceanografia
e di Geofisica
Sperimentale

Borgo Grotta Gigante 42/c
34010 Sgonico (Trieste)
c. fisc./p.iva: 00055590327
tel. +39 040 21401
ogs@pec.it
www.ogs.it

Trieste, 12 gennaio 2026

Oggetto: Realizzazione di un "*Toolkit for Policy Maakers*" per il Progetto Rescue

OGS è partner del progetto *RESources in Coastal groundwater Under hydroclimatic Extremes* (RESCUE), coordinato dall'Università di Trieste finanziato dalla *EU Partnership Water4All -Water Security for the planet*. La durata del progetto è marzo 2024-febbraio 2027.

Il coordinatore scientifico del Partner OGS è lo scrivente Angelo Camerlenghi.

OGS ha la responsabilità del WP3 – Social, che ha lo scopo di coordinare ed eseguire le attività di *Outreach e Communication*.

Il Deliverable D3.1 *Dissemination and Outreach Plan* consegnato nel mese di Giugno 2024 descrive la strategia di comunicazione che si basa su 5 canali di comunicazione prioritari:

- *WebSite*
- *Social Media and e-mails*
- *Newsletter*
- *Podcasts*
- *Toolkit for Policy Makers*

La richiesta di fornitura allegata si riferisce all'affidamento dell'incarico di produrre Il Toolkit for Policy Makers secondo quanto risultato da una serie di riunioni interne di progetto in collaborazione con la società *Common sense - eLearning & training consultants GmbH* con sede a Köllnerhofgasse 2/8 - 1010 Vienna, Austria.

Riguardo i punti 6-7-8 dell'art. 21 del Regolamento degli Acquisti OGS:

Punto 6. Considerata la particolare finalità di ricerca inserita nell'ambito del progetto scientifico RESCUE Il motivo della scelta della società *Common sense - eLearning & training consultants GmbH* è la l'attuazione di un programma di applicazione della divulgazione digitale specificamente indirizzata ai cosiddetti 'policy makers' che è stata oggetto di un Project Work nel programma 2022-23 dell'*Advanced Master in Sustainable Blue Economy* gestito da OGS e l'Università di Trieste dallo studente Arndt Bubenzer intitolato "*Bridging the Science - Policy Gap Case Study: the Ocean Policy Maker Toolkit A Translation and Knowledge Brokerage Model*".
L'idea inserita nel progetto Rescue fin dalla proposta inviata per il finanziamento è stata di implementare il concetto del Project Work coinvolgendo lo studente Arndt Bubenzer, in accordo con il budget dedicato a questa attività sui fondi del progetto RESCUE, al fine di aiutare la sua progressione professionale.

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Punto 7. Viste le necessità del progetto di ricerca RESCUE, la modalità di erogazione del servizio è stata specificamente adattata alla funzionalità necessaria all'articolazione e alla tempistca definite nel documento di progetto "*Project Concept - Sub-Sea Freshwater Resources Policy Toolkit for the RESCUE Project: Deep-coastal and offshore low salinity aquifers in European coastal areas*".

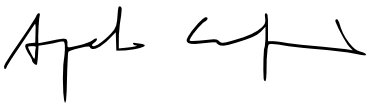
Punto 8. Le Caratteristiche funzionali e di risultato e caratteristiche di processo, di metodo e componentistiche utilizzate sono state elaborate in accordo con l'esigenza del progetto RESCUE:

(A) Input Phase: Scientific Material Curation
(B) Transformation Phase: AI-Enhanced Knowledge Brokerage
(C) Production Phase: Interactive Media Development (3 levels)
(D) Testing & Validation Phase
(E) Dissemination Phase

Il preventivo allegato è stato fornito dalla ditta *Common sense - eLearning & training consultants GmbH* che curerà tutte le fasi dell'implementazione con in contributo di *Arndt Bubenzer* in stretta collaborazione con i partecipanti alle attività del WP3 – Social – Social del progetto RESCUE, coordinato da OGS.

