



Light
& Art
in Public
Spaces

Call for Tenders

Design and Develop a
Progressive Web App for the
LAIiPS project

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CALL FOR TENDERS

Reference: Light & Art in Public Spaces
EACEA/21/2019 – Creative Europe Culture Sub-Programme
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Object: Design and develop a progressive web app for European cooperation programme on light & art in public spaces

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Background of the project:

LUCI Association and the LAiPS project partners (City of Lyon, City of Oulu, and City of Turin) are leading the LAiPS project – Light & Art in Public Spaces, funded by Creative Europe. The project aims to strengthen city capacities on permanent light art installations in public spaces by exchanging best practices, fostering transnational cooperation among cities and making use of digital tools. Activities of the project are organised in the following sets of objectives:

1. The partners will work within the **Light & Art Lab**, a platform to visit each other's installations and exchange about light and art practices and strengthen operational capacities of local creative operators, including city officials, technical staff and artists. Through this lab, partners will gather best practices, discuss challenges and future opportunities, and develop new skills through cross-border and inter-disciplinary interactions.
2. Within the Light & Art Lab, participants will also develop together a new tool to digitize this unique kind of cultural content, raise awareness about its existence and to make it more accessible to a wider audience. This will be done through the creation of a **Light & Art (M)app**. This provide an opportunity for international project partners to work in a

collaborative way with other city departments and provides more local and international visibility to light artists involved in creating light installations for cities. Overall, this will promote light art to a wider public and make it more easily accessible to local residents and tourists.

3. The project's dissemination will take place throughout the project. A **final conference** will bring together partners with a wider audience in Europe to raise the awareness on this type of art in public spaces and to launch the tools created by the project. The LUCI team will manage the project and work on goals to be sustainable, have long term impacts and will actively involve a large part of its network of 70 cities and 40 professional organisations all over the world.

⇒ More info about the project here: <https://www.luciassociation.org/light-art-in-public-spaces-about/>

About LUCI Association

LUCI (Lighting Urban Community International) is the international network of cities on urban lighting. Created in 2002 at the initiative of the City of Lyon, today, LUCI is a non-profit organisation bringing together over 70 member towns and cities worldwide that use light as a tool for social, cultural and economic development. It also includes over 55 associated members from the lighting industry, design agencies and research institutes.

Cities across the world are confronted with the emergence of new urban forms, the evolution of urban lifestyles and a need for more sustainable development. LUCI aims to help cities find appropriate answers to these major challenges with light.

Through the Art & Culture pillar, LUCI develops and manages projects related to creative lighting in cities. The LAiPS project is an outcome of the pillar working group.

Tender Brief

In the context of the Creative Europe Light & Art in Public Spaces LAiPS project, LUCI Association (lead partner) invites experienced and competent companies to tender using the following guidelines for the delivery of a Progressive Web App for the Light & Art (M)app, hereafter called “Digital Tool”.

LUCI is seeking Tenderers **that will design and develop an interactive, flexible and scalable Progressive Web App with responsive design, which works standalone with mobile devices and web browsers, for use by LAiPS project partners and audiences; that can be used as an innovative tool to digitize light art as cultural content and make it more accessible to a wider public.**

In summary, the services comprise of:

- Design, develop, host and maintain the LAiPS Digital Tool
- Detailed interpretation design and content/story development
- Develop flexible and scalable layers for use by current partners and future admin users
- Develop Flexible and scalabe layers for end-users of the different cities

Tender Submission:

- Read through all documents and annexes included in this packet
- Submit a full Tender by answering all questions requested in the packet
- Submit the Tender by the deadline of 30 September 2021

Detailed Specification of Requirements

Within this project, the partners seek to create a digital tool in the form of a **Progressive Web App (PWA)** with responsive design, which works standalone with mobile devices and web browsers, with varied levels and layers of functionalities to showcase light & art projects housed in the public spaces of project consortium cities and beyond.

We are looking for a PWA developer and designer who can help us create such a platform using Open Source PWA development tools and thus make light & art in public spaces more accessible to cultural operators, local residents, and tourists in these cities.

The project consortium has come up with the following needs and requirements for the PWA and seeks proposals for the full design and development of this digital tool, as well as its maintenance and sustainability over time. **See the Annex for general overview of what is expected for the digital tool.**

Instructions for Tenderers

Please submit your tender with the following information:

Proposal:

- Tenderers must demonstrate how they propose to design and develop a Progressive Web App corresponding to the needs outlined in the Annex; this should include responsive design that works standalone with mobile devices and web browsers, includes various layers for both admins and end-users; an interactive map, locations, a back-end database for entries that automatically updates the map;
- Explanation of how the proposed design fits in with the overall concept of the project;
- Timeline for each development stage and iteration;
- Samples of Graphic Design to be used within the App must be provided for evaluation.

