

Clause in RFP

Sr. No	Clause in RFP	Clarifications/ Changes made
1.	<p>[A] Important Dates:</p> <p>Last Date of Submission of RFP Response (Closing Date)</p> <p>03:00 PM on 24th May, 2023</p> <p>Eligibility Cum Technical Bid Opening Date</p> <p>3:30 PM on 24th May, 2023</p>	<p>[A] Important Dates:</p> <p>Last Date of Submission of RFP Response (Closing Date)</p> <p>03:00 PM on 06th June, 2023</p> <p>Eligibility Cum Technical Bid Opening Date</p> <p>3:30 PM on 06th June, 2023</p>
2.	<p>Annexure 02 –Evaluation Terms</p> <p>A. Eligibility Bid Evaluation</p> <p>Point 3</p> <p>Experience of having successfully carried out similar works / job i.e. developing of eLearning courses including, various levels of eLearning courses, Video, AR/VR/360 degree/ gamified learning as well as simulation work etc. and supplied the same to the PSU/ Banks/ Educational institutes/ Training institutes/ MOOCs / Ltd. companies. during last – 3 - years (as on 31.12.2022) should be any of the following: (Supporting documents should be Work Order, Agreement, Completion Certificate, Performance Certificate etc issued by the client of the bidder or CA certificate from the auditor of the firm / company)</p>	<p>Annexure 02 –Evaluation Terms</p> <p>A. Eligibility Bid Evaluation</p> <p>Point 3</p> <p>Experience of having successfully carried out similar works / job i.e. developing of eLearning courses including, various levels of eLearning courses, Video, AR/VR/360 degree/ gamified learning as well as simulation work etc. and supplied the same to the PSU/ Banks/ Educational institutes/ Training institutes/ MOOCs / Ltd. companies. during last – 3 - years (as on 31.12.2022) should be any of the following:</p> <p>(A) Three similar completed works each costing not less than Rs.25 Lakh (Amount in a single contract)</p> <p>OR</p>

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	<p>(A) Three similar completed works each costing not less than Rs.25 Lakh (Amount in a single contract) OR (B) Two similar completed works each costing not less than Rs. 50 Lakh (Amount in a single contract) OR (C) One similar completed work costing not less than Rs. 100 Lakh (Amount in a single contract)</p> <p>Supporting Documents - Completion certificate / Performance report from clients of bidder</p>	<p>(B) Two similar completed works each costing not less than Rs. 50 Lakh (Amount in a single contract) OR (C) One similar completed work costing not less than Rs. 100 Lakh (Amount in a single contract)</p> <p>Supporting Documents - Completion certificate / Performance report from clients of bidder</p>
3.	<p>Annexure 09 – Project Details Scope of Work</p> <p>Project Scope</p> <p>Bank will empanel the successful bidders and the broad scope of their work would include the following:</p> <p>a) Design and development of SCORM/AICC/XAPI/ HTML 5 or other standards compliant eLearning course based on the inputs provided by the Bank. The design and content will be developed in collaboration with the Bank. The Bank will own it and will have all Intellectual Property Rights /copyright on it.</p> <p>b) Provide Support for deployment of the eLearning courses on the LMS.</p>	<p>Annexure 09 – Project Details Scope of Work</p> <p>Project Scope</p> <p>Bank will empanel the successful bidders and the broad scope of their work would include the following:</p> <p>a) Design and development of SCORM/AICC/XAPI/ HTML 5 or other standards compliant eLearning course based on the inputs provided by the Bank. The design and content will be developed in collaboration with the Bank. The Bank will own it and will have all Intellectual Property Rights /copyright on it.</p> <p>b) Bidder needs to provide developed course along with its source file.</p>

