



Central Portal for
Philippine Government
Procurement Opportunities

Bid Notice Abstract

Invitation to Bid (ITB)

Reference Number 8052624
Procuring Entity CITY OF TANAUAN, BATANGAS
Title Supply and Delivery of Deped 5D Hub Facility & Installed Software to be used by Learners/ Students of Deped Tanauan City in their remote/distance learning.
Area of Delivery Batangas

Solicitation Number:	CGT- Goods- 2021-00310	Status	Pending
Trade Agreement:	Implementing Rules and Regulations	Associated Components	1
Procurement Mode:	Public Bidding	Bid Supplements	0
Classification:	Goods	Document Request List	0
Category:	Information Technology	Date Published	05/10/2021
Approved Budget for the Contract:	PHP 89,600,000.00	Last Updated / Time	04/10/2021 16:40 PM
Delivery Period:		Closing Date / Time	26/10/2021 10:00 AM
Client Agency:			
Contact Person:	VINOSA LAT ROBLES Bac Secretariat City Government of Tanauan Barangay Natatas, Tanauan City Tanauan City Batangas Philippines 4232 63-043-7289837 Ext.1123 tanauanbacsecretariat@gmail.com		

Description

Republic of the Philippines
Province of Batangas
CITY OF TANAUAN
INVITATION TO BID

Description

1) The City Government of Tanauan, through the Special Education Fund intends to apply the sum of PHP89,600,000.00 being the Approved Budget for the Contract (ABC) to payments under the contract for the Supply and Delivery of Deped 5D Hub Facility & Installed Software. Bid received in excess of the ABC Shall be automatically rejected at bid opening.

2) The City Government of Tanauan now invites bids for Supply and Delivery of Deped 5D Hub Facility & Installed Software of the prospective bidder of all its ongoing and completed government and private contracts, including contracts awarded but not yet started, if any, whether similar or not similar in nature and complexity to the contract to be bid, within the relevant period. The description of an eligible bidder is contained in the Bidding Documents particularly in Section II. Instruction to Bidders.

2 lot/s DepEd 5D Hub Facility & Installed Software

- Customized Stand Alone Software Library (City of Tanauan Customized branding, color , layout, logos and design) (1 software)
- Customized Stand Alone Geological Hazard (Earthquake Immersive Disaster Mitigation Simulation)
- Customized Stand Alone Hydro-Meteorological Hazards (Typhoon Immersive Simulation, Landslide Virtual Disaster Simulation)
- Customized Stand Alone Natural Hazards (Volcanic Eruption Simulation, Tsunami Disaster Mitigation Simulation, Storm Surge Virtual Simulation)
- Customized Interactive Module (DepEd K-12 Based Module)
- Training Content Creation (Subject matter expert labor and content creation based on local and international best practices for disaster mitigation training)
- System Updates (Consistent system updates and upgrades for new software versions)
- End User Training (Comprehensive end user software implementation training for 120 teachers on bus and device operation)
- Customized Stand Alone Man-Made Disaster (Combustion, Fire, Chemicals, Electrical & Combustibles Virtual Simulation Training, Bomb Threat Training Virtual Simulation)

Integrated Learning Video Materials quality checked by the CID/LRMDS:

- Most Essential Learning Competencies (MELC) from Kindergarten to G12 (ECCD, Elementary, JHS & SHS)
- Developed 48 video-materials featuring Geographical, Historical, Economic Resources and Cultural Heritage of the City of Tanauan for the Virtual Lakbay Aral Program.
- Newsletters from the SDO Tanauan City
- Video Materials containing values formation on the following core values: Maka Diyos, Maka Tao, Maka Kalikasan at Maka Bansa

Customized Mobile Immersive Mobile Disaster Simulator Equipment Specifications

- Tracking: Supports 6 degrees of freedom head and hand tracking through integrated Oculus Insight technology.
- Storage: 256GB
- Display Panel: Fast-switch LCD
- Display Resolution: 1832×1920 per eye
- Display Refresh: 72Hz at launch; 90Hz support to come
- SoC: Qualcomm® Snapdragon™ XR2 Platform
- Audio: Integrated speakers and microphone; also compatible with 3.5mm headphones.
- RAM: 6GB
- Battery Life: You can expect between 2-3 hours based on the kind of content you're using on Quest 2; closer to 2 hours if you're playing games and closer to 3 hours if you're watching media. At any point, you can check the battery status of your headset in the Oculus App settings or in VR via Oculus Home.
- Charge Time: With the provided USB-C power adapter, Quest 2 will charge to a full battery in about 2.5 hours.
- IPD: Adjustable IPD with three settings for 58, 63 and 68mm.
- Play space: Stationary or Room scale supported. Room scale requires a minimum of 6.5feet x 6.5 feet of obstruction-free floor space.
- Controllers:
- Dimensions: 9 x 12cm (per controller, includes tracking ring)
- Weight: 126g (per controller, no battery installed)
- Requires 2AA batteries (included in the box; 1 for each controller)

