

TERMS OF REFERENCE

PROGRAM: TRAVEL BINGO CHALLENGE EPISODE 2

3rd Quarter 2021

Venue: Metro Manila

Online and Offline Technical Requirements for the Implementation of the Travel Bingo Challenge Episode 2

I. BACKGROUND

Digital technology is re-shaping the entire marketing mix. In terms of game-based marketing, the product is known as “virtual experiential marketing.” Adapting to smart destination marketing, the Tourism Promotions Board (TPB) considers **Travel Bingo Challenge** an interactive game-based tourism marketing tool. The primary motivation to play a tourism game is to gain practical information about the destination and socialize with other people. This activity will reflect a mixture of tourist needs and motivations. Players will start with basic information seeking, but when they experience the game, they will seek more challenging and achieving elements that reflect some of the gameplay’s intrinsic motivation.

It is essential to supplement and enhance the first TPB e-bingo game by providing additional online and offline technical support, to be charged under the Travel Bingo Challenge Program.

I. OBJECTIVES

- a. To provide a background set that accommodates the different themes or episodes of the actual games.
- b. To execute a clearer, enhanced, and seamless video output during the actual game.
- c. To encourage engagement regarding the various sites and attractions in a more fun and informative way.
- d. To provide a display of vibrant and live interactive shows.
- e. Finally, mix the online and offline features of an e-bingo game to bring excitement and enthusiasm to all players.

III. TARGET AUDIENCE/VIEWERS

- a. Bingo enthusiasts
- b. General X, Y, and Z
- c. Balikbayan
- d. Overseas Filipino Workers (OFW)

Seventeen (17) shooting/episode dates (Metro Manila)

IV. DATES

Below is the Travel Bingo Challenge Season 2 game schedule to commence on the first week of September 2021.

WEEK	Day	Game / Round	Featured Destination	No. of Players
Week 0	Launch	Game 1	TBA	300
Week 1	Day 1	Game 2	Region 12: (SOCCSKSARGEN)	300
	Day 2	Game 3	Region 13: CARAGA	300
	Day 3	Game 4	Region 5: Bicol Region	300
Week 2	Day 1	Game 5	Region 9: Zamboanga Peninsula	300
	Day 2	Game 6	Region 11: Davao Region	300
	Day 3	Game 7	Region 10: Northern Mindanao	300
Week 3	Day 1	Game 8	Region 6: Western Visayas	300
	Day 2	Game 9	Region 8: Eastern Visayas	300
	Day 3	Game 10	Region 7: Central Visayas	300
Week 4	Day 1	Game 11	Region 4A: CALABARZON	300
	Day 2	Game 12	Region 4B: MIMAROPA	300
	Day 3	Game 13	Region 3: Central Luzon	300
Week 5	Day 1	Game 14	Region 2: Cagayan Valley	300
	Day 2	Game 15	Region CAR: Cordillera Administrative Region	300
	Day 3	Game 16	Region 1: Ilocos Region	300
Week 6	Black Out	Game 17	Grand BINGO TBA	300

