Addendum / Clarification No. 2
Request for Qualifications/Proposals
for Expanded Learning Opportunities Program (ELO-P)
BPSD-ESPORTS-01242025

All information related to this Request for Proposal is posted online at https://www.bpsd.us/divisions/operational-services/district-bids-and-rfps.It is the Proposer's responsibility to ensure that they have reviewed the RFP documents, exhibits, and addenda prior to submission of a proposal.

Please contact Sandra Song, Director of Educational Programs at **ssong@bpsd.us** if you have any questions.

The following items are changes and clarifications to the scope of work. This addendum must be read together with terms and conditions of the RFP and all prior addenda. The terms and conditions outlined in the RFP shall remain the same unless otherwise specified in this Addendum. Should a conflict exist between addenda language and the original RFP it is understood the changes in this Addendum shall take precedence:

CLARIFICATIONS

Question1:

Per RFP statement that the district provides the "facilities", can you confirm if that's a room (or rooms) with PC's or just a room and appropriate ethernet portals, and connectivity? Or, if neither, how is the district defining "facilities" in the context of this RFP?

Clarification 1:

Facilities refer to middle school classrooms that have appropriate ethernet portals and connectivity.

Question 2:
Technology related questions:
Internet Speeds

Clarification 2:
Sub Question1:
Can we anticipate approval by district admin to whitelist necessary software and licensing agreements? Some examples would be; Rocket League, EPIC Games and Discord?

Internet Speeds-
Sub Response 1:
Nintendo Switches are the preferred platform for eSports due to their age-appropriateness for middle school students. All software used must be suitable for students under 13 and comply with district technology safety guidelines. Necessary whitelisting and licensing agreements are possible but require more lead time and specificity. Some games and services use network port and protocols that we don't have open for security and bandwidth reasons. More information is needed before authorization is given.

Sub Question 2:
What are the internet speed specifications for the district? Can we assure that the classroom will have a minimum download speed of 100 mb/s? And, an upload speed of 10 Mbps?; for students that they will have a minimum of 20 Mbps download and 5 Mbps upload? Is there only one room to be used for the eSport or several rooms?

Sub Response 2:
All access points are connected to the campus network via one (1) GB copper connection. All main campus switches are connected via fiber at 10 GB. Each school is connected to the District office via a 5 GB connection, and the District's Internet connection is at 20 GB. WAN and Internet access is provided by Spectrum transport services via OCDE.

Sub Question 3:
Are there sufficient Ethernet wiring and cords provided by the district for the number of PC's in the room?

Sub Response 3:
IT would need to run cabling and add additional switches. This should not be a concern if using Nintendo switches. The district is vested in utilizing the devices and wiring configurations currently in place.

Technology related questions:
Headsets

Sub Question 1:
Who is expected to provide headsets for the players, the - district, player, or vendor?

Sub Response 1:
If needed, headphones will be provided by the District.

Technology related questions:
Computers and Set-up

Sub Question 1:
Is it expected that we provide the PC's for each participant?

Sub Response 1:
PC's are not needed if we are using Nintendo Switches for eSports. Chromebooks and MacBooks will be available for participants in the other programs such as Robotics and Game Design. BPSD is an Apple district and each student is provided with an individual ipad. The district is vested in utilizing the devices on hand.

Sub Question 2:
If we are required to provide the PC's, can we assume the PC's can stay on-campus for the entirety of the program and that the vendor would NOT have to break down and set-up the gaming room for each day of operation?

Sub Response 2:
Computers will be housed in a dedicated, secure space for the entire duration of the program, eliminating the need for daily setup and breakdown. This approach ensures consistency and supports network access requirements.

Sub Question 3:
Can we get confirmation that PC's are intended for this experience and not a chrome-book or lap-top?

Sub Response 3:
The district currently has student chromebooks and MacBook laptops. The district is vested in utilizing the devices on hand.

Sub Question 4: If district PC's would they have the following minimum specifications (if no, what are the specifications of the devices to be used):

1. CPU - Intel Core i5 or i7 (or newer)
2. GPU - NVIDIA GeForce GTX 10 series or equivalent
3. RAM - 16GB
4. Storage – SSD

Sub Response 4:
The district currently has student chromebooks and MacBook laptops. The district is vested in utilizing the devices on hand.

Sub Question 5:
Controllers and keyboard/mouse
If the district provided PC's need compatibility with Xbox or Play Station. Please confirm.

Sub Response 5:
The district is vested in utilizing the devices on hand.

Question 3:
General question - Can we assume you're intending a one hour enrichment session for the participants on any given day (versus a club approach that may go beyond an hour and up to 3 hours per session)?

We do (have done) this type of program for other southland districts so we are definitely familiar with the intricacies in providing an E-sports activity.

Clarification 3:
Program offerings include 3 classes (i.e., E-Sports, Robotics, Game/Web Design), each of which extend up to one hour each for a total of 3 hours of service once a week.

Question 4:
The Focus areas listed in this RFP are e-sports, robotics, and Game/Design. Are you open to proposals outside these areas, like financial literacy and other 21st-century skills categories?

Clarification 4:
No, we are limiting proposals to the listed areas only.

Question 5:
We are interested in submitting a proposal for the Buena Park School District's Expanded Learning Opportunities Program (ELO-P) RFP#2502 BPSD-E-SPORTS-01242025. So far, my teams have been in contact with Janet Azevedo (Charles Every) and Pamela Solorzano from your District.

Would you be available for a quick video call tomorrow Wednesday or Thursday morning to discuss the RFP requirements?

Clarification 5:
All questions regarding RFP requirements should be sent in writing via email to Sandra Song ssong@bpsd.us, and will be addressed on this addendum.

Question 6:
How many providers does the district intend on awarding for the program?

Clarification 6:
The district is intending to award one provider, but open to options.

Question 7:
Have these been procured previously? If yes, were there any pain points or challenges from previous vendors?

Clarification 7:
The district has worked with previous vendors to provide e-sports.

Question 8:
How many hours a day or week is scheduled for the sessions?

Clarification 8:
Program offerings include 3 classes (i.e., E-Sports, Robotics, Game/Web Design), each of which extend up to one hour each for a total of 3 hours of service once a week.

Question 9:
Does the district have a preferred format for cost proposals (i.e. hourly, total per student etc.)?

Clarification 9:
Per RFP, vendors are asked to provide a detailed budget for your program showing ALL funding sources including these grant funds and funding from other sources. The budget should reflect the entire operational cost of the program. Facilities costs for the programs located at the District's schools will be covered by the District and not part of your proposed program funding.

Question 10:
Is there a budget set for this program?

Clarification 10:
It is up to each vendor to set a budget for this proposed program.