Inclusions

12-Meter Bus Chassis (Engine Turbo-Charged, Intercooled, Diesel fed, 4 cycle, 6 cylinders, in-line, overhead camshaft, direct injection type, electronic control common rail type with catalytic converter, Euro IV Compliant, Air type suspension, Tubeless type tires, automatic operated doors, Roof mounted air-conditioning)

- Customized Exterior Fabrication
(Customized Artistic exterior design concept, Customized Paint Job with heavy weather proofing, Customized decals)
- Secondary engine for air-conditioning and stationary bus electrical operation,
- Secondary automatic operated doors, fire/emergency exit door, full length external extendable canopy
- Customized heavy duty indoor outdoor COVID humidifier, customized heavy duty air hepa filter, COVID wall thermometer

Customized Interior Fabrication (Ultra Sonic Alcohol Dispenser with ionizer, Internal Partitions, customized cabinets, customized toilet, heavy duty mounting, resistant flooring, fixed high quality sofa seats, electrical system 220 Volt AC, customized multiple lighting system ceiling mounted, cabinet and partition highlights)

Medium Interactive Smart Wall (LED Panel with Customized Interactive Touch Software heavy duty) 55" inches (4 units)

Large Interactive Smart Wall (LED Panel with Customized Interactive Touch Software custom heavy duty) 65 " inches (2 unit/s)

Wireless Multipurpose Transmitter Receiver Hub (Material: heavy duty plastic finish) (20 units)

Mobile Theater Seats (heavy duty) (56 units)

Tablet 9.7 inches 128Gb WiFi (4 units)

- 128GB
- Wi-Fi

- 10.2-inch (diagonal) LED-backlit Multi-Touch display with IPS technology
- 2160-by-1620-pixel resolution at 264 pixels per inch (ppi)
- 500 nits brightness
- Fingerprint-resistant oleophobic coating
- A12 Bionic chip with 64-bit architecture
- 8MP camera
- Panorama (up to 43MP)
- 1080p HD video recording at 30 fps
- Slomo video support for 720p at 120 fps
- 3x video zoom
- 1.2MP photos
- Stereo speakers
- Dual microphones for calls, video recording, and audio recording
- Wi-Fi (802.11a/b/h/n/ac); dual band (2.4GHz and 5GHz); HT80 with MIMO Bluetooth 4.2 technology
- Touch ID
- Three-axis gyro
- Accelerometer
- Barometer
- Ambient light sensor
- Built-in 32.4-watt-hour rechargeable lithium polymer battery
- Up to 10 hours of surfing the web on Wi-Fi or watching video
- Charging via power adapter or USB to computer system
- iPadOS 14

10kVa Generator Set

Genset Output (KVA / KW) 13.2 (18)

Engine rating or Max. Power at rated RPM, in

KW (BHP) 13.2 (18)

No. of Cylinders / Cylinder arrangement 2 / Inline

Displacement (L) 1.43

Bore & Stroke (mm) 91X110

Rated RPM 1500

Gasoline/Silent Type

Exhaust system

Maximum allowable back pressure, kPa 4

Engine Electrical system: 50 Hz

Charging alternator Voltage / Current (DC) 12V / 35Amps

Starter Motor rated voltage (DC) 12

Battery Voltage (DC) / Capacity (AH) 12V,88AH

Fuel System:

Fuel tank capacity (Ltr) 50

Cooling System:

Cooling system is designed for max ambient

temp, Deg. C at rated load 50

Radiator System capacity, including engine, (L) 7.5 Ltr

Water pump type Engine mounted

Alternator Specification:

Voltage 380-440V

Frequency 50Hz

Current @ 0.8PF (Amps) 43.4/13.9 (2 unit/s)

Technical Support to the end user

Comprehensive Technical Support (Full technical support for bus and hardware maintenance with on-site manpower for launching deployment)

Face shield (Material: Acrylic & Plastic)

LTO Registration, TPL, 1-Year Warranty Parts and Labor, 1-Year Preventive Maintenance

Item No. Description QTY Price

A DepEd 5D Hub Facility

A-1 Customized Mobile Immersive Mobile Disaster Simulator Equipment Specifications

- 10 Sets per Bus
- Tracking: Supports 6 degrees of freedom head and hand tracking through integrated Oculus Insight technology.
- Storage: 256GB
- Display Panel: Fast-switch LCD
- Display Resolution: 1832×1920 per eye
- Display Refresh: 72Hz at launch; 90Hz support to come
- SoC: Qualcomm® Snapdragon™ XR2 Platform
- Audio: Integrated speakers and microphone; also compatible with 3.5mm headphones.
- RAM: 6GB

