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# APPENDIX D - PRODUCT/SERVICE REQUIREMENTS

**WSIPC RFP 21-04 Cyber Security Awareness Training Solutions**

## INSTRUCTIONS

Please answer each requirement based on the proposed solution’s ability to satisfy the respective requirement. If the requirement cannot be met and warrants further explanation, a brief explanation may be provided in the “Comments” column. The following scoring system should be used to evaluate each business requirement:

|  |  |
| --- | --- |
| **Response Code** | **Definition** |
| Y—Yes | Requirement is met. |
| N—No | Requirement is not met. |
| Q—Qualifier | Ability to meet requirement requires further explanation from Vendor. Please use the "Comment" column to provide more details. |

## General

| **Requirements/Specifications** | **Yes** | | **No** | **Q** | | **Comment *(Required if “Q” is selected)*** |
| --- | --- | --- | --- | --- | --- | --- |
| **Product/Service Usage -** The product and/or service is used by other Washington State K-12 school districts and has an active Washington State user community. |  |  | |  |  | |
| **Documentation -** Describe access to operational, instructional, and/or specification sheets. It is highly desirable that this type of information be available to customers electronically via the internet (preferred) or other electronic means of delivery. |  |  | |  |  | |
| **Shipping Costs -** All costs for shipping to the buyer’s location, must be clearly stated on price lists and promotional materials, and must be clearly described in the Proposer’s response to this RFP. |  |  | |  |  | |
| **Vendor Website -** The Proposer must have an active website with published product and/or service information. |  |  | |  |  | |

## Technical/functional Requirements

| **Requirements/Specifications** | **Yes** | | **No** | **Q** | | **Explanation *(Required if “Q” is selected)*** |
| --- | --- | --- | --- | --- | --- | --- |
| Multiple types of learning modules. |  |  | |  |  | |
| Available in multiple languages. |  |  | |  |  | |
| Security threat simulations and gamification. |  |  | |  |  | |
| Interactive asseessments. |  |  | |  |  | |
| Easy multi-device access to delivery platform. |  |  | |  |  | |
| Knowledge assessment tools. |  |  | |  |  | |
| Behavior modification learning strategies. |  |  | |  |  | |
| User data analytics. |  |  | |  |  | |
| Reporting capabilities. |  |  | |  |  | |
| Engaging and relevant content. |  |  | |  |  | |
| Software specialized for schools. |  |  | |  |  | |
| Intuitive platform design. |  |  | |  |  | |
| Comprehensive content library. |  |  | |  |  | |
| Customized training plans. |  |  | |  |  | |
| Engaging learning experience. |  |  | |  |  | |
| Reporting dashboards. |  |  | |  |  | |
| Certifications, badges, or awards. |  |  | |  |  | |
| Notifications/reminders. |  |  | |  |  | |
| ADA compliant. |  |  | |  |  | |
| Easy implementation. |  |  | |  |  | |
| Wide array of training options. |  |  | |  |  | |
| Education philosophy that focuses on changing behavior and culture rather than skill and drill. |  |  | |  |  | |
| Includes practice opportunities. |  |  | |  |  | |