



REQUEST FOR QUOTATION

Hiring of a Specialized Agency for the Technical Development and Interactive Integration of Augmented Reality (AR) and Mixed Reality (MR) Applications under the Digital Economy Enhancement Project (DEEP)

Country:	Pakistan
Project Name:	Digital Economy Enhancement Project
Implementing Agency:	Ministry of Information Technology and Telecommunication
Loan No:	75140-PK
Project ID No:	P174402
RFQ/ STEP Ref. No.	PK-MOITT-571581-NC-RFQ

September 06, 2026

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Section I
Invitation for Quotations

Country:	Pakistan
Name of Project:	Digital Economy Enhancement Project
Contract(s) Title:	Hiring of a Specialized Agency for the Technical Development and Interactive Integration of Augmented Reality (AR) and Mixed Reality (MR) Applications under the Digital Economy Enhancement Project (DEEP)
Loan No./Credit No. / :	75140-PK
RFQ/STEP Reference No.:	PK-MOITT-571581-NC-RFQ

1. The **Islamic Republic of Pakistan** has received financing from the World Bank toward the **Digital Economy Enhancement Project (DEEP)** and intends to apply part of the proceeds toward payments under the Agreement for **Hiring of a Specialized Agency for the Technical Development and Interactive Integration of Augmented Reality (AR) and Mixed Reality (MR) Applications under the Digital Economy Enhancement Project (DEEP)**. This procurement process will be conducted in accordance with the Request for Quotations “RFQ” method as specified in the World Bank’s “**Procurement in Investment Project Financing, Goods, Works, Non-Consulting and Consulting Services, Fifth Edition, September 2023**” (“Procurement Regulations”) and is open to all eligible Bidders/ Firms/ Service Providers as defined in the Procurement Regulations and the procedures described herein.
2. Bidders are invited to submit their priced quotation(s) for Hiring of a Specialized Agency for the Technical Development and Interactive Integration of Augmented Reality (AR) and Mixed Reality (MR) Applications under the Digital Economy Enhancement Project (DEEP) as per requirements cited in the RFQ. The Agreement will be awarded to the Service Provider who meets all eligibility and qualification requirements, is substantially responsive to the RFQ, and offers the lowest evaluated total cost for the complete scope of services.
3. The quotations should be accompanied by necessary documentation and other printed material establishing eligibility and qualification of the bidders as required in the RFQ.
4. The complete RFQ document is available at Ministry of IT & Telecommunication website (<https://moitt.gov.pk/Tenders>). Interested eligible Bidders may obtain further information from the address given below during 10:00 AM – 03:00 PM (Monday to Friday) **latest by three days** till the deadline for quotations submission date.
5. The quotation(s) shall be submitted (in person or by post/ surface mail) **by/ before 15:00 Hours September 21, 2026**, as per the format given in the RFQ and marked as “**Hiring of a Specialized Agency for the Technical Development and Interactive Integration of Augmented Reality (AR) and Mixed Reality (MR) Applications under the Digital Economy Enhancement Project (DEEP)**”, addressed to:

Senior Procurement Specialist
Procurement and Contract Management Cell
Project Management Unit (PMU)
Digital Economy Enhancement Project (DEEP)
2nd Floor, TF Complex, G-9/4
Islamabad, Pakistan
Email: procurement.specialist@deep.moitt.gov.pk
Phone: 051-9106768

Section II

Instructions for Preparing Quotations

1. **Scope of Procurement:** The Employer invites priced quotations for Hiring of a Specialized Agency for the Technical Development and Interactive Integration of Augmented Reality (AR) and Mixed Reality (MR) Applications under the Digital Economy Enhancement Project (DEEP). The scope of services is to provide a single end-to-end non-consulting-Services solution comprising: (i) Digital ID / PakID Interactive AR; and (ii) Interactive Digital Identity & Associated Portals / Super App Portal Experience. Detailed requirements are provided in Section III