- Battery Life: You can expect between 2-3 hours based on the kind of content you're using on Quest 2; closer to 2 hours if you're playing games and closer to 3 hours if you're watching media. At any point, you can check the battery status of your headset in the Oculus App settings or in VR via Oculus Home.
- Charge Time: With the provided USB-C power adapter, Quest 2 will charge to a full battery in about 2.5 hours.
- IPD: Adjustable IPD with three settings for 58, 63 and 68mm.
- Playspace: Stationary or Roomscale supported. Roomscale requires a minimum of 6.5feet x 6.5 feet of obstruction-free floor space.
- Controllers:
- Dimensions: 9 x 12cm (per controller, includes tracking ring)
- Weight: 126g (per controller, no battery installed)
- Requires 2AA batteries (included in the box; 1 for each controller)

A-2 Inclusions

- 12-Meter Bus Chassis (Engine Turbo-Charged, Intercooled, Diesel fed, 4 cycle, 6 cylinders, in-line, overhead camshaft, direct injection type, electronic control common rail type with catalytic converter, Euro IV Compliant, Air type suspension, Tubeless type tires, automatic operated doors, Roof mounted air-conditioning)
- Customized Exterior Fabrication
(Customized artistic exterior design concept, Customized Paint Job with heavy weather proofing, Customized decals)
- Secondary engine for air-conditioning and stationary bus electrical operation,
- Secondary automatic operated doors, Fire/emergency exit door, Full length external extendable canopy
- Customized heavy duty indoor outdoor COVID humidifier, customized heavy duty air hepa filter, COVID wall thermometer)
- Customized Interior Fabrication (Ultra Sonic Alcohol Dispenser with ionizer, Internal Partitions, customized cabinets, customized toilet, heavy duty mounting, non-slippped flooring, fixed high quality sofa seats, electrical system 220 Volt AC, customized multiple lighting system ceiling mounted, cabinet and partition highlights)
- Medium Interactive Smart Wall (LED Panel with Customized Interactive Touch Software heavy duty) 55" inches (3 units)
- Large Interactive Smart Wall (LED Panel with Customized Interactive Touch Software custom heavy duty) 65" inches (1 unit)
- Wireless Multipurpose Transmitter Receiver Hub (Material: heavy duty plastic finish) (10 units)
- Mobile Theater Seats (heavy duty) (20 units)

A-3 Tablet 10.2 inches 128Gb WiFi (2 Units)

- 128GB
- Wi-Fi
- 10.2-inch (diagonal) LED-backlit Multi-Touch display with IPS technology
- 2160-by-1620-pixel resolution at 264 pixels per inch (ppi)
- 500 nits brightness
- Fingerprint-resistant oleophobic coating
- A12 Bionic chip with 64-bit architecture
- 8MP camera
- Panorama (up to 43MP)
- 1080p HD video recording at 30 fps
- Slo mo video support for 720p at 120 fps
- 3x video zoom
- 1.2MP photos
- Stereo speakers
- Dual microphones for calls, video recording, and audio recording
- Wi-Fi (802.11a/b/h/n/ac); dual band (2.4GHz and 5GHz); HT80 with MIMO Bluetooth 4.2 technology
- Touch ID
- Three-axis gyro
- Accelerometer
- Barometer
- Ambient light sensor
- Built-in 32.4-watt-hour rechargeable lithium polymer battery
- Up to 10 hours of surfing the web on Wi-Fi or watching video
- Charging via power adapter or USB to computer system

A-4 Diesel Generator Set

- Engine mounted alternator
- Single - bearing alternator with insulation Class H
- Base frame mounted fuel tank with minimum 8 hrs running capacity
- Dry type air filter
- DG isolator / circuit breaker
- Electric start with battery
- Industrial grade power terminals
- Conveniently located fuel level indicator
- Weather proof enclosures to withstand harsh climate
- All routine service points on one side of canopy
- Canopy with wheels and handle

Specification

- Natural aspiration
- 1, Vertical
- 0.44 (26.85)
- 86 x 76 (3.38 x 2.99)
- 20.3:1
- Mechanical

- Class A2
- ISO 8528 G1
- Dry, 1
- 3000
- 6.1 (8.18)
- Fuel System
 - Fuel prime pump Mechanical
 - Fuel filter : Type, Qty External, 1
 - Recommended fuel HSD-ASTM D2
 - Fuel tank capacity, L 15
- Exhaust System
 - Maximum allowable back pressure, KPa (in.Hg)5 (1.48)
 - Exhaust outlet size at engine hookup, mm (in)40 (1.57)
 - Silencer Type, Quantity Residential, 1
 - Exhaust temperature at rated kW, °C (°F)550 (1022)
- Air System
 - Combustion air, LPM 530
 - Heat rejected to ambient air: Generator, kW (BTU/min)2.85 (162)
 - Generator set air cooling system Blower / Fan
- Engine Electrical System
 - Type Starter Motor rated voltage VDC 12 V
 - Battery charger 12 V, 5 Amp
 - Ground (negative/positive) Negative
 - Battery type-Lead acid
 - Amp/hour 35
 - Quantity 1
 - Battery Voltage, VDC 12
- Specifications
 - Type 2 Pole
 - Exciter type Brushless / Brush type
 - Voltage regulator Capacitor / DSR
 - Insulation, Material, Temperature rise, Prime Class H 125°C
 - Bearing: Quantity, Type 1, Sealed
 - Coupling Direct
 - Voltage regulation +/-10%
 - Excitation Self Excitation
 - Frequency, Fixed, Hz 50
 - Full load current - 1 Phase (Amp) 21.7
 - Full load current - 3 Phase (Amp) 6.9
 - Prime at 125° C, kVA 5

