

Questions	Response
<p>What's the expected duration of this short prototype game?</p>	<p>Refer to other published Q&A.</p> <p>To be determined in consultation with the vendor. Anticipated min. duration of approx. 5-10mins, with ideal duration of 30-40mins.</p>
<p>Please describe the desired cross-cutting knowledge, skills and behaviours needed in the target learners to respond to health emergencies globally.</p>	<p>Refer to other published Q&A.</p> <p>The learning outcomes associated with the GOARN Tier 2 Scenario-based training, as they relate to the critical soft skills for outbreak responders. More information on this can be in the following publication and it's supporting documents: https://bmcmedicine.biomedcentral.com/articles/10.1186/s12916-021-01996-5</p>
<p>Please share the profile of the target audience like:</p> <ul style="list-style-type: none"> • Age group • Geographic location • Job role 	<p>Refer to other published Q&A.</p> <p>As per the RFP, the target audience for this prototype is for use by GOARN Partner institutions who train and deploy public health emergency responders across all disciplines (including Epidemiology, Infection Prevention and Control, Clinical Management, Laboratory, Logistics, Risk Communications and Community Engagement etc) as an education tool to build the large-scale multidisciplinary human response capacity with the cross-cutting knowledge, skills and behaviours needed to respond to COVID-19 and other infectious disease outbreaks.</p>
<p>Are you looking for VR/AR/mixed reality for the game or does it have to be a normal game? Citing the low internet bandwidth, it's not possible. We understand that these are good to have technologies but not mandatory and they need high speed internet to work. Please confirm.</p>	<p>For prototype we would be happy to discuss VR/AR/MR if feasible, but not mandatory for prototype. If proposal is to include VR/AR/MR, please provide an additional financial proposal on this.</p>
Technical	
<p>As this game requires role-play, how many roles shall we count for and what are those roles and what will they do further in the game? Please describe the role play.</p>	<p>Refer to other published Q&A.</p> <p>We anticipate one user/player with a minimum interaction with 3-4 other characters in the game. Please follow the instructions laid out in the RFP regarding these minimum requirements and the associated financial proposal/s.</p>
<p>We will need the complete game flow with activities in every step</p>	<p>No question</p>

<p>from WHO. For now, we have made a story flow based on our understanding which is bound to change once the thread of discussion is open.</p>	
<p>We understand that the game is to be developed in two phases and will be in-line with scenario-driven Tier 2 GOARN Outbreak Response Simulation Exercise training.</p> <p>The first phase of the game is single player, i.e. they play with the computer. This short prototype game will include role selection (4 roles) followed by branching scenarios up to 10 layers specific to the chosen role. We also understand that in this phase, collaboration is not happening and each role will play towards their individual goal in the disease outbreak scenario.</p> <p>The game flow would be like:</p> <ol style="list-style-type: none"> 1. A scenario about a disease outbreak - Covid 2. Players to choose a role from the outbreak response team 3. For that chosen role, they must display required technical skills + Interviewing patients and/or their family members to investigate chains of transmission + behavioural competence + interpersonal-communication and so on 4. So they need to brush up their knowledge in the required skills before jumping into action. This is where they read from 	<p>For the purposes of this prototype, it will likely be single player vs environment (refer to question above).</p> <p>As per the RFP description, the purpose of this game is not about building technical skills, rather the focus is on building the core competencies (ie. soft skills). It is unlikely (although not confirmed) that the prototype will link the player to technical guidance. The player will be primarily evaluated based on decision points related to the core competencies.</p>

different source materials which WHO will provide and what will be the modality – PDFs, videos etc.

5. Once done, they start with their role-specific action point depending on the chosen role in sequence like:
 - 1) Identifying the source of outbreak and its chain by interviewing patients and/or their family members
 - 2) Handling / guiding the identified infected patients for treatment
 - 3) Identifying the virus variant from the swab samples collected
 - 4) Risk assessment
 - 5) Taking measures to control the outbreak including:
 - Planning
 - Execution
6. They will be evaluated for the correct decisions made at each point.

However, in the second phase, this prototype will be scaled up to multiple players with up to 4 person in a team making collective decisions in a scenario of a disease outbreak. The story flow for this phase will be worked upon later.

<p>Please confirm our understanding.</p>	
<p>How many users will play at a time in the second phase? Will it be synchronous or asynchronous?</p>	<p>This RFP relates only to the prototype.</p>
<p>For phase 2, what kind of collaboration features do you want?</p>	<p>This RFP relates only to the prototype.</p>
<p>We understand that the game will revolve around the following 4 action points:</p> <ol style="list-style-type: none"> 1. Rapid identification 2. Confirmation 3. Risk assessment 4. Response to major international public health emergencies <p>We assume, the role-play will be around these four points like:</p> <ol style="list-style-type: none"> 1. Epidemiology & Infection Prevention and Control for Rapid Identification of pathogen 2. Laboratory for Confirmation on pathogen type 3. Risk Communications and Community Engagement for Risk assessment and Response and so on. <p>Please confirm.</p>	<p>We are unsure where those 4 action points have come from.</p> <p>The decision points, characters and scenario evolution will be confirmed by the GOARM Tier 2 Outbreak Response Scenario Training SMEs, in consultation with the vendor (to ensure the format etc is suitable).</p>
<p>On which device will the game be played?</p> <ul style="list-style-type: none"> • Desktop • Laptop • Mobile • All device 	<p>Refer to other published Q&A.</p> <p>For the purposes of the prototype, desktop and laptop are required.</p>

<p>What are your preferred browsers?</p>	<p>Ideally all browsers would be compatible, however we would take guidance from the vendor.</p>
<p>What would you like to track in the game?</p> <ol style="list-style-type: none"> 1. Completion 2. Performance 	<p>Both</p>
<p>You have mentioned that the prototype game will be linked to a live/dynamic data source which can be edited and expanded as needed.</p> <p>Please describe this data source. What's its role in the game? We understand that you will share this data source with us. Please confirm.</p> <p>Do we have to plug-in the data source like url or something in the game?</p>	<p>Refer to other published Q&A.</p> <p>For example, a google doc spreadsheet.</p>
<p>Please note that the characters/patients introduction for interviewing purpose will be pre-defined in the game and will not be dynamic.</p> <p>Also, please note that the gaming feature which we will include will be designed keeping low internet in mind only.</p>	<p>No question.</p>
<p>You have mentioned the proto game to be web browser based. Please share complete information as where will it be finally deployed.</p> <p>Will you be open for app type solution?</p>	<p>On a website which can be accessed by sharing of a link.</p>
<p>In this RFP, shall we give cost only for the proto game (phase</p>	<p>This RFP relates only to the prototype.</p>

1) or the complete game (including phase 2)?	
---	--