

Request for Proposals: 2021/WHE/GOARN/Training0001

Annex 7: Questions from Bidders SET1

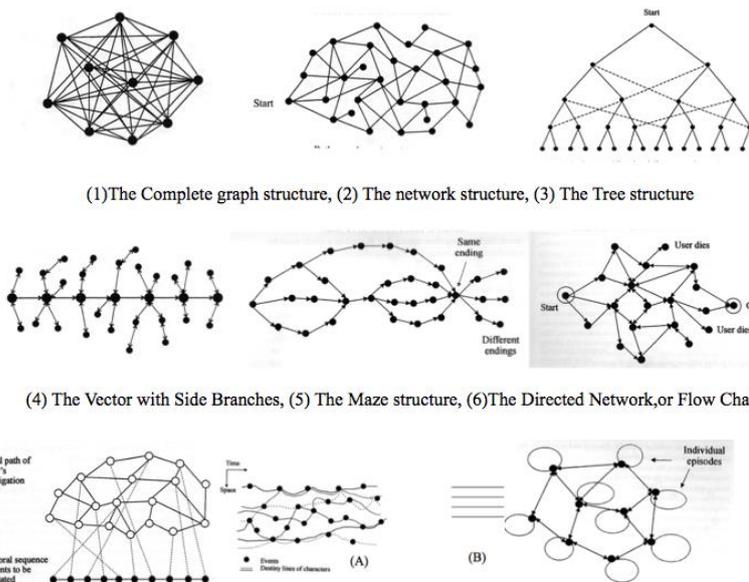
No.	RFP Section reference	Question	Answer
1	3.1: "live/dynamic data source".t	Can you explain in more details what this means. Are you looking to create the foundation for a future game, where you through an editor can make minor changes to existing scenarios or add completely new scenarios include new graphics like for characters?	To enable an editor to make minor changes to existing scenarios.
2	3.1 "character"	When you refer to characters can you define more closely what you envision also on relation to 4.12.6 around each character having 10 layers. Are you talking about characters you meet in the game or rather key characters or even potential future playable characters for a PvP version?	For prototype, envisage PvE with one "player" and 3-4 other characters that are met in the prototype game scenario.
3	3.1: "PvP" requirement:	Can you explain a bit more how you envision PvP as an expansion? Usually making a branching (text) story is PvE, and PvP doesn't make that much sense as it's a very different experience. Do you require the initial gameplay to take into account PvP as that will fundamentally impact the design or do you see it as a different game pretty much. PvP can make a lot of sense but can you used in many different ways. Can you say a bit more about what you are looking to accomplish from a learning perspective in adding PvP in terms of objectives, context of use and/or participants? How rich to you see the PvP experience. This can stretch from very simple to highly integrated. Some important variables are whether the PvP communication takes place inside the game or outside (use MS-Teams or integrated game chat). How much do the players interact for example can you have side-by-side multiplayer where you each answer your questions and just compare or you can have a integrated approach, where one player rely on the other ones answers or input to continue in the storyline.	Yes for prototype we envisage PvE.
4	3.3: Visual representation and learning objectives:	This section describes the solution as a complement to existing training, and goes on to come with an example that include the following "both their non-verbal (for example body language)". This suggest a visual (probably 3D realistic representation) whereas other places in the tender it suggest that we rely mainly on text and "basic graphics with character images". If you wish to have comparable offers it would be important to know, whether you envision an immersive environment with 3D characters and environments, where you as a player can include the non-verbal communications (eg. like Alelo.com)	For prototype, can be 2D. Body language, as an example for standing up vs sitting down, arms open vs arms crossed over chest. Should be sufficient with 2D / basic graphic (and if not, than body language example can be excluded from prototype).
5	4.12.6: 10 layers and characters: Prototype	When you write that the prototype should have 10 layers of branching can you clarify what narrative structure you refer to, and what typically number of choices you envision as this has huge repercussions for the scope. You can look at below models at Marie-Laure Ryan for	This refers up to 10 layers of decisions. We would take the



including 3 characters, each with 10 layers of branching scenario”

inspiration Our recommendation would be to choose either a maze structure or directed network, and definitely avoid the traditional tree structure as that spirals out of control in a lot of areas: subject matters expertise, didactically, budget scope, timeline and updating. If you can define the number of nodes instead of layers that would be more precise eg. if you in general have 3 choices and every second time you converge this would give around 50 nodes.

guidance of the awarded contractor regarding the structure format/type, and in the proposal ask for a costing of different proposed models.



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