2. **Eligibility to Quote:** Bidder duly registered with tax authorities may be eligible to participate only if it also submits/provides:
 - The Bidder shall provide documentary evidence demonstrating at least Five (5) years of registration with the relevant statutory organization, along with valid NTN/GST registration and evidence of being on the Active Taxpayer List (ATL) of FBR. Failure to provide the required documentary evidence shall result in rejection of the Quotation.
 - The bidder shall have minimum five (05) years of relevant experience in design and implementation of AV and interactive systems for AR/MR or related immersive technology applications, interactive technology, immersive installations, real-time software or digital experience systems. (Company profile, contracts/POs, completion certificates and verifiable portfolio evidence must be provided)
 - The bidder shall provide documentary evidence of Average annual turnover of at least PKR Million during the last three (03) completed financial years.
 - Only one Quotation per firm is allowed for this procurement. All Quotations submitted in violation of this rule shall be rejected.
 - The Quotation shall be received within the Due Date and Time duly signed and stamped.
 - The Quotation shall be substantially responsive to the scope of work and other requirements of this RFQ.

3. **Qualification of the Bidder:** To qualify for award of Contract, a Bidder shall meet the following qualifying criteria:

Sr.	Criterion	Minimum Requirement	Documentary Evidence
i.	Large-Scale AR / Interactive Deployment	At least one (01) completed contract/project of not less than PKR 150 Million including substantial AR/MR or equivalent interactive technology deployment.	Contract/PO/LoA and completion/acceptance certificate establishing scope services.
ii.	AR/MR Similar Projects	At least five (05) completed AR/MR/spatial-computing/interactive digital exhibit or equivalent projects; at least one (01) international AR technology project of not less than PKR 25 Million.	Contracts/POs, completion certificates, client references and portfolio evidence.
iii.	Interactive Digital Ecosystem Deployments	Minimum three (03) completed projects involving interactive displays, sensors/computer vision/touch interaction and synchronized digital content; at least one project shall involve a Government/Public Sector or large institutional client worth at least PKR 150 Million.	Contracts/POs, completion certificates and portfolio evidence.
iv.	Systems Integration Capability	Demonstrated experience integrating displays, touch systems, sensors, lighting/control protocols, media playback and custom fabrication.	Relevant contracts/project evidence and portfolio.
v.	Fabrication Capability	Proven ability to deliver premium public-facing technology kiosks/booths/installations with concealed electrical/control infrastructure.	Relevant project evidence and portfolio.

Sr.	Criterion	Minimum Requirement	Documentary Evidence
vi.	In-House Software Capability	In-house real-time/interactive application developers with experience in Unreal Engine, Unity or equivalent real-time frameworks and hardware integration.	CVs, employment evidence and relevant project references.
vii.	Creative Production Capability	In-house or directly employed 2D/3D/motion graphics resources capable of producing the required visualization and real-time content assets.	CVs, employment evidence and portfolio.
viii.	Project Management	Two (02) Project Managers, each with at least three (03) years relevant interactive display / AR/MR project experience.	CVs and employment/experience evidence.
ix.	AR / Interactive Developers	Minimum two (02) in-house AR/MR/multimedia/interactive developers; proposed team collectively experienced in at least three international and three Government/Public Sector AR/MR/interactive projects.	CVs, employment evidence and project references.
x.	XR Experts	Minimum two (02) in-house XR Experts with demonstrated AR/MR/spatial computing/real-time interactive systems experience.	CVs and employment evidence.
xi.	3D Modellers	Minimum two (02) in-house 3D Modellers with real-time asset creation and optimization experience.	CVs, employment evidence and portfolio.
xii.	Designers	Minimum two (02) in-house Designers with interface, digital experience and environmental graphic design capability.	CVs, employment evidence and portfolio.
xiii.	Technical Team for Digital Ecosystem	Proposed team shall include Project Manager, Technical/Software Lead, Interactive Developer, Motion/3D Artist, Systems/AV Engineer and Fabrication/Installation Lead.	Team structure, CVs and employment/experience evidence.
xiv.	Demonstration Commitment	Bidder shall demonstrate a working prototype/core interaction before final acceptance and provide the client-required demo/pilot(s).	Signed undertaking and proposed demo/pilot methodology.

Note: Subcontractor's experience and resources shall not be taken into account in determining whether the Applicant meets the qualifying criteria. However, Joint Venture experience and resources shall be considered. In case of a Joint Venture, relevant projects undertaken by either partner relating to event management, projection mapping, dome/ceiling projection or similar works shall be considered for evaluation. A Consortium or Association of Firms shall be given similar treatment as a Joint Venture. (Documentary evidence of JV / consortium structure and relevant partner experience shall be provided where applicable.)