A-5 Other Inclusions

Face shield (Material: Acrylic & Plastic)

LTO Registration

TPL

1-Year Warranty Parts and Labor

1-Year Preventive Maintenance

Insurance c/o GSIS

B DepEd 5D Hub Facility Installed Software

B-1 Customized Stand Alone Software Library

a. Custom Built Mobile Virtual Reality Platform with branding, color, layout, logo and other designs specific to the City of Tanauan

b. Mobile Virtual Reality Platform Features (Interactive Library)

c. User Access: Multiple user access, easy deployment

d. User Navigation: Dual-hand controlled custom built key mapped virtual hands simulated into the virtual environment, multiple virtual gesture controls for in-simulation interaction

e. User Visualization: Custom developed Control Center type digitally simulated environment

f. User Interface: Fully immersive, custom developed 2D and 3D assets, simulated textures, sounds effects, in-simulation mapping, intelligent virtual assistant for user progress

g. User Library: Developed to store and compress eight (8) stand-alone interactive simulation software, seamless loading experience, built to store multiple stand-alone interactive simulations, modular programming methodology for easy update and upgrade for additional software

h. User Experience: Fully customized development for simulation environment, seamless transition to new environments (from Software Library to Stand-alone Simulation), virtual device ease of use with built-in virtual trainer

i. Optimization: Custom built for mobile stand-alone virtual reality device with built-in CPU, GPU, Sound system and wireless controller device, optimized to run smoothly at speeds greater than 50fps

j. Other Developed Materials: Customized 3D Asset Creation, 3D Asset Rigging for Interactive Virtual Feature, 3D Asset Rendering, 2D Asset Texturing, Sounds effects development

k. Others: Can work offline, Does not require WiFi or Mobile Data

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B-2 Customized Stand Alone Geological Hazard Simulation Software

a. Earthquake Immersive Disaster Mitigation Simulation

b. Custom Built Mobile Virtual Reality Simulation Software

c. Simulation Content Experience: Experience an actual earthquake scenario complete with what to do during an

earthquake for the guided experience, Can observe the effects of an earthquake to the city- scape (fire and damage caused by earthquake), Experience multiple earthquake intensities with realistic inside simulation shaking, inside simulation training on how to survive an earthquake scenario complete with progress bar and final score, guided training content based on International and Local Disaster Readiness Booklets and Guidelines

d. User Access: Stand-Alone simulation software will be installed inside the Software Library, Users will enter simulation using Geological Hazard (Earthquake) software library interactive thumbnail or icon located inside the Software Library, multiple run-times

e. User Navigation: Can freely move across and around the simulated virtual environment, interact with multiple in-simulation objects using dual-hand controlled custom built virtual hands, option of guided or un- guided simulation experience, built-in tutorial

f. User Visualization: Custom developed fully functioning residential room within a high-rise building, complete building hallways with elevators and fire exits, complete outside environment earthquake devastated city-scape

g. User Interface: Fully immersive, custom developed 2D and 3D assets, simulated textures, sounds effects, in-simulation mapping, intelligent virtual assistant for user progress

h. User Experience: Fully customized development for simulation environment, seamless transition to new environments during simulation experience, virtual mission and accomplishment progress monitoring

i. Optimization: Custom built for mobile stand-alone virtual reality device with built-in CPU, GPU, Sound system and wireless controller device, optimized to run smoothly at speeds greater than 50fps while fully immersed inside the simulation

j. Other Developed Materials: Customized 3D Asset Creation, 3D Asset Rigging for Interactive Virtual Feature, 3D Asset Rendering, 2D Asset Texturing, Sounds effects development