Cordiali Saluti,

Angelo Camerlenghi



Enabling learning.

common sense - eLearning & training consultants GmbH - Köllnerhofgasse 2/8 - 1010 Wien

National Institute of Oceanography and Applied Geophysics – OGS
Sig. Angelo Camerlenghi
Borgo Grotta Gigante 42/C
34010 Sgonico (TS)
Italy

Proposal no.	AN-1054
Date	Nov 17, 2025
Reference	Project: RESCUE (CSP#25160)
Your customer no.	10142

Proposal AN-1054

Dear Mr Camerlenghi,

Thank you for your inquiry. The OceanECO unit of common sense is happy to provide you with the requested offer:

Item	Description	Quantity	Unit price	Total price
1.	**(A) Input Phase: Scientific Material Curation** Take-over of base information and documents, structuring, follow-up clarifications with lead scientific partner	2.00 PD	600.00 EUR	1,200.00 EUR
2.	**(B) Transformation Phase: AI-Enhanced Knowledge Brokerage** AI-assisted first draft of texts, visuals, and interaction designs for decision makers and advisor levels, one quality assurance loop with scientific partners, adaptation	5.00 PD	600.00 EUR	3,000.00 EUR
3.	**(C) Production Phase: Interactive Media Development** Level 1 Interactive brief - optimized for mobile and/or web	4.00 PD	600.00 EUR	2,400.00 EUR
4.	**(C) Production Phase: Interactive Media Development** Level 2 Casebook - structured for web and intranet environments	5.00 PD	600.00 EUR	3,000.00 EUR
5.	**(C) Production Phase: Interactive Media Development** Level 3 Learning Portal - for educators and science communicators, web and mobile, re-using media elements from Levels 1 and 2, developing Educator Suggestions	2.50 PD	600.00 EUR	1,500.00 EUR

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common sense - eLearning & training consultants GmbH
Köllnerhofgasse 2/8
1010 Wien, Austria

Tel.: +43 1 913 66 76
Email: invoices@common-sense.at
Web: www.common-sense.at
CEO: Andreas Hörfurter

HG Wien
HR-Nr.: FN295226G
VAT.-ID: ATU63615779
Tax-No.: 09350/6822

Erste Bank
IBAN: AT02 2011 1829 3396 9600
BIC: GIBAATWWXXX

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Item	Description	Quantity	Unit price	Total price
6.	**(D) Testing & Validation Phase** Pilot testing and editing based on iterative feedbacks	1.50 PD	600.00 EUR	900.00 EUR
7.	**(E) Dissemination Phase** Provision of file packages to be uploaded to project servers	0.50 PD	600.00 EUR	300.00 EUR
	Total net			12,300.00 EUR
	Tax-exempt intra-Community supply, if a valid VAT tax ID is provided.			
	Total gross			**12,300.00 EUR**

Payment Schedule:

1st payment: EUR 4,200.00 after finalization of Item 1 and 2

2nd payment: EUR 5,400.00 after finalization of item 3 and 4

3rd payment: EUR 2,700.00 after materials provided for dissemination

If you have any questions, please do not hesitate to contact us.

Best regards,

common sense
eLearning & training consultants

common sense - eLearning & training consultants GmbH
Köllnerhofgasse 2/8
1010 Wien, Austria

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Project Concept:

Sub-Sea Freshwater Resources Policy Toolkit for the RESCUE Project:

Deep-coastal and offshore low salinity aquifers in European coastal areas

1. Overview

The Policy Toolkit on Sub-Sea Freshwater Resources is a multi-tiered, AI-enhanced digital knowledge brokerage tool that transforms complex scientific findings into actionable knowledge. It serves policy makers and political advisors to foster evidence-informed decisions and public dialogue around the governance, use, and protection of sub-sea freshwater resources. The wider public (including teachers and schools) are being introduced to the topic.