4. Contents of RFQ Documents: The RFQ comprises the documents listed below:

- Section I Invitation for Quotations
- Section II Instruction for Preparing Quotations
- Section III Scope of the Services/ Work
- Section IV Form of Quotation
- Section V Form of Contract
- Section VI Conditions of Contract Section
- Annex-A Fraud and Corruption

5. Documents Comprising the Quotation: The Quotation submitted by the Bidder shall comprise the following documents:

- (i) Form of Quotation (as per sample attached)
- (ii) Qualification and Experience Information
- (iii) Copies of valid taxation documents
- (iv) Complete technical submission for both technical requirements
- (v) Declaration of compliance

6. Priced Quotation:

The Agreement shall be for the whole assignment as one end-to-end Non-Consulting-Services solution. Prices shall be quoted entirely in Pak Rupees and shall include all duties, taxes and levies. The Bidder shall quote the Schedule of Requirements/BOQ on an item-wise basis and the sum of all total prices shall constitute the lump-sum priced quotation for the complete scope. Payment shall be made upon 100% completion and satisfactory acceptance by the Department.

- 7. Validity of Quotations.** The priced quotation shall remain valid for a period of 120 days from the closing date of submission of the Quotation specified in Clause 5 of Section I. The Employer may request the Bidder to extend the period of validity for a specified additional period. The Employer's request and the Bidder/Firm's response shall be made in writing. A Bidder may refuse the request for extension of Quotation validity, in which case it may withdraw its Quotation without penalty. A Bidder agreeing to the request will not be required or permitted to otherwise modify its Quotation.

- 8. Language of the Quotation:** All documents relating to this RFQ shall be in the English language.

- 9. Process to be Confidential:** Information relating to the examination, clarification, evaluation and comparison of quotations and recommendation for the award shall not be disclosed until the award to the successful Bidder has been announced.

10. Evaluation and Comparison of Quotations:

The Employer will award the Agreement to the Bidder whose Quotation has been determined to be substantially responsive to the RFQ and who has offered the lowest evaluated priced quotation for the entire scope of services/work. In evaluating the quotations, the Employer will determine for each Quotation the evaluated priced quotation by adjusting the priced quotation, making any correction for arithmetic errors, as follows:

- a. Where there is a discrepancy between amounts in figures and in words, the amount in words will govern.
- b. Where there is a discrepancy between the services resulting from the per-task rate and the quantity, the per-task rate as quoted will govern.
- c. If a Bidder refuses to accept the correction, its Quotation will be rejected.
- d. Employer's Right to Accept any Quotation and to Reject any or all Quotations: the Employer reserves the right to accept or reject any quotation, and to cancel the process of competition and reject any or all quotations, at any time prior to the award of the contract, without assigning any reason and without incurring any liability to the affected Bidder(s).
- e. Employer's Right to Increase or Decrease Quantities: the Employer reserves the right to increase or decrease quantities of tasks/services during the validity of the Quotations and resulting Agreement (if any).
- f. Interpretation: the Employer is not responsible for any wrong interpretation of any clause of this document

- 11. Employer's Rights:** The Employer reserves the right to accept or reject any quotation, cancel the procurement process prior to award, and increase or decrease quantities within the scope and applicable procurement/contract provisions. The Employer is not responsible for a bidder's incorrect interpretation of any provision of this RFQ

Section III

A. Scope of the Services/ Schedule of Requirements.

The Overall Scope and Single-Point Responsibility. The Specialized Agency shall have single-point responsibility for the complete end-to-end solution, including R&D, design, development, hardware supply, software, content, fabrication, integration, transport, installation, testing, rehearsal, demonstration/event-day operation where applicable, commissioning, training, documentation, warranty/support and final handover. The two technical requirements below are integral parts of the same Contract and shall both be delivered in full.

