

# FINAL EVALUATION REPORT

(As per Rule 35 of PP Rules, 2004)

1. Name of Procuring Agency IGNITE National Technology Fund
2. Method of Procurement RFP
3. Title of Procurement Provision of Services to Establish and Manage CEGA
4. Tender Inquiry No IGNITE/CEGA/2023-24/0019/Proc.
5. PPRA Ref. No. (TSE) TS538600E
6. Date & Time of Bid Closing July 12 2024, 1500 Hrs
7. Date & Time of Bid Opening July 12 2024, 1530 Hrs
8. No. of Bids Received 03
9. Criteria for Bid Evaluation Attached as Annex – 1
10. Details of Bid Evaluation Received proposal was evaluated w.r.t evaluation criteria as published in RFP document.

Name of Bidder	Marks		Evaluated cost (PKR)	Basis of Technical Rejection/Acceptance as per Rule 35 of PP Rules, 2004
	Technical	Financial		
M/s. HUM Network	59.05	30.00	2,522,507,337	Most Advantageous Bidder
M/s. Shaheen Foundation	55.11	29.90	2,531,195,932	2 <sup>nd</sup> Most advantageous Bidder
M/s. Switch Communications	-	-	-	Bid was not accepted due to non-compliance of Mandatory Eligibility Criteria

Signature: Usman Bin Tahir

Official Stamp



## Criteria for BID Evaluation

## Annexure – I

S. No.	Evaluation Criteria	Marks	Sub Marks	Section Marks
1	Profile of the Bidder– (Form B2)		30	80
	a. Registered age of the Lead Bidder (Years)			
	i. Each year of experience carries 3 points. Experience of less than 5 years will carry no points. Maximum Points = 30	30	50	
	b. Financial Position -Annual Turnover of the Lead Bidder (in Million PKR) (on the basis of last 3 years of audited financial accounts)			
	i. Each 10 Million PKR carries 1 point. Turnover of less than 200 Million PKR carries no points. Maximum Points = 50	50		
2	Physical Infrastructure (Form B3)		50	50
	a. Layout Planning of all the components of the project.	20		
	b. Quality/Class of the ICT Equipment.	20		
	c. Quality/Class of the Furniture and Other Allied Equipment	10		
3	Relevant Experience of the Lead Bidder or its Consortium/JV partner (Forms B4)			210
	a. Number of Game Development Projects		10	
	Each relevant project carries 1 point. Maximum Points = 10	10		
	b. Game Development Projects Cumulative Worth in Million PKR		10	
	Each 10 Million PKR carries 1 point. Maximum Points = 10	10		
	c. Game Development Human Resources Cumulative Years of Experience		10	
	Each 3 years of experience carries 1 point. Experience of a resources with less than 1 year carries no points. Maximum Points = 10	10		
	d. Managing & running Animation Studio(s)– Years in operation		10	
	Each year of experience carries 1 point. Maximum Points = 10	10		
	e. Number of Animation Projects		10	
	Each relevant project carries 1 point. Maximum Points = 10	10		
	f. Animation Projects Cumulative Worth in Million PKR		10	
Each 10 Million PKR carries 1 point. Maximum Points = 10	10			
g. Animation Human Resources Cumulative Years of Experience		10		
Each 3 years of experience carries 1 point. Experience of a resource with less than 1 year carries no points. Maximum Points = 10	10			
h. Training Capabilities in Gaming and Animation (Graduated Trainees)		20		

	Each 30 students trained carries 1 point. Maximum Points = 20	20	20
	<b>i.Training Human Resources Cumulative Experience (Years)</b>		
	Each year of experience carries 1 point. Experience of less than 1 year carries no point. Maximum Points = 20	20	20
	<b>j.Cloud Administration/IT support Resources Cumulative Experience</b>		
	Each year of experience carries 1 point. Experience of a resource with less than 2 years experience will not be counted. Maximum Points = 20	20	20
	<b>k. Managing &amp; running Incubator(s)/Accelerator(s)– Years in operation</b>		
	Each year of experience carries 2 points. Maximum Points = 10	10	10
	<b>l. Number of inducted startups from incubator/accelerator</b>		
	Every 5 startups inducted carries 1 point. Maximum Points = 20	20	20
	<b>m. Partnership with an International Startup Ecosystem player (incubator/accelerator/Gaming or Animation Studio)</b>		
	a. Quality of international partner(s)	20	50
	b. Scale of involvement of international partner(s) in execution of project	30	
<b>Proposed Methodology (Forms B5)</b>			
4	<b>a. Outreach Plan</b>		30
	i. Advertisements, Promotions, Branding etc.	10	
	ii. Ability to create local & international collaborations with relevant entities and investors.		
	a. Ability to create local collaborations with relevant entities and investors	5	
	b. Ability to create international collaborations with relevant entities and investors	15	
	<b>b. Training Methodology</b>		50
	i. Training Selection Process & Criteria	10	
	ii. Training Graduation Criteria	10	
	iii. Training Delivery	10	
	iv.Training Curriculum		
	a. Number of courses/topics	10	
	b. Quality of course outlines	10	
	<b>c. Community Center and Co-working Space Management Methodology</b>		10
	i. Maximum utilization and occupancy plan	10	
	<b>d. Incubation Methodology specific to Gaming &amp; Animation</b>		50
	i. Incubation Curriculum	20	
	ii. Startup Selection Criteria	10	
	iii. Mentorship Methodology	10	
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iv. Incubation Cycle Activities	10		
<b>e. Program Management Plan</b>			
i. Program Implementation Plan with activities and schedule	10		
ii. M & E Processes	10		
iii. Revenue Generation Plan, Self Sustainability Plan	10		
iv. KPIs to assess the performance of all the components of the program	10		
v. Proposed Team Structure			
a. Past experience of the team	10		
b. Experience in gaming & animation related work	10		
vi. Project Director Profile and Ability to Lead the Center	10		
		<b>70</b>	
<b>Total</b>			<b>550</b>