This toolkit will be based on scientific outputs from the RESCUE-Water4All project and will be developed with a strong quality assurance framework led by scientific partners

2. Structure & Audience Levels

The toolkit will offer information on several levels of depth and detail, suitable for the different target audiences. It will provide an "Interactive Brief" for policy makers/decision makers, who need to have the core information at hand quickly and comprehensively. It further will provide a "Casebook for Advisors", a more in-depth resource with details on challenges, opportunities and policy options. The third level is a digestible resource for the public and for schools. The different levels are outlined below.

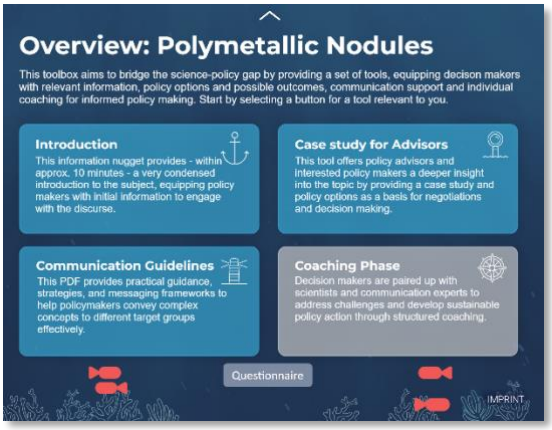

Image 1: Example from Policy Maker Toolkit "Polymetallic Nodules", marine-policy.net

Level 1: Strategic Brief (Policy Makers)

Purpose: Equip high-level decision-makers with clear, concise, and relevant insights to support informed decisions.

Format: Interactive mobile-friendly "information brief"

Content: Key scientific findings synthesized into 3–5 high-level insights, visual elements (interactive maps, animations, diagrams), short Q&A-style interactions to explore underlying assumptions, “What this means for policy” prompts

Time to engage: ~10–15 minutes

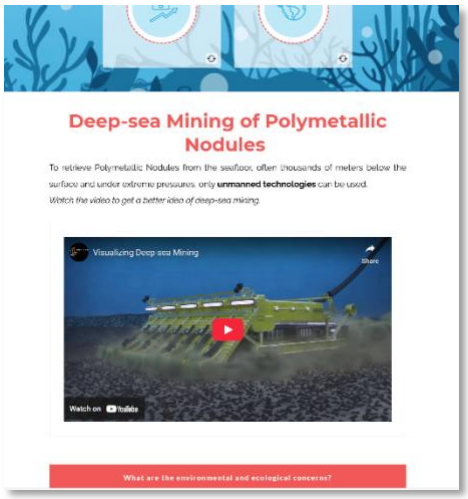

Image 2: Example from Policy Makers' Briefing, Polymetallic Nodules, mmarine-policy.net

Level 2: Insight Module or Advisory Handbook (Political Advisors)

Purpose: Provide advisors with contextual, actionable, and comparative knowledge to support strategic decision-making.

Format: Modular knowledge interface (Web-based)

Content: 3–5 international or regional case studies, challenges and opportunities related to exploration, governance, and ecological impact, scenario-based learning simulations, stakeholder considerations and ethical questions

Time to engage: ~30–45 minutes

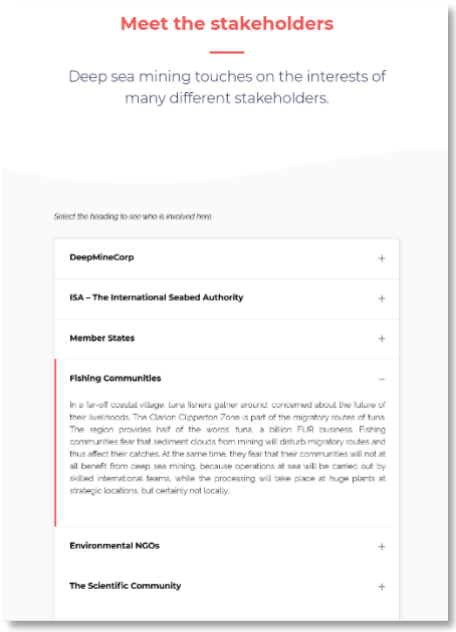

Image 3: Example from Advisor Module, Case Study, Polymetallic Nodules Policy Toolkit, marine-policy.net

