



## RFP QUESTIONS AND ANSWERS

RFP Q&A Number:	1036275 –RFP – 02 Q and A
Project Title:	Peds- National Healthcare Workforce IPC Training Initiative–Infection Prevention Virtual Reality Module Consultant
Application Deadline 11:59 pm CST:	May 26, 2023
Proposals must be emailed to:	3170rfp@aap.org
Questions about this RFP must be submitted to the application email address above and will be accepted until:	May 8, 2023
Responses to questions will post on:	May 15, 2023

### QUESTIONS AND ANSWERS

Question 1. Are there any roadblocks to vendors operating on the offshore model?

Answer 1. All onshore and offshore models will be considered.

Question 2. Do you have any preference for local vendors?

Answer 2. Vendors in all locations will be considered.

Question 3. Is onsite support expected/required during any phase of this project/engagement?

Answer 3. Onsite support is not expected or required during any phase of this project.

Question 4. Would you please share an expected budget range for this project?

Answer 4. All applicants will be evaluated based on criteria listed in RFP. Budgetary information is not available at this time.

Question 5. The RFP states AAP is looking for a 'consultant' and an 'experienced company that can develop...' Is this a contract for a consultant role? Or are you looking for a firm to help consult and develop the experience?

Answer 5. The AAP is looking to identify an experienced company that will develop the required module and is familiar with the deliverables outlined in the RFP.

Question 6. The main goal of this project is to better equip users with the soft skills required to discuss IPC best practices, while the secondary goal is to reinforce the guidelines themselves?

Answer 6. After completing the module, the audience should be equipped to have effective conversations (using soft skills) with their colleagues about infection control, particularly those that are not following recommended practices.

Question 7. All VR content falls into two main categories in terms of development style: 360 video-based VR and game engine-rendered VR content (think video game). Does the AAP have a vision for how they foresee this content being brought to life? (In our experience, 360 video-based content normally works best for teaching soft skills. It provides a more 'human' experience).

Answer 7. In order to most effectively reach our target audience, users will need to be able to access the module through their computer and/or mobile device. The module may be made available via a VR headset, but it is not a requirement.

Question 8. The RFP is asking for a 'VR module' but later mentions the content should be available on mobile and PC devices. Will the final experience need to run on all three platforms (VR headsets, mobile devices, and PCs) or just mobile and PC?

Answer 8. Users will access the module through their computer and/or mobile device only. The module may be made available via a VR headset, but it is not a requirement.

Question 9. If the experience is for just PC and mobile, can you provide further information about how you envision this being 'virtual reality'? (VR is normally used on a VR headset).

Answer 9. The product will be a virtual interactive experience for the user on either their computer or mobile device. The module may be made available via a VR headset, but it is not a requirement.

Question 10. If you had to pick one as the 'main target platform', which would it be VR, mobile, or PC? (Interactive content can be developed for all three platforms, but to achieve optimal user experience, it's best to focus on one target platform.)

Answer 10. Users will access the module through their computer and/or mobile device. We are open to reviewing bids for either or both platforms. The module may be made available via a VR headset, but it is not a requirement.

Question 11. Does the AAP have a target runtime for this experience? Does the experience need to fit within a particular timeframe?

Answer 11. Runtime should approximately 30 minutes, depending on content.

Question 12. Can the AAP provide any insight into how much content will be included in the module? (We are trying to get an idea of the size and scope of the project. This will have a major effect on the budget/cost).

Answer 12. Content will be developed in conjunction with AAP staff and subject matter experts. The amount of content will be determined in collaboration with the selected contract company and will include specific details focusing on IPC best practices. The final product, including content, should be about 30 minutes in length.

Question 13. Is there a maximum budget the project can not exceed?

Answer 13. Budgetary information is not available at this time.

Question 14. Can AAP share any look samples that represent what they are trying to replicate (this can be previous AAP work or from other outside sources)?

Answer 14. An example of a module we are looking at replicating can be accessed here:  
<https://shop.aap.org/equity-anti-racism-in-global-healthcare/>

Question 15. Do you expect the proposal to be in any particular format? Can there be multiple documents? Should they be PDF'd together?

Answer 15. AAP is flexible in the format of the proposal.

Question 16. How many unique users (learners) do you expect on an annual basis?

Answer 16. AAP will market the product to healthcare workers who work in a pediatric health care setting, users will be dependent upon response.

Question 17. Do you have any idea of the expected duration of the VR content? If more than 20-30 minutes, would you consider more than 1 module? (ie. separate learning experiences)

Answer 17. Expected duration should be about 30 minutes, depending on content.

Question 18. The RFP specifies the product "will not be sold or marketed for profit". Could this be discussed? Keeping (some) commercial rights to it (ie. ability to sell it, possibly sharing revenues with the AAP) would allow us to make a much more attractive commercial proposal for the development

Answer 18. As this product is funded by a federal grant, this product needs to be available free of charge.

Question 19. As we're using existing tools and platform, the end product would contain a significant part of "Bodyswaps Background IP" which would remain Bodyswaps' property. The "developed IP" (ie. anything developed specifically for this project, such as the scenario script, characters and environments) could be transferred to AAP. Would that be acceptable?

Answer 19. Yes, that would be acceptable.

Question 20. Do we have to be based in the US to be eligible for Federal Contracts? It shouldn't be an issue if yes, as we're in the process of setting up a US entity (a matter of weeks)

Answer 20. Vendors in all locations will be considered.

Question 21. Does AAP have the hardware necessary to facilitate VR?

Answer 21. Hardware will not be required for module use. Users will access the module through their phone or computer. Should a VR headset be an option, we would specify user headset requirements to our customers should they choose this method.

Question 22. Who is the final audience and how is this tool going to be facilitated/used?

Classroom setting?

Answer 22. The module will be designed for healthcare workers who work in a pediatric health care setting. The intention is for individuals to access it on their computer and/or mobile device. It is possible that the product may be utilized in a classroom setting.

Question 23. Would you be open to an AR (Augmented Reality) solution instead of VR (Virtual Reality)?

Answer 23. Bids should follow the details outlined in the RFP.