## Template for written feedback from potential contributors to EduApp4Syria

*Below we have listed some questions that have particular relevance for our choice of competition model and development of specifications. The information will be kept confidential. A template for uploading the feedback electronically will be made available on* [*www.norad.no/eduapp4syria*](http://www.norad.no/eduapp4syria) *soon. The feedback should be written in English and sent us by November 15th 2015.*

1. **Your name**
2. **Name of organisation**
3. **E-mail**
4. **What is your interest in EduApp4Syria?**

**I. Potential main supplier**

**II. Potential supplier as part of a broader team**

**III. General interest, but not intending to compete**

1. **In your opinion, will you be able to respond to the innovation challenge as currently specified in the concept note: “This project seeks to develop a smartphone application that can significantly increase literacy levels in Arabic and improve psychosocial wellbeing for children (aged 4‒10) in Syrian households that use the application”?**

1. **Do you currently have access to digital solutions that in your opinion can cover all or parts of the specified need?** 
   1. **If no, which aspects of the specified need can your solution/field of expertise cover?**
2. **As a supplier, will you be able to solve the specified need alone, or will you need to team up with other suppliers or sub-contractors?** 
   1. **If you need to bring in partners, are you interested in us facilitating further networking opportunities?**
   2. **If yes to a), which types of expertise/partners are you particularly looking for?**

1. **Briefly describe the main steps in how you intend to address the innovation challenge**
2. **Briefly describe the main components/distinguishing features of the digital game you intend to develop**
3. **How much time will it take until you can have a digital game in place that meets the need as currently specified?**
4. **What will be the total cost for developing such a digital game?**
5. **What are they main cost drivers that will influence the total cost?**
6. **In your opinion, have we found an appropriate scope for this innovation competition in terms of goals for literacy learning and the ambition to improve psychosocial wellbeing?** 
   1. **Which aspects of psychosocial wellbeing are most relevant to specify as part of the scope?**
7. **Overall, what do you think is possible to achieve through such a digital game?**
8. **Do you have other input, based for instance on the questions in the concept note available on** [**www.norad.no/eduapp4syria**](http://www.norad.no/eduapp4syria)**, that can help contribute to the specifications for the subsequent competition?**