In the brief, it mentions that participants should be Python developers. However, based on my experience in XR technology, Python is not typically used for building XR experiences. The programming languages commonly utilized in this field are C# and occasionally Javascript (specifically on Social/Web XR).

The training is not for XR technology specifically, but for developing animation and gaming pipelines. Please refer to TOR.

Could you please clarify if my expertise in these languages would still be relevant for this opportunity?

The expertise should be covered by a team, not one individual. Team qualifications and expertise outlined in TOR Section 4 - Personnel Concept

Additionally, I would appreciate confirmation regarding the role of the selected company in this program. Is our responsibility solely focused on developing the XR course and conducting tests with 20 students?

The training is not for XR technology specifically, but for developing animation and gaming pipelines. Pilot training course is for 20 students. Please refer to TOR.

Or would we also be expected to extend the training to a larger group of 2000 youth?

No, the contract will be contributing to the 2000 youth target of the Digital Skills for Jobs and Income project.

Regarding the experts who will be part of my team, I would like to inquire if it is necessary for them to be based in South Africa.

Not necessarily, travel expenses included in TOR to accommodate international experts for duration of contract.

Should they hold relevant qualifications in the field?

Qualification and expertise requirements outlined in TOR Section 4 - Personnel Concept

Furthermore, is it required for all team members to be registered as assessors?

No