UX Design & Wireframe

- The tenderer must provide evidence of proposed user experience design including visual design, usability and interactive design elements;
- The tenderer must include a wireframe of the proposed layout of the PWA which demonstrates planned information hierarchy, layout and functionality; and reflects the ambitions of the project;
- The tenderer should propose use of Open Source PWA development tools where functionalities for responsive design on both mobile devices and web browsers are built in; Specify the Development OS used during the project.

Timeline/Lifecycle of PWA

- Tenderers must submit a proposed timeline for the design and creation of the PWA in accordance with the requirements set out in the Annex;
- Tenderers must submit details on Intellectual Property & Handover/ exit arrangements and longevity/maintenance over time;
- Tenderers must demonstrate how they propose to develop and deliver the PWA application addressing the sustainability, scalability, marketability and lifecycle of the application.

Previous Contracts / Experience

- Tenderers must provide information clearly demonstrating successful delivery of at least 1 previous comparable contract / experience, involving the following features:
 - Value of contract
 - Description of contract
 - Product/ Service Development
 - Content database framework
 - Application of customized content for example: interactive routes in the map; social media interactivity; etc
 - Successful consortia (if applicable) showing successful collaboration that was synergistic and delivered agreed outputs.

Other details to submit:

- Tenderers must submit a statement showing details of organisational structure, current manpower levels, staff turnover level, skills base (including a breakdown of the key positions/skills);
- Tenderers must submit Contact details of at least 1 client that may be contacted on a confidential basis in relation to previous contract(s) to confirm satisfactory delivery of the contract(s). Details must include names, email addresses and telephone numbers.

Financial details:

- The proposal should not exceed 20 000 euros;
- Value for money will be one of the judging criterias.

Project management

LUCI is the lead partner of the LAiPS project and as the contracting authority will work closely with the selected company to oversee the development of this digital tool. Project partners will be involved for testing and feedback and overall content creation and integration.

Timeline / main expected milestones

(dates subject to change)

- **30 September 2021:** Deadline to submit Tender application
- Mid October: Notification of selected Tender
- Early November: First meeting (online) between LUCI and successful Tender followed by agreements on the overall project brief.
 - Announcement of selected Tender to project parnters during Light & Art Lab meeting in Turin, Italy (8-10 Nov)
- Mid-November: begin PWA development / content creation
- Spring 2022: **Piloting stage with a beta version to test out during a Light & Art Lab visit with partners**
- Mid-2022: First release following feedback from beta testing
- Throughout 2022: Continued development, content inputting, testing and improvements
- By end of 2022: Updated release in time for 3rd Light & Art Lab site visit (location TBD)
- Early 2023: Updated release in time for 4th Light & Art Lab site visit (Oulu)
- Final release/main public + press launch of PWA for November 2023 in time for the LAiPS final conference

Please send your detailed proposal to this call for tender to luci@luciassociation.org no later than 30 September 2021.

ANNEX:

LAiPS Digital Tool vision

The LAiPS partners envision a PWA digital tool that will showcase light & art works in public spaces in each partner city and cities beyond the partnership consortium. This tool should first and foremost be an interactive map with locations of these artworks. The tool will then include various layers

- on the admin side for each city to decide what content to include,
- on the end-user side where different kinds of target audiences will have access to varied layers of information.

Hierarchy of layers

The main layers of the PWA include:

- Main “super admin” layer (controls the entirety of the web app) – LUCI will be the main admin
 - This should be expandable and flexible (for ex: to add more cities later on, to add more functionalities, etc)
- Content creation levels – admin layer for cities
 - “landing” page within the map once a user gets to a certain city, with the city’s logo
 - Translation: English + the local language must be included for the 3 LAiPS partner cities and easily integrated for future cities
- User level – for the audience using the PWA to find out information (cultural operators professionals, tourists, etc)
 - Selection of language
 - Different levels of information accessible to different users
 - Interaction capabilities through social media
 - GPS location
 - ...

Content creation + other app features

- Content creation layer: this will require a back-end database to input all data about the artworks; it should be a user-friendly design so that cities can easily input data.
 - This should also include ability to insert photos and videos
 - Flexibility about integration with social media
- Templates should be designed so they will not break, they need to be scalable and responsive to changes, from revision to revision.

Sustainability/long term life of the web app and Open Source

- The PWA should have backward compatibility for at least 5 years after the 1st release
- The proposal should plan for up to 5 releases following the piloting stage
- The tenderer should privilege the use of open source platforms and explain the updates and maintenance possibilities.
 - What size is the user base?
 - How many developers are involved?
 - How much tailoring is involved?