Part I - Digital ID / PakID Interactive AR

1. Procurement Objective

The Procuring Agency intends to engage a technically qualified bidder on a complete end-to-end basis to research, design, develop, supply, deploy, commission and hand over ten portable interactive tablet devices using Augmented Reality and real-time 3D/game technology. The selected bidder shall be responsible for the complete solution lifecycle, including R&D, creative and technical prototyping, AR/software development, procurement and supply of all hardware on a purchase basis, protective tablet accessories, charging and storage provisions, installation, testing, demonstration, commissioning, documentation and training. The solution shall demonstrate approved PakID use cases and interactions with associated portals through one configurable simulation framework. Exact portal references, workflows, content, scripts and any additional scenarios shall be described and approved by the Procuring Agency during the inception and requirements-validation stage.

2. Experience Principles:

- Touch-first public interaction with genuine AR moments rather than a passive video
- **Short interaction cycle:** target 2-4 minutes for the initial framework, with an attract loop and unattended auto-reset.
- **High throughput:** 10 tablet devices capable of simultaneous use, with operator support and centralized build/version control.
- **Physical-to-digital transformation:** printed/physical service cues should become verified digital objects, credentials or connected service nodes on screen.
- **Privacy by design:** no real CNIC, biometric or personally identifiable data to be captured; demonstration data only unless separately approved.
- Offline-first operational reliability with managed full-screen mode, local content cache and controlled updates.

3. End-to-End Delivery & Ownership Model

The procurement shall be executed as a complete end-to-end solution. All the protective accessories, hardware, charging, storage, power and associated hardware supplied under the contract shall be purchased hardware and shall become the property of the Procuring Agency upon successful acceptance and handover. Rental, hire-only or temporary hardware supply shall not be accepted as the contracted hardware model.

- R&D and requirement validation, including AR interaction research, framework architecture, tracking-method selection, device capability testing and public-use UX prototyping.
- Custom AR/tablet software and simulation development, including camera/marker/plane tracking as approved, 3D content, touch interaction, game logic, managed full-screen operation, local analytics and administrator controls.
- Supply of ten (10) tablets, OEM chargers, , screen protectors, , charging/storage hardware and all associated components required for a complete functioning facility.
- Supply of the complete tablet operational package, , printed AR markers/triggers, user instructions, asset identification and safe user-flow planning.
- Deployment, installation, MDM/managed-device provisioning, system integration, tracking calibration, QA, burn-in, full-load rehearsal, commissioning and final acceptance at the site designated by the Procuring Agency.

- One functional demo/pilot of the solution at the client site or at any client-designated event, as required by the Procuring Agency, prior to or during final deployment.
- Hands-on training of two (02) client-nominated employees for routine operation, startup/shutdown, application reset, MDM/managed-device operation, basic troubleshooting, recovery procedures and facility management.
- Final handover of purchased hardware, asset/serial-number register, source project files, APK/build files, 3D/AR assets, print-ready marker assets, technical documentation, SOPs, warranty documents and administrative credentials.

4. Creative Direction

The AR experience shall feel like the user is holding a 'window into Digital Pakistan.' Physical graphics, service markers or designed tabletop/facility elements shall trigger spatial data, 3D service objects, verification rings, consent cards, route lines and PakID visualizations. The visual system shall use deep emerald, luminous green, white and restrained gold accents, with clean typography and a premium public-sector technology aesthetic. The experience shall be visually engaging while remaining intuitive for users with no prior AR experience.

Creative Layer	Direction
Attract Mode	Looping motion graphic with a clear 'Touch / Scan / Explore' call-to-action; no instruction wall of text.
AR Language	Stable world/plane/image/marker tracking as applicable; floating service cards, verified credential objects, digital routes, data trails and contextual 3D icons.
Interaction	Large touch targets, scan prompts, drag/tap/confirm gestures, progress indicators, check-box completion, short success animations and final before/after comparison.
Physical Integration	Branded tabletop/marker cards, printed triggers or facility graphics may be used to anchor AR; all markers must remain stable under operational lighting and repeated use.
PakID / Portal Framing	Only approved PakID capabilities and associated-portal interactions shall be represented. Portal names, workflows, claims and terminology shall be supplied or approved by the Procuring Agency.
Language & Accessibility	Bilingual-ready UI architecture, large readable type, strong contrast, simple icons and minimal text per screen.