Others: Can work offline, Does not require WiFi or Mobile Data

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B-3 Customized Stand Alone Hydro-Meteorological Hazard Simulation Software

a. Typhoon Immersive Simulation

b. Custom Built Mobile Virtual Reality Simulation Software

c. Simulation Content Experience: Experience an actual typhoon scenario complete with where to evacuate during a typhoon for the guided experience, Can observe the effects of a typhoon first hand to the city-scape at ground level (flooding and damage caused by strong winds), Experience a gradually increasing typhoon intensity with realistic simulation, inside simulation training on how to survive a typhoon scenario complete with progress bar and final score, guided training content based on International and Local Disaster Readiness Booklets and Guidelines

d. User Access: Stand-Alone simulation software will be installed inside the Software Library, Users will enter simulation using Hydro- Meteorological Hazard (Typhoon) software library interactive thumbnail or icon located inside the Software Library, multiple run- times

e. User Navigation: Can freely move across and around the simulated virtual environment, interact with multiple in-simulation objects using dual-hand controlled custom built virtual hands, option of guided or un- guided simulation experience, built-in tutorial

f. User Visualization: Custom developed populated city streets with multiple buildings, houses, sign posts, vehicles and other objects found inside a city, complete environment with rigged objects to simulate a live environment, strong winds and heavy rainfall effects to simulate the feeling of an actual typhoon

g. User Interface: Fully immersive, custom developed 2D and 3D assets, simulated textures, sounds effects, in-simulation mapping, intelligent virtual assistant for user progress

h. User Experience: Fully customized development for simulation environment, seamless transition to new environments during simulation experience, virtual mission and accomplishment progress monitoring

i. Optimization: Custom built for mobile stand-alone virtual reality device with built-in CPU, GPU, Sound system and wireless controller device, optimized to run smoothly at speeds greater than 50fps while fully immersed inside the simulation

j. Other Developed Materials: Customized 3D Asset Creation, 3D Asset Rigging for Interactive Virtual Feature, 3D Asset Rendering, 2D Asset Texturing, Sounds effects development

k. Others: Can work offline, Does not require WiFi or Mobile Data

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B-4 Customized Stand Alone Hydro-Meteorological Hazard Simulation Software

a. Landslide Virtual Disaster Simulation

b. Custom Built Mobile Virtual Reality Simulation Software

c. Simulation Content Experience: Experience an actual landslide scenario complete with where to evacuate during a landslide scenario for the guided experience, Can observe the effects of heavy rainfall to a landscape first hand at ground level which will cause a landslide to collapse toward the town (land mass collapsing towards the town and damage caused by landslide), inside simulation training on how to survive a landslide scenario complete with progress bar and final score, guided training content based on International and Local Disaster Readiness Booklets and Guidelines

d. User Access: Stand-Alone simulation software will be installed inside the Software Library, Users will enter simulation using Hydro- Meteorological Hazard (Landslide) software library interactive thumbnail or icon located inside the Software Library, multiple run- times

e. User Navigation: Can freely move across and around the simulated virtual environment, interact with multiple in-simulation objects using dual-hand controlled custom built virtual hands, option of guided or un- guided simulation experience, built-in tutorial

f. User Visualization: Custom developed populated town with multiple houses, roads, vehicles and other objects found inside a small town, complete environment with rigged objects to simulate a live environment, initial strong winds and heavy rainfall to simulate the effects of an actual typhoon to the landscape, simulation of landscape collapsing towards the town and turning into a landslide

g. User Interface: Fully immersive, custom developed 2D and 3D assets, simulated textures, sounds effects, in-

simulation mapping, intelligent virtual assistant for user progress
 h. User Experience: Fully customized development for simulation environment, seamless transition to new environments during simulation experience, virtual mission and accomplishment progress monitoring
 i. Optimization: Custom built for mobile stand-alone virtual reality device with built-in CPU, GPU, Sound system and wireless controller device, optimized to run smoothly at speeds greater than 50fps while fully immersed inside the simulation
 j. Other Developed Materials: Customized 3D Asset Creation, 3D Asset Rigging for Interactive Virtual Feature, 3D Asset Rendering, 2D Asset Texturing, Sounds effects development
 k. Others: Can work offline, Does not require WiFi or Mobile Data

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B-5 Customized Stand Alone Natural Hazards Simulation Software

a. Volcanic Eruption Simulation
 b. Custom Built Mobile Virtual Reality Simulation Software
 c. Simulation Content Experience: Experience an actual volcanic eruption scenario complete with where to evacuate during a volcanic eruption scenario for the guided experience, Can observe the effects of the seismic activity that happens before and during a volcanic

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eruption, volcanic ash and debris falling towards the town, lava flowing towards a landscape first hand at ground level (Fire, earth shaking damage to houses), inside simulation training on how to survive a volcanic eruption scenario complete with progress bar and final score, guided training content based on International and Local Disaster Readiness Booklets and Guidelines

d. User Access: Stand-Alone simulation software will be installed inside the Software Library, Users will enter simulation using Natural Hazard (Volcanic Eruption) software library interactive thumbnail or icon located inside the Software Library, multiple run-times

e. User Navigation: Can freely move across and around the simulated virtual environment, interact with multiple in-simulation objects using dual-hand controlled custom built virtual hands, option of guided or un-guided simulation experience, built-in tutorial