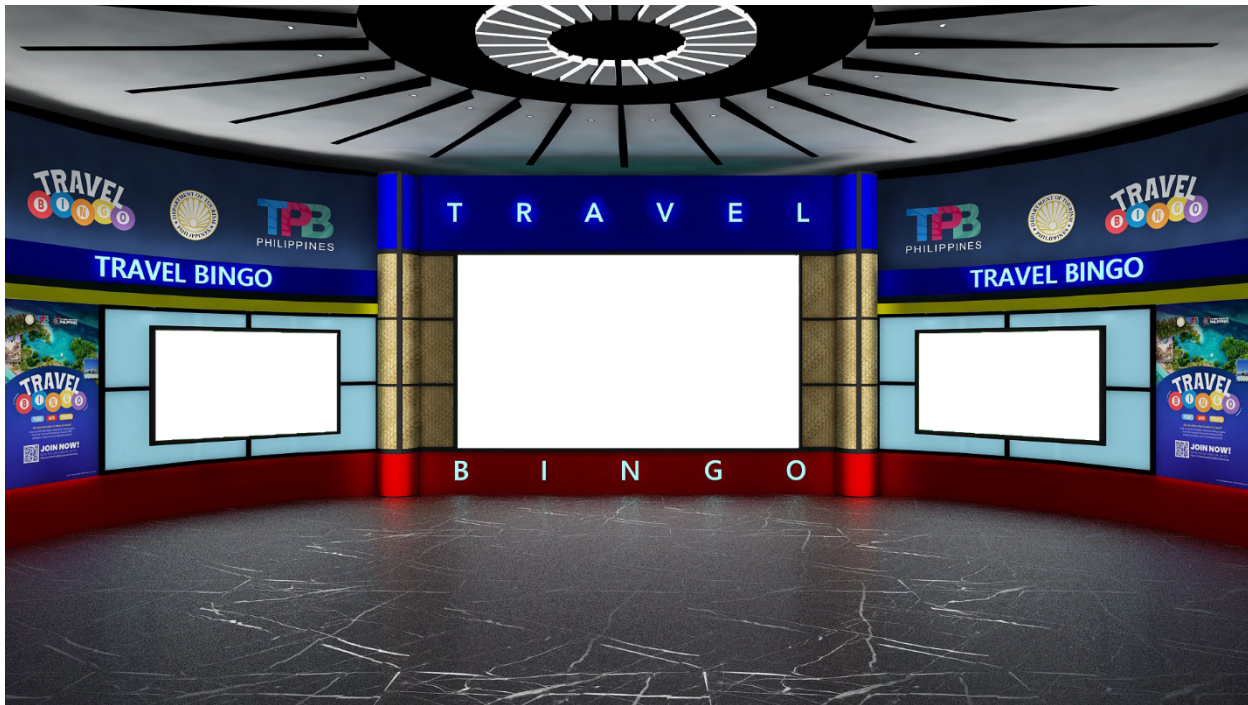
V. SCOPE OF WORK

The following technical requirements cover a total of **seventeen (17) official episodes** with provisions for a full technical dry run or rehearsal and ingress.

- a. Studio Venue Rental (Total of 17 Episodes + 1 Dry Run/Rehearsal + Ingress if needed)
 - 1) Venue rental inclusive of power
 - 2) Provision of internet service with backup ISP (Minimum 75 Mbps up and down speed)
 - 3) Full Chroma green screen environment (Back wall, sides, and flooring)
 - a. Sturdy, wrinkle-free, and industry-standard green color
- b. Video Capture Cameras
 - 1) 3-4 units Professional Video Camera Camcorders
 - a. 3-4 position camera set-up for the coverage of the host, tambuolo and tambuolo girl, and Bingo Board
 - b. Provision of the heavy-duty tripod mount
 - c. 1 lot of power, signal, and connectors
 - d. Full HD / 4K Capabilities
 - 2) HD video switchers (if needed)
- c. Virtual Studio

Design and conceptualize a virtual studio set appropriate to the theme and pegs of the Travel Bingo Game.

 - Must be rendered in a full 3D output with virtual reality illusion
 - Virtual Set Design must have provisions TV monitors / LED incorporated
 - Virtual Studio monitors must be programmed and coded to match vMIX production software of similar and applied as virtual set
 - Must have a fun and festive feel in the design inspired by game show stage sets
 - Provision for stage floor area for Host movement
 - Must contain Travel Bingo Branding and agency logos
 - All Designs must be approved by TPB and must comply with Agency protocols



c. Streaming Equipment

1) Main Production Machine

a. Recommended Minimum Specs

- i. Intel i9-10900 Desktop Machine
- ii. Licensed VMIX 4K/Pro Live Production and Streaming Software
- iii. 64GB RAM
- iv. NVidia RTX 3080 GPU or Higher for video render and encoding
- v. Black Magic Design Quad HDMI/SDI 4k Video Capture Card
- vi. At least 2.5GBE Network Interface Card
- vii. Solid State Drives for Recording
- viii. 2 Desktop Monitors
- ix. Digital Audio Interface

b. Video capture devices

c. Licensed video production and streaming software (VMIX)

d. Graphics overlay

e. Chroma capability

2) Secondary Production Machines

a. Zoom host laptop

- i. Zoom Management for the webinar/conference
- ii. A dedicated machine for zoom operations

