

HQ Supreme Allied Commander Transformation

**RFI-ACT-SACT-20-57**

**Headquarters Supreme Allied Commander Transformation  
Norfolk Virginia**



**REQUEST FOR INFORMATION  
RFI-ACT-SACT-20-57**

This document contains a Request for Information (RFI) Call for Industry input to develop a virtual version of the educational board game for concept development at the 200 level.

Suppliers wishing to respond to this RFI should read this document carefully and follow the guidance for responding.

## RFI-ACT-SACT-20-57

HQ Supreme Allied Commander Transformation RFI 20-57	
Request For Information No.	20-57
Project Title	Request for industry/academia input to develop a virtual version of the educational board game for concept development at the 200 Intermediate level
Due date for submission of requested information	28 August 2020
Contracting Office Address	NATO, HQ Supreme Allied Commander Transformation Purchasing & Contracting Suite 100 7857 Blandy Rd, Norfolk, VA, 23511-2490
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### 1 - INTRODUCTION

#### 1.1 Summary.

Headquarters Supreme Allied Commander Transformation (HQ SACT) is issuing this Request for Information (RFI) in order to engage with industry. The intent is to explore the potential of computer/digital gamification of NATO education and training. The test case in use is to develop a virtual version of an existing educational game for concept development.

1.2. This request for information does not constitute a commitment to issue a future request for proposal (RFP). The purpose of this request is to involve industry and academia through collaboration, in an examination of possibilities related to computer-based educational, facilitated, multiplayer games. HQ SACT has not made a commitment to procure any of the items described herein, and release of this RFI shall not be construed as such a commitment, nor as authorization to incur cost for which reimbursement will be required or sought. Further, respondents are advised that HQ SACT will not pay for any information or administrative costs incurred in responding to this RFI. The costs for responding to this RFI shall be borne solely by the responding party. Not responding to this RFI does not preclude participation in any subsequent RFP if issued in the future.

### 2 – GENERAL BACKGROUND: ACT Framework for Collaborative Interaction (FFCI)

2.1 ACT has implemented a Framework for Collaborative Interaction (FFCI) to increase opportunities for industry and academia to contribute to ACT capability development efforts through collaborative work. Such collaboration enables HQ

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SACT, and NATO as a whole, to benefit from industry/academia models, advice, capabilities and experience in the course of this work. In addition to the benefits HQ SACT gains from such projects, this collaborative effort will provide industry / academia with an improved understanding of NATO's capability requirements and the associated issues and development challenges to be addressed by HQ SACT. Potential collaborative projects are on specific topics that are of mutual interest to both parties but shall be restricted to collaborations in non-procurement areas. Several mechanisms have been already developed to support the initiation of collaborative projects between industry/academia and ACT ranging from informal information exchanges, workshops, studies or more extensive collaboration on research and experimentation.

2.2 Depending on the level and type of interaction needed for a collaborative project, a specific agreement may be needed between parties. The FFCI agreement for any specific project, if required by either party for the project to proceed, will range from "Non-disclosure Agreements" (NDA) for projects involving exchange of specific information to more extensive "Declaration of Mutual Collaboration" (DOMC) to address intellectual property and other issues.

2.3 More extensive information on the ACT FFCI initiative can be found on the ACT web site being developed to support FFCI projects at <http://www.act.nato.int/ffci>.

2.4 No FFCI agreement is required to respond to this RFI.

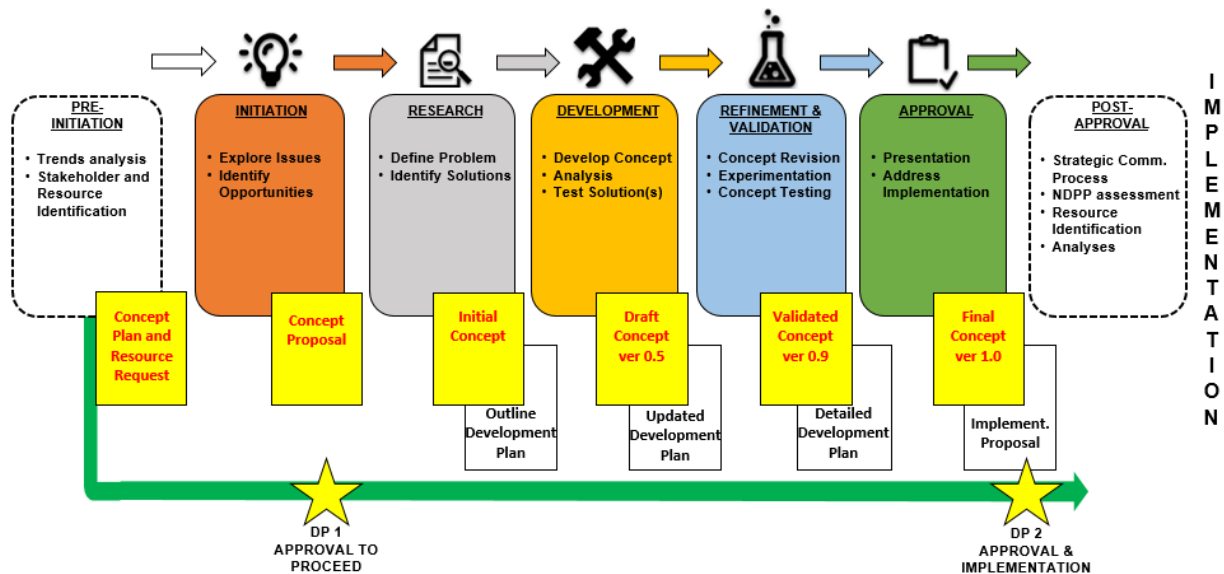
### **3 - DESCRIPTION OF THE GAME**

#### **3.1 Concept Development & Experimentation**

3.1.1 Concept Development & Experimentation is one of the tools that drive NATO's transformation by enabling the structured development of creative and innovative ideas into viable solutions. It aims at capturing the best ideas and enabling potential solutions to be thoroughly explored through Concept Development, tested and validated through Experimentation, either within NATO or collaboratively with nations, supported by Operational Analysis.