f. User Visualization: Custom developed populated provincial town with multiple houses, roads and other objects found inside a small provincial town, complete environment with rigged objects to simulate a live environment, a large volcano within the area of the small town to simulate the effects of an actual volcanic eruption to the landscape, simulation of earth shaking, volcanic ash, volcanic debris, lava all moving towards the town

g. User Interface: Fully immersive, custom developed 2D and 3D assets, simulated textures, sounds effects, in-simulation mapping, intelligent virtual assistant for user progress

h. User Experience: Fully customized development for simulation environment, seamless transition to new environments during simulation experience, virtual mission and accomplishment progress monitoring

i. Optimization: Custom built for mobile stand-alone virtual reality device with built-in CPU, GPU, Sound system and wireless controller device, optimized to run smoothly at speeds greater than 50fps while fully immersed inside the simulation

j. Other Developed Materials: Customized 3D Asset Creation, 3D Asset Rigging for Interactive Virtual Feature, 3D Asset Rendering, 2D Asset Texturing, Sounds effects development

k. Others: Can work offline, Does not require WiFi or Mobile Data

B-6 Customized Stand Alone Natural Hazards Simulation Software

a. Tsunami Disaster Mitigation Simulation

b. Custom Built Mobile Virtual Reality Simulation Software

c. Simulation Content Experience: Experience an actual tsunami scenario complete with where to evacuate during a tsunami scenario for the guided experience, Can observe the effects of the seismic activity that happens before a tsunami, slow rise of the ocean and speed of sea water towards the town, sea water flowing towards a landscape first hand at ground level (earth shaking and sea water damage to houses), inside simulation training on how to survive a tsunami scenario complete with progress bar and final score, guided training content based on International and Local Disaster Readiness Booklets and Guidelines

d. User Access: Stand-Alone simulation software will be installed inside the Software Library, Users will enter simulation using Natural Hazard (Tsunami) software library interactive thumbnail or icon located inside the Software Library, multiple run-times

e. User Navigation: Can freely move across and around the simulated virtual environment, interact with multiple in-simulation objects using

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dual-hand controlled custom built virtual hands, option of guided or un-guided simulation experience, built-in tutorial

f. User Visualization: Custom developed populated coastal town with multiple houses and other objects found inside a coastal town, complete environment with rigged objects to simulate a live environment, a large beach and ocean within the area of the coastal town to simulate the effects of an actual tsunami to the landscape, simulation of earth shaking, slow rise of water levels, increased speed of water approaching coastal town, destruction of the town

g. User Interface: Fully immersive, custom developed 2D and 3D assets, simulated textures, sounds effects, in-simulation mapping, intelligent virtual assistant for user progress

h. User Experience: Fully customized development for simulation environment, seamless transition to new environments during simulation experience, virtual mission and accomplishment progress monitoring

i. Optimization: Custom built for mobile stand-alone virtual reality device with built-in CPU, GPU, Sound system and wireless controller device, optimized to run smoothly at speeds greater than 50fps while fully immersed inside the simulation

j. Other Developed Materials: Customized 3D Asset Creation, 3D Asset Rigging for Interactive Virtual Feature, 3D Asset Rendering, 2D Asset Texturing, Sounds effects development

k. Others: Can work offline, Does not require WiFi or Mobile Data

B-7 Customized Stand Alone Natural Hazards Simulation Software

a. Storm Surge Virtual Simulation

- b. Custom Built Mobile Virtual Reality Simulation Software
- c. Simulation Content Experience: Experience an actual storm surge scenario complete with where to evacuate during a storm surge for the guided experience, Can observe the effects of a storm surge first hand to the city-scape at ground level (heavy rainfall, strong winds and a sudden surge of sea water flooding and damaging the city-scape), Experience the abrupt increase in intensity of the storm surge with realistic simulation, inside simulation training on how to survive a storm surge scenario complete with progress bar and final score, guided training content based on International and Local Disaster Readiness Booklets and Guidelines
- d. User Access: Stand-Alone simulation software will be installed inside the Software Library, Users will enter simulation using Natural Hazard (Storm Surge) software library interactive thumbnail or icon located inside the Software Library, multiple run-times
- e. User Navigation: Can freely move across and around the simulated virtual environment, interact with multiple in-simulation objects using dual-hand controlled custom built virtual hands, option of guided or un- guided simulation experience, built-in tutorial
- f. User Visualization: Custom developed populated city streets with multiple buildings, houses, sign posts, vehicles and other objects found inside a city, complete environment with rigged objects to simulate a live environment, strong winds, heavy rainfall and sudden rise of sea level effects to simulate the feeling of an actual storm surge
- g. User Interface: Fully immersive, custom developed 2D and 3D assets, simulated textures, sounds effects, in-simulation mapping, intelligent virtual assistant for user progress
- h. User Experience: Fully customized development for simulation environment, seamless transition to new environments during

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simulation experience, virtual mission and accomplishment progress monitoring