Level 3: Discovery Hub (Public & Schools)

Purpose: Translate complex knowledge into accessible media for broader civic understanding and youth engagement.

Format: Interactive online portal

Content: Media repurposed from Levels 1 & 2 (videos, podcasts, infographics, explainers), school-ready learning modules with guided questions, sort quizzes, interactive animations, citizen science links

Time to engage: ~20 minutes

3. Workflow & Development Process

A. Input Phase: Scientific Material Curation

- Scientific partners identify, select, and validate base materials
- AI/LLM tools are used to extract key concepts, themes, and conflicts
- Data structured into knowledge modules (facts, questions, scenarios)

B. Transformation Phase: AI-Enhanced Knowledge Brokerage

- AI-driven outputs (first drafts, scenario generation, visuals)
- Human validation (scientific review, instructional design, accessibility checks) perform layered quality checks. While AI can generate a lot of useful outputs (like first drafts of texts, scenarios, or visual elements), it's really important that there's a solid layer of human review on top of that. Not just for checking facts or language, but also to bring in scientific judgement and context that AI alone can't provide.
- Style and accessibility adapted to each audience level

C. Production Phase: Interactive Media Development

- Interactive brief (Level 1) optimized for mobile and/or web
- Casebook (Level 2) structured for web and intranet environments
- Learning Portal (Level 3) co-designed with educators and science communicators for web and mobile

D. Testing & Validation Phase

- Pilot testing with selected users from each target group
- Iterative feedback cycles
- Final sign-off by scientific partners

E. Dissemination Phase

- Direct outreach to policy institutions
- Integration into Water4All dissemination strategy
- Partnership with educational platforms for school use

4. Tools & Technology

- AI Tools: GPT[1]-based LLM[2] for summarization, narrative structuring, and scenario creation
- Media Tools: Interactive HTML5[3] modules, explainer video tools, animation software
- CMS[4]: Modular platform allowing content layering and adaptation
- QA Framework[5]: Checklists and review protocols for scientific accuracy, accessibility, and educational value

[1] GPT – *Generative Pre-trained Transformer*
A type of large language model (LLM) developed by OpenAI that generates human-like text based on the input it receives.
[2] LLM – *Large Language Model*
A powerful AI model trained on massive text datasets to understand and generate human language.
[3] HTML5 – *HyperText Markup Language version 5*
The latest version of the standard language used to create and present content on the web, especially interactive and multimedia elements.
[4] CMS – *Content Management System*
A software platform used to create, manage, and modify digital content, often allowing for modular structure and adaptive presentation.
[5] QA – *Quality Assurance*
A systematic process to ensure that a product or service meets specified requirements and standards. In this context, it refers to evaluating educational and scientific content.

5. Scope and Timeline (Indicative)

Phase	Duration	Outputs
Scientific Curation	1 month	Validated source material
Knowledge Extraction	1 month	Structured content modules
First Draft & Prototyping	1–1.5 months	Betaversion of Levels 1, 2, and 3
Review, Quality Assurance	1 month	Reviewed/revised toolkit content
Final Production	1 month	Fully designed digital resources
Dissemination	Ongoing	Policy rollout, rollout to public

6. Outcomes

- A robust, policy-relevant communication tool about sub-sea freshwater
- Engaged decision-makers empowered to act on the basis of scientific insight
- Wider public and youth introduced to cutting-edge water science
- A replicable model for science-policy translation using AI and participatory design