4.0 EVALUATION CRITERIA AND FACTORS

4.1 Proposals will be evaluated based upon the following criteria, weighted as set forth below:

40%   Product Analysis: Gaming Developer's ability to provide the minimum required scope of work. Optional product features, capabilities and most creative designs will also be taken into consideration.

.15%   Qualifications: Gaming Developer's specialized experience creating gaming products designed for learning and delivering products in a responsive format.

15%   Product's Ease of Use: Gaming Developer's design will be user-friendly, motivate student participation, and include admin level reports and analytics

20%   Replicability: Gaming Developer's platform and product is flexible allowing quick customizations at the end-user admin level and is able to scale up/down to accommodate changes in student participation.

10%   Price: Total cost of proposed product and services.

This proposal will be awarded to a responsible Vendor, qualified by experience to provide the work specified.