- i. Optimization: Custom built for mobile stand-alone virtual reality device with built-in CPU, GPU, Sound system and wireless controller device, optimized to run smoothly at speeds greater than 50fps while fully immersed inside the simulation
 - j. Other Developed Materials: Customized 3D Asset Creation, 3D Asset Rigging for Interactive Virtual Feature, 3D Asset Rendering, 2D Asset Texturing, Sounds effects development
 - k. Others: Can work offline, Does not require WiFi or Mobile Data
- B-8 Customized Stand Alone Man-made Disaster Simulation Software
- a. Combustion, Fire, Chemicals, Electrical & Combustibles Virtual Simulation Training
 - b. Custom Built Mobile Virtual Reality Simulation Software
 - c. Simulation Content Experience: Experience interacting and creating man-made disasters first hand using objects found inside the virtual space, Can observe the effects of man-made disaster for the guided experience, inside simulation training on how to survive an earthquake scenario complete with progress bar and final score, guided training content based on International and Local Disaster Readiness Booklets and Guidelines
 - d. User Access: Stand-Alone simulation software will be installed inside the Software Library, Users will enter simulation using Man-made Disaster software library interactive thumbnail or icon located inside the Software Library, multiple run-times
 - e. User Navigation: Can freely move across and around the simulated virtual environment, interact with multiple in-simulation objects using dual-hand controlled custom built virtual hands, option of guided or un- guided simulation experience, built-in tutorial
 - f. User Visualization: Custom developed fully functioning virtual space with multiple intractable objects which cause man-made disasters, complete with special effects to simulate man-made disasters first hand
 - g. User Interface: Fully immersive, custom developed 2D and 3D assets, simulated textures, sounds effects, in-simulation mapping, intelligent virtual assistant for user progress
 - h. User Experience: Fully customized development for simulation environment, seamless transition to new environments during simulation experience, virtual mission and accomplishment progress monitoring
 - i. Optimization: Custom built for mobile stand-alone virtual reality device with built-in CPU, GPU, Sound system and wireless controller device, optimized to run smoothly at speeds greater than 50fps while fully immersed inside the simulation
 - j. Other Developed Materials: Customized 3D Asset Creation, 3D Asset Rigging for Interactive Virtual Feature, 3D Asset Rendering, 2D Asset Texturing, Sounds effects development
 - k. Others: Can work offline, Does not require WiFi or Mobile Data

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B-9 Customized Stand Alone Man-made Disaster Simulation Software

- a. Bomb Threat Training Virtual Simulation
- b. Custom Built Mobile Virtual Reality Simulation Software
- c. Simulation Content Experience: Experience an actual bomb threat scenario complete with what to do during a bomb threat for the guided experience, Can observe the protocols during a bomb threat,

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Experience the pressure of following bomb threat protocol with a realistic inside simulation bomb timer and explosion if protocol is not followed, inside simulation training on how to survive a bomb threat scenario complete with progress bar and final score, guided training content based on International and Local Disaster Readiness Booklets and Guidelines

- d. User Access: Stand-Alone simulation software will be installed inside the Software Library, Users will enter simulation using Man-made Disaster (Bomb Threat) software library interactive thumbnail or icon located inside the Software Library, multiple run-times
- e. User Navigation: Can freely move across and around the simulated virtual environment, interact with multiple in-simulation objects using dual-hand controlled custom built virtual hands, option of guided or un- guided simulation experience, built-in tutorial
- f. User Visualization: Custom developed fully functioning office room within a high-rise building, complete building hallways with elevators and fire exits
- g. User Interface: Fully immersive, custom developed 2D and 3D assets, simulated textures, sounds effects, in-

- simulation mapping, intelligent virtual assistant for user progress
- h. User Experience: Fully customized development for simulation environment, seamless transition to new environments during simulation experience, virtual mission and accomplishment progress monitoring
- i. Optimization: Custom built for mobile stand-alone virtual reality device with built-in CPU, GPU, Sound system and wireless controller device, optimized to run smoothly at speeds greater than 50fps while fully immersed inside the simulation
- j. Other Developed Materials: Customized 3D Asset Creation, 3D Asset Rigging for Interactive Virtual Feature, 3D Asset Rendering, 2D Asset Texturing, Sounds effects development
- k. Others: Can work offline, Does not require WiFi or Mobile Data
- B-10 Customized Interactive Modules Software
- a. Interactive Training Content
- b. Competency Coverage: P21 Framework on 21st Century Skills (Critical Thinking, Creative Thinking, Collaboration and Communication)
- c. Subject Matter Coverage: Science (Earth and Space, Living Things and Environment, Force, Motion and Energy, Matter)
- d. Training Content Type: Multiple Game Style Interactive Touch Training Exercises and Activities (Puzzles, Mix and match, Find Object or Text, Labelling Objects, Arrange Objects, and other game style exercises and activities)
- e. User Access: Multiple user access using interactive touch monitors
- f. User Navigation: Point and click navigation using finger touch sensitive monitors, can also use computer mouse
- g. User Interface: Simple minimalist carousel type interface with thumbnails for Subject, Topics, Activities and Exercises
- h. Optimization: Custom built for windows based devices
- i. Other Developed Materials: 2D & 3D Asset Creation, 2D & 3D Asset Rigging for Interactive Exercises and Activities, 2D & 3D Asset Rendering, 2D & 3D Asset Texturing, Sound Effects, Background Music development
- 1