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	<p>c) The course should also be accessible through mobile devices / handheld devices.</p> <p>d) eLearning courses should be 508 compliant (accessible to visually impaired users).</p>	<p>c) Provide Support for deployment of the eLearning courses on the LMS.</p> <p>d) The course should also be accessible through mobile devices / handheld devices.</p> <p>e) eLearning courses should be 508 compliant (accessible to visually impaired users).</p>															
4.	<p>Annexure 11- Commercial Bid evaluation criteria</p> <p>Note : eLearning course duration: Course duration will be reckoned as under:</p> <table border="1" data-bbox="215 855 1025 1366"> <tr> <td data-bbox="215 855 268 1225">6</td> <td data-bbox="273 855 461 1225">AR/VR/360 degree /Gamified Learning</td> <td data-bbox="465 855 600 1225">Level 1</td> <td data-bbox="604 855 864 1225">Content in AR/VR/360 degree with gamified form using 2D graphics and highest level of creativity in instructional design</td> <td data-bbox="869 855 1025 1225">Actual runtime</td> </tr> <tr> <td data-bbox="215 1228 268 1366">7</td> <td data-bbox="273 1228 461 1366">AR/VR/360 degree /Gamified Learning</td> <td data-bbox="465 1228 600 1366">Level 2</td> <td data-bbox="604 1228 864 1366">Content in AR/VR/360 degree with gamified form</td> <td data-bbox="869 1228 1025 1366">Actual runtime</td> </tr> </table>	6	AR/VR/360 degree /Gamified Learning	Level 1	Content in AR/VR/360 degree with gamified form using 2D graphics and highest level of creativity in instructional design	Actual runtime	7	AR/VR/360 degree /Gamified Learning	Level 2	Content in AR/VR/360 degree with gamified form	Actual runtime	<p>Annexure 11- Commercial Bid evaluation criteria</p> <p>Note : eLearning course duration: Course duration will be reckoned as under:</p> <table border="1" data-bbox="1088 855 2002 1366"> <tr> <td data-bbox="1088 855 1142 1366">6</td> <td data-bbox="1146 855 1294 1366">AR/VR/360 degree /Gamified Learning</td> <td data-bbox="1299 855 1402 1366">Level 1</td> <td data-bbox="1406 855 1890 1366">At a basic level, development using these technologies might involve creating simple games or that allow learners to explore different concepts and practice their skills. For example, gamified learning might involve adding simple game mechanics like points and learning journey and gamified the content, while 360 degree image based learning might involve creating a virtual tour of a Branch or a customers office / s. AR based learning might involve using AR technology to overlay information onto the real world, such as labelling/identifying documents or providing directions of a procedure, while VR based learning might involve creating a fully-realized virtual environment that learners can explore and interact with.</td> <td data-bbox="1895 855 2002 1366">Actual runtime</td> </tr> </table>	6	AR/VR/360 degree /Gamified Learning	Level 1	At a basic level, development using these technologies might involve creating simple games or that allow learners to explore different concepts and practice their skills. For example, gamified learning might involve adding simple game mechanics like points and learning journey and gamified the content, while 360 degree image based learning might involve creating a virtual tour of a Branch or a customers office / s. AR based learning might involve using AR technology to overlay information onto the real world, such as labelling/identifying documents or providing directions of a procedure, while VR based learning might involve creating a fully-realized virtual environment that learners can explore and interact with.	Actual runtime
6	AR/VR/360 degree /Gamified Learning	Level 1	Content in AR/VR/360 degree with gamified form using 2D graphics and highest level of creativity in instructional design	Actual runtime													
7	AR/VR/360 degree /Gamified Learning	Level 2	Content in AR/VR/360 degree with gamified form	Actual runtime													
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				using 3D graphics and highest level of creativity in instructional design	7	AR/VR/360 degree /Gamified Learning	Level 2	At a more advanced level, development using these technologies might involve creating complex, narrative-driven games that fully immerse learners in a learning experience. For example, gamified learning might involve developing a fully-realized game with a storyline and characters, while 360 degree image based learning might involve creating a detailed simulation of a complex system or piece of equipment. AR based learning might involve using AR technology to create interactive, real-world scenarios that allow learners to practice skills or explore concepts, while VR based learning might involve simulating day to day Banking work or inspection procedures to provide learners with a safe, immersive learning experience.	Actual runtime	
5.	Annexure 11- Commercial Bid evaluation criteria Note : eLearning course duration: Course duration will be reckoned as under:				Annexure 11- Commercial Bid evaluation criteria Note : eLearning course duration: Course duration will be reckoned as under: 3rd column mentioned hereunder is in addition to the table mentioned at annexure 11 of original bid document. Other					

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	No	Type	Level	contents of the referred column should be read along with the 3rd column.			
	1	eLearning course	Level 1	No	Type	Level	Type of voice over
	2	eLearning course	Level 2	1	eLearning course	Level 1	System
	3	eLearning course	Level 3	2	eLearning course	Level 2	Professional
	4	Videos	Level 1	3	eLearning course	Level 3	Professional
	5	Videos	Level 2	4	Videos	Level 1	Professional
	6	AR/VR/360 degree /Gamified Learning	Level 1	5	Videos	Level 2	Professional
	7	AR/VR/360 degree /Gamified Learning	Level 2	6	AR/VR/360 degree /Gamified Learning	Level 1	System
	8	Simulations	Level 1	7	AR/VR/360 degree /Gamified Learning	Level 2	System
	9	Simulations	Level 2	8	Simulations	Level 1	System
	10	Simulations	Level 3	9	Simulations	Level 2	Professional
	11	Simulations	Level 4	10	Simulations	Level 3	Professional
				11	Simulations	Level 4	Professional
5	Annexure 11- Commercial Bid evaluation criteria			Annexure 11- Commercial Bid evaluation criteria			
	Content type wise timeline for development stages			Content type wise timeline for development stages ,			

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