Q&A for Virtual Reality Software Training RFP

1. How many modules need developing total and per industry?
   Purchaser wishes to buy a fully developed product to meet impending purchasing and implementation requirements. There exists no time for "development" of a product

2. Is each industry mapped out with LO and topics to train on?
   Purchaser wishes to buy a fully developed product to meet impending purchasing and implementation requirements. There exists no time for "development" of a product

3. Who will provide/serve as SMEs?
   Purchaser wishes to buy a fully developed product to meet impending purchasing and implementation requirements. There exists no time for "development" of a product

4. 'Pre-employment assessment' - what is that aligned to/measured against and is there any credentialing?
   16 Career Clusters

5. Will learners be going through this asynchronously/self-directed?
   Asynchronous learning with an engine trained/equipped to provide 'virtual coaching'

6. Do they expect hardware to be part of this bid? If so, how many headsets do they estimate?
   Yes, 30 headsets are needed.

7. What is the percentage of adolescent versus adult learners for this content?
   85% adolescent/15% adult

8. For each module, do you need to have an adolescent version as well as an adult version?
   No, same content, format, and delivery for both

9. Is the expectation that learners will only experience content in VR or would 2D desktop streaming (via computer) be attractive to them?
   Exclusively VR delivery

10. Virtual Reality - have you standardized on or selected specific VR hardware?
    No.

    If so, what device(s)? Do you already have device(s), or will you procure them based on our recommendation?
    Please provide turn-key implementation and operation.

    Or are you looking for hardware as part of this RFP response?
    See #6 above.

    Leased or owned?
    Vendor may offer a variety of pricing solutions if applicable.

11. How many anticipated users?

150-175 across three local education agencies, but no more than 30 concurrent users (10 at each of 3 local education agencies).

12. Are you looking for synchronous or asynchronous applications?
    Asynchronous

13. What is the timeline for completing the project and when you would like it to be rolled out?
    Installed and available for use by learners in three local education agencies by no later than 17 September 2021.

14. Do you have the VR hardware already or are you looking find hardware as well?
    Bids should ensure a turn-key operation with all appropriate software applications and associated hardware.

15. Is this open to Canadian companies or simply local Tennessee companies?
    Yes, it is open to Canadian companies.

16. There is no detailed scope of work for the work-based learning and pre-employment assessment across the 4 sectors, will one be provided upon vendor selection?
    A bidder should provide in its response a detailed discussion of its capabilities for delivering age appropriate career exploration and career skill building instruction and assessment in the sector strategies listed.

17. Are you open to collaborating with groups like Jobs for the Future (JFF), Education Design Lab, PwC, Accenture, Salesforce, Facebook, and others?
    YES