B-11 Integrated Learning Video Materials quality checked by the CID/LRMDS:

- Most Essential Learning Competencies (MELC) from Kindergarten to G12 (ECCD, Elementary, JHS & SHS)
- Developed 48 video-materials featuring Geographical, Historical, Economic Resources and Cultural Heritage of the City of Tanauan for the Virtual Lakbay Aral Program.
- Newsletters from the SDO Tanauan City
- Video Materials containing values formation on the following core values: Maka Diyos, Maka Tao, Maka Kalikasan at Maka Bansa

B-12 Training Content Creation and Materials

- a. Subject matter expert labor, learning materials and content creation based on local and international best practices for disaster mitigation training
- b. Subject matter expert labor, learning materials and content creation based on updated DepEd K-12 Curriculum

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B-13 System Updates and Fixes

- a. 1-year consistent system updates and upgrades for new software versions
- b. 1-year monitoring for bug fixes and other software issues
- c. 1-year minor changes updates and upgrades

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B-14 End User Training and Materials

- a. Comprehensive end user software implementation training (1 week training or until end user is certified capable to operate the software)
- b. Comprehensive end user 5D Hub operation training (1 week training or until end user is certified capable to operate the different functions of the 5D Hub)
- c. User Manual (Digital and Hard Copy)

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B-15 Comprehensive Technical Support and Materials

- a. Full technical support complete with software and hardware repair toolkits with on-site manpower for inauguration/launching of DepEd 5D Hub
- b. 1-year On-site software and hardware support within 1 to 3 days of request for assistance
- c. 1-year Off-site software and hardware troubleshooting assistance within 24hrs of request

3) Bidding will be conducted through open competitive bidding procedures using non-discretionary "pass/fail" criterion as specified in the Implementing Rules and Regulations (IRR) of Republic Act (RA) 9184, otherwise known as the "Government Procurement Reform Act".

(i) Bidding is restricted to Filipino citizens/sole proprietorships, or organizations with at least sixty percent (60%) interest or outstanding capital stock belonging to citizens, pursuant to RA 5183 and subject to Commonwealth Act 138.

4) Interested bidders may obtain further information from the City Government of Tanauan and inspect the Bidding documents at the address given below during 8:00 am to 5:00 pm.

5) A complete set of Bidding documents may be purchased by interested bidders on October 5, 2021 from the address below and upon payment of a nonrefundable fee amounting to Fifty Thousand Pesos (Php50,000.00) for the Bidding Documents in the amount based on the amount of project cost.

6) The Pre-bid conference is on 10:00 am October 12, 2021 at BAC Conference Room.

7) Bids must be delivered to the address below on or before 10:00 am October 26, 2021 All bids must be

accompanied by a bid security in any of acceptable forms in the amount.

A) Form of Security Minimum Amount in % of Approved Budget for the Contract to be Bid.

- 1)Cash, certified check, cashier’s check, bank draft or irrevocable letter of credit. Two percent (2%)
- 2)Bank Guarantee two percent (2%)
- 3)Surety Bond five percent (5%)

Bid opening shall be on 10:00 am October 26, 2021 at BAC Conference Room. Bids will be opened in the presence of the Bidder’s representatives who choose to attend at the address below. Late bids shall not be accepted.

8) Pursuant to GPPB Circular 06-2005, in case the bid resulted into a tie and after determining the Lowest Calculated and Responsive Bidder (LCRB), Highest Rated Responsive Bid (HRRB), Bid Evaluation and Post-qualification the BAC Members will convene and determine the winning bidder using the “Draw Lots” method.

9) The City Government of Tanauan reserved the right to accept or reject any bid, to annul the bidding process, and to reject all bids at any time prior to contract award, without thereby incurring any liability to the affected bidder or bidders.

10) For further information, please refer to:

BAC Secretariat
 Goods & Consulting Services
 3/F BAC Conference Room
 New City Hall Building
 Brgy. Natatas, Tanauan City
 tanauanbacsecretariat@gmail.com

(sgd)
 ATTY. JASON A. HERNANDEZ
 BAC Chairperson
 Bids and Awards Committee

Pre-bid Conference

Date	Time	Venue
12/10/2021	10:00:00 AM	3/F BAC Conference Room New City Hall Building Brgy Natatas, Tanauan City

Created by VINOSA LAT ROBLES

Date Created 04/10/2021

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