

No.	RFP Section reference	Question	Answer		
1	Section 2.2 Utilize lessons learned from the scenario-driven Tier 2 GOARN Outbreak Response Simulation Exercise training, employing an outbreak scenario requiring players to work effectively in multidisciplinary outbreak response teams in order to design and apply appropriate best-practice interventions in response to the outbreak.	<ul style="list-style-type: none">Is there a report on the lesson learned from the scenario-driven Tier 2 GOARN Outbreak Response Simulation Exercise training? Can WHO share some findings with us to understand what worked and what needs to be enhanced?Can WHO share a sample of the scenario-driven Tier 2 GOARN Outbreak Response Simulation Exercise training?	<ul style="list-style-type: none">While there is no formal report nor sample of the training that can be shared, information on the Tier 2 GOARN Outbreak Response Scenario training is presented in the following publication: https://bmcmmedicine.biomedcentral.com/articles/10.1186/s12916-021-01996-5		
2	Section 3.3 This prototype will be designed to complement an individual responder’s significant level of technical expertise with additional “soft skill” competencies, such as how to communicate effectively and enhance teamwork while appreciating and respecting individual and cultural diversity.	<ul style="list-style-type: none">Is there a competency matrix available for the technical and the soft skills of the user?Will the technical and soft skill competency differ based on the role of the user?	<ul style="list-style-type: none">GOARN does not use any technical competency models. For information on the GOARN Core Competency model (of soft skills) which is relevant for all technical disciplines, refer to Supplementary Document 1 in the following publication: https://bmcmmedicine.biomedcentral.com/articles/10.1186/s12916-021-01996-5		
3	<ul style="list-style-type: none">The prototype will be first built with a Player versus Environment (PvE) interaction, with the option to expand to Player versus Player (PvP).	<table><tr><td><ul style="list-style-type: none">Is it good to assume that the Prototype version scoping and cost estimates are limited to PvE only?In the Prototype, will there be more than 2 players join the game simultaneously and play?Can we consider the following for the Prototype?</td><td>Limited free roam with objects/areas allowing interaction/manipulation with information layer different game environment areas</td></tr></table>	<ul style="list-style-type: none">Is it good to assume that the Prototype version scoping and cost estimates are limited to PvE only?In the Prototype, will there be more than 2 players join the game simultaneously and play?Can we consider the following for the Prototype?	Limited free roam with objects/areas allowing interaction/manipulation with information layer different game environment areas	<ul style="list-style-type: none">Yes for prototype we envisage PvE.For prototype, envisage one “player” and 3-4 other characters that are met in the prototype game scenario.For prototype, column 1 option as minimum (and most likely option). Would welcome costing option for column 2 option also.
<ul style="list-style-type: none">Is it good to assume that the Prototype version scoping and cost estimates are limited to PvE only?In the Prototype, will there be more than 2 players join the game simultaneously and play?Can we consider the following for the Prototype?	Limited free roam with objects/areas allowing interaction/manipulation with information layer different game environment areas				
4	<ul style="list-style-type: none">Include a minimum of 3-4 characters / players, each with approximately 10 layers of branching scenarios.	<ul style="list-style-type: none">We are considering 2D illustration visual design for the Prototype. Please validate.We assume that the user will enter the fictitious world in the game environment	<ul style="list-style-type: none">2D graphics are sufficient for prototype. If 3D is recommended, would ask for proposal to include cost for both 2D and also 3D.		



No.	RFP Section reference	Question	Answer
		<p>and interact with the 3-4 characters in the game.</p> <ul style="list-style-type: none"> Will the user have the option to select / create their own game avatar to enter the game? For the Prototype, are we looking at creating one comprehensive scenario or 3-4 different scenarios with the characters? We assume that 10 layers mean a scenario will have 10 decision points and corresponding gameplay based on the choices made by the user. 	<ul style="list-style-type: none"> For prototype purposes can simply assign one avatar for user. As above, if recommended to enable user to create their own avatar we ask for this cost to be included as an additional option in the proposal. Up to 10 layers of branching refers to 10 layers of decisions / 10 decision points.
5	<ul style="list-style-type: none"> Linked to a live/dynamic data source which can be edited and expanded as needed; 	<ul style="list-style-type: none"> Please specify what data does the “live data source” consist of and what data needs to be pulled from the data source dynamically for the game play? Is there tracking of data or progress for the game, needs to be done? If yes, Does WHO database have necessary database tables to accept data responses sent back by the game? Which database is WHO using for the live data source? 	<ul style="list-style-type: none"> We envisage a google doc (word or spreadsheet) that enables an editor to make minor changes to existing scenarios.
6	Prototype scenario:	<ul style="list-style-type: none"> We request WHO to share the input flow for the “Prototype Scenario”, as we will require the same to be able to estimate efforts and cost for the same. 	<ul style="list-style-type: none"> The prototype scenario will be co-created by GOARN/WHO and the awarded contractor, using the necessary templates for branching scenarios/decision points as provided by the awarded contractor.
7	<ul style="list-style-type: none"> Prototype to be developed using open-source solution if possible. 	<ul style="list-style-type: none"> Does WHO have any specific platform/open source SDK as preferred one? 	<ul style="list-style-type: none"> No
8	Section 2.2	<ul style="list-style-type: none"> Can WHO provide access to “scenario-driven Tier 2 GOARN Outbreak Response Simulation Exercise training” for analysis purposes? Is AR, VR or MR mandatory? If we go with 3D web application compatible with web browser then it will not be a low bandwidth solution. 	<ul style="list-style-type: none"> Refer to question/answer 1 above. For prototype, no mandatory inclusion of any AR/VR/MR.
9	<p>Pilot-testing of Prototype:</p> <p>The draft prototype will be shared with key GOARN Partner institutions for pilot-testing. The selected contractor will provide relevant guidance and templates for capturing pilot-test data, and</p>	<ul style="list-style-type: none"> We understand that this game cannot be deployed on OpenWHO platform nor LMS platform. Where will the game prototype OR the final game be deployed by WHO? Where will the game prototype be deployed for the Pilot Testing phase? Please confirm that users are primarily 	<ul style="list-style-type: none"> As stated in the RFP, the prototype is to be web-based and will be shared with pilot-testing audience via a website link for use on a computer (not mobile devices)



No.	RFP Section reference	Question	Answer
	will revise the draft prototype with the necessary revisions as agreed upon by the GOARN Online Gaming for Enhanced Outbreak Response Working Group in consultation with the selected contractor.	going to access the game on a laptop/desktop and not mobile devices.	
11	Linked to a live/dynamic data source which can be edited and expanded as needed	<ul style="list-style-type: none">• Kindly provide more details on this point as how this live dynamic data will be used in the prototype/game.• Will there be any user data needs to be tracked and send to the database?• Will there be any integration required with any 3rd party application or with any existing application or system?	<ul style="list-style-type: none">• Refer to question/answer 5 above.•
12	Other Queries	<ul style="list-style-type: none">• Does WHO intend to develop the bigger game into a multi-lingual game in the future?	<ul style="list-style-type: none">• For the purposes of this RFP, we are currently creating a prototype for “proof-of-concept”.
13		<ul style="list-style-type: none">• Where the application needs to be hosted?	<ul style="list-style-type: none">• Refer to question/answer 9 above.
14		<ul style="list-style-type: none">• Can we have the details of the hosting environment?	<ul style="list-style-type: none">• Refer to question/answer 9 above.