b. Participant capture / Bingo Board laptop

c. Participant capture / Trivia playback laptop

d. Secretariat laptops

- e. Graphics laptops
- 3) Network Connectivity
 - a. Gigabit Network Switch for interconnectivity
 - b. 1 lot Gigabit Network Cables
 - c. NDI Software integration
- d. Lighting
 - 1) Studio standard Lighting
 - 2) Provision of continuous video lighting with a diffuser
 - 3) Footlights / Uplights for backdrops and accent lighting
 - 4) Lighting Operator
- e. Audio
 - 1) Digital audio mixer for signal processing
 - 2) Active house speakers
 - 3) Active monitor speakers
 - 4) RF or lapel microphones for Host and Voice Over
 - 5) Lot of digital cables
 - 6) Digital signal output
 - 7) Studio standard lighting
 - 8) Audio Technician
- f. Game Requirements
 - 1) Custom Made Tambiolo
 - a. Custom air mixed Bingo balls marked with BINGO letters and numbers
 - b. Acrylic ball area for transparent visibility
 - c. Automatic air vacuum design for ball drawing
 - d. Tambiolo body with appropriate branding
 - e. Access window for ball loading with lock
 - 2) Custom Made Bingo Board
 - a. Custom fabricated Bingo ball holder
 - b. B, I, N, G, O separate ball holders for easy loading in tambiola
 - c. Graphics in sticker for Bingo Board branding
- g. Host Requirements
 - 1) Monitors / Prompts
 - a. Program Output Monitor – shows production output as seen on Zoom and Facebook Live.
 - b. Bingo Board Monitor – shows the host all bingo balls drawn and pattern
 - c. Zoom View Monitor – shows zoom view to the host for audience interaction.

2) Idiot boards, signal boards, tally lights, etc.

h. Talent Costumes

1) Bingo Maser / Bingo Queen

- a. Seventeen (17) thematic costumes inspired by the host region of the episode
- b. Includes appropriate accessories fit and consistent with the host region of the game

2) Tambiolo Girl

- a. Seventeen (17) thematic costumes inspired by the host region of the episode
- b. Includes appropriate accessories fit and consistent with the host region of the game

- i. All costs to include delivery, ingress, and egress costs for every episode, including dry run/rehearsal, as agreed with the final schedule.
- j. The game itself should be displayed in a recognizable form such that the player can follow the play and interact appropriately.
- k. Operators must take all reasonable steps to ensure that the guidelines for dealing with drawing numbers/letters and matching are done systematically.
- l. The distribution of information must be transmitted simultaneously to all player devices designed to receive information within the game.

Service provider to provide:

- 1) Conduct seventeen (17) shooting/episode days to cover for implementing the Travel Bingo Challenge Episode 2 games.
- 2) Online and offline technical requirements that will efficiently and effectively result in a seamless yet entertaining game.
- 3) Provision of studio venue, audio capture, studio-based streaming, audio and lighting, game props/materials, and Bingo Master costume.

VII. Personnel Requirement

Qualification of Personnel who may be Assigned to the Project

Required minimum 3 years of experience of ALL key personnel in handling online and offline event:

A. Streaming director

- With three (3) years or more of relevant experience

- B. Camera director
 - With three (3) years or more of relevant experience
- C. Technical director
 - With three (3) years or more of relevant experience
- D. Audio engineer
 - With three (3) years or more of relevant experience
- F. Lighting technician
 - With three (3) years or more of relevant experience

VI. ELIGIBILITY REQUIREMENTS

- a. Must be a Filipino owned, operated, and legally registered company that handles production of online and offline special events for three (3) years under the Philippine laws;
- b. Must have successfully handled an Online Interactive Game in the past two (2) years
- c. Must have handled at least two (2) tourism-related projects/events.
- d. Must submit a rendering of the proposed Virtual Studio following the design guidelines
- e. Company profile

VIII. APPROVED BUDGET FOR THE CONTRACT (ABC)

The Approved Budget for the Contract is **NINE HUNDRED NINETY THOUSAND PESOS ONLY (PhP 990,000.00)**, inclusive of all applicable fees and taxes. The cost of items in the bid should be broken down. The winning bid shall be determined based on the Lowest Calculated Responsive Bid, provided that the amount of bid does not exceed the above-mentioned approved budget. The deadline for submission of bids should be at a time and place specified in the request for quotation (RFQ).

IX. TERMS OF PAYMENT

Payment for the service provider shall be based on the completion of each phase of the project as follows:

Phase	Payment Tranche	Percentage of Payment
Phase 1: Upon approval of the final technical requirements as agreed with the final program scenario	1st payment	15%
Phase 2:	2 nd payment	35%

After the technical dry run/rehearsal for the travel bingo games		
Phase 3: After the implementation of all episodes and upon submission of the following: <ol style="list-style-type: none"> 1. Statement of Account 2. Terminal Report 3. Program Flow 	Final payment	50%