3.1.2 The Concept Development method provides a condition-based approach consisting of five phases to mature ideas to an approved concept, prior to implementation (see illustration below).

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*The NATO Concept Development Method.*

### 3.2 Training for Concept Development

3.2.1 Currently the CD&E education and training consists of a briefing and an Advanced Distributed Learning (ADL) module, both at the 100 level, and a NATO Practitioners Course at the 300 level. The 100 Basic level material takes approximately 1 hour to complete. The 300 Advanced level course is a 1 week residential course.

3.2.2 To fill the gap between these two levels, a hands-on board game is in the final stage of development. The game is designed for groups of four players and a CD&E subject matter expert (300 level course instructor) as a facilitator; of note, 1 facilitator can support game play for 3-4 groups of 4 players. The game takes a maximum of four hours to complete.

3.2.3 This 200 level game could be used as:

- A Just-In-Time learning module for members of concept development teams;
- A quick retraining for CD&E practitioners;
- A dynamic way to educate interested stakeholders attending the CD&E conference;
- An in-house training package for NATO and national entities (if they have a trained facilitator);
- A short course for partner members.

3.2.4 Within NATO, the 200 Intermediate level is defined as: “The level of proficiency required to become functional and successfully perform a series of tasks independently with minimal oversight. Uses discretion in resolving problems and may plan and schedule work within short timeframes. This requires interpreting information, constructing meaning and the comprehension of facts, terms, concepts, and principles as well as the processes and procedures essential to enable understanding and accomplishing job requirements.”

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### **3.3 Going virtual**

3.3.1 The COVID19 crisis, with potentially long-lasting effects, exposed the main limitation of this game: all players and the facilitator must be present in the same location. Therefore, a way to design the game for distributed, virtual, multiplayer use is the goal.

3.3.2 Knowledge about Modelling & Simulation and gamification has grown in HQ SACT, but still no educational digital (computer-based) multiplayer game has been developed. As the development of the Concept Development board game with simple and flexible game rules is almost finalized, it is excellent to serve as a pilot case for this innovative approach in education and training. Experience gained with this project could be used to develop other educational games.

3.3.3 A virtual version could be flexibly used in lieu of the physical game and add some extra possibilities to the above list:

- An enhanced preparation for the students to the CD&E course;
- A gap filler for people starting the development of a concept, until they can attend the course in NSO;
- A facilitated stand-off course for NATO and partner members;
- A demonstrator of the value of virtual gamification in NATO education and training.

### **3.4 Intent/Objectives.**

Lacking the knowledge and expertise to implement the use of virtual multiplayer educational games as an innovative approach to NATO education and training, NATO needs to explore the commercial possibilities. This Request for Information is intended to offer industry/academia an opportunity to provide information that would allow NATO to determine how to virtualize/computerize an educational game and optimize the design.

### **3.5 Expected benefits to respondents**

Industry/academia will have the chance to engage and share information on educational gamification. In return, industry/academia may gain a better understanding of NATO's requirements and approach to both Concept Development, and education and training tools.

### **3.6 Expected input from industry/academia.**

Expected input to this RFI is industry/academia approaches and possibilities in virtual, educational multiplayer games.

## **4 - REQUESTED INFORMATION**

### **4.1 Intent**

The information will be collected by answering the following questions:

- How to turn an educational board game into a virtual version?
- What are the educational and game requirements to virtualize a game for education and training?
- What are the benefits and disadvantages of a virtual educational game?

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- What input is needed to produce a virtual game?
- Could a facilitator or the other players be replaced by artificial intelligence?

### **4.2 Answers to the RFI**

The answer to this RFI may be submitted by e-mail to the Points of Contact listed above. Please address your email to all POCs.

### **4.3 Follow-on**

4.3.1 The data collected in response to this RFI will be used to understand the options and associated processes to be considered and to define the requirements for the development of a virtual, educational (board) game for learning concept development at the 200 level.

4.3.2 Provision of data, or lack of, will not prejudice any respondent in the event that there is a competitive bidding process later as part of NATO Common-Funded Capability Development.

### **4.4 Handling of Proprietary information.**

Proprietary information, if any, should be minimized and clearly marked as such. HQ SACT will treat proprietary information with the same due care as the command treats its own proprietary information, and will exercise due caution to prevent its unauthorized disclosure. Please be advised, all submissions become HQ SACT property and will not be returned.

### **4.5 Questions.**

Questions of a technical nature about this RFI announcement shall be submitted by e-mail solely to the above-mentioned POCs. Accordingly, questions in an e-mail shall not contain proprietary and/or classified information. Answers will be posted on the HQ SACT P&C website at: [www.act.nato.int/contracting](http://www.act.nato.int/contracting).

### **4.6 Response Date.** 28 Aug 2020

4.7 Summary. **This is a RFI only. The purpose of this RFI is to involve industry/academia, through collaboration,** in the exploration of the development of a virtual version of an educational board game for learning concept development at the 200 level. HQ SACT has not made a commitment to procure any of the items described herein, and release of this RFI shall not be construed as such a commitment, nor as authorization to incur cost for which reimbursement will be required or sought. It is emphasised that this is a RFI, and not a RFP of any kind.

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