5. Required AR Simulation Framework

Bidder shall develop one configurable master simulation framework titled 'PakID and Associated Portals - Integrated Service Journey.' The framework shall demonstrate a complete approved journey comprising PakID-based trusted access/sign-in, identity or credential presentation, consent-based sharing of required information, interaction with one or more associated portals, verification or QR-enabled validation where applicable, task completion and a clear outcome/benefit summary. The Procuring Agency shall identify and describe the exact PakID use case, associated portal(s), workflow sequence, terminology, business rules, visual references and content during the inception stage. Any additional use cases or scenarios shall also be described later by the Procuring Agency and shall only be developed after written approval and agreement on scope. The technical architecture shall remain configurable so the approved framework can be updated without rebuilding the complete application.

ID	Framework	Required Experience Logic
AR-F01	PakID and Associated Portals - Integrated Service Journey	One configurable simulation framework demonstrating an approved end-to-end PakID use case: trusted access/sign-in, credential presentation, explicit consent, associated-portal interaction, verification/QR where applicable, completion status and outcome summary. The Procuring Agency shall later provide or approve the exact use case, portal names, sequence, content and business rules. Further scenarios shall only be

ID	Framework	Required Experience Logic
		included when subsequently described and approved in writing by the Procuring Agency.

6. Technical Scope of Work:

Ref.	Subsystem	Minimum Technical Requirement
6.1	R&D / AR Experience Engineering	Discovery workshops, interaction research, single-framework architecture, tracking-method evaluation, marker/plane/image recognition testing, device capability benchmarking, operational-lighting robustness assessment, technical architecture and proof-of-concept prototyping.
6.2	Purchased Tablet Hardware	Supply of 10 new, genuine commercial-grade Android tablets, each with minimum 11-inch display, minimum 1600 nits peak brightness, Android 16 or later, minimum 128GB internal storage and minimum 12GB RAM, or better. Each unit shall be supplied with OEM charger/cable and all accessories required for continuous facility operation. Devices shall be serial-numbered, enterprise-managed-device configurable, suitable for sustained real-time 3D/AR workloads, and handed over to the Procuring Agency with applicable OEM warranty documentation and asset register.
6.4	Custom AR / Tablet Application	Custom Android AR/tablet application developed in Unreal Engine or Unity. The solution shall use ARCore and/or the selected engine's supported Android AR/tracking stack as applicable to the approved framework. The application shall support offline operation, managed full-screen mode, auto-reset, touch interaction, camera-based image/marker/plane tracking where required, configurable workflow logic, administrator recovery and controlled build/version management.
6.5	3D / AR Content Production	Optimized 3D objects, service icons, digital credential objects, particles, routes, data trails, verification rings, transition animations and spatial content using mobile-optimized materials, texture compression, efficient shaders and controlled LOD/polygon budgets.
6.6	UI/UX & Gamification	Touch-first UI, progress states, scan cues, task cards, confirmation logic, outcome/benefit summary, onboarding, attract loop, success/failure states, user feedback and fast unattended reset for repeated facility use.
6.7	MDM / Managed- Device / Version Control	Lock-task mode, application auto-start, standardized brightness/orientation, screen-timeout suppression, device naming, controlled update policy, local content cache, administrator recovery, release/version control and identical approved build across all tablet devices.
6.8	Local Analytics	Anonymous local session counters such as sessions started/completed, dwell time and device utilization where required. No PII shall be captured unless separately approved in writing.
6.9	AR Marker, Instruction & Tablet Presentation Kit	Reusable printed AR marker/trigger cards, user instruction cards, device labels and compact tablet presentation accessories, together with protective transport and lockable storage provisions for all 10 devices.
6.10	Client Demo / Pilot	Bidder shall conduct at least one functional demonstration/pilot at the client site or at any Procuring Agency-designated event, as required. The demo shall present the representative approved framework, working tablet hardware, AR/tracking behavior, managed full-screen operation, user interaction and reset workflow, and shall incorporate Procuring Agency feedback into the final production build.

Ref.	Subsystem	Minimum Technical Requirement
6.11	Deployment & Commissioning	Complete transportation, device setup, charging/storage deployment, power integration, MDM/managed-device provisioning, AR tracking calibration, marker robustness tests, touch tests, thermal stability checks, offline/network tests, full-load 10-device rehearsal and signed commissioning/acceptance checklist at the designated site.
6.12	Training of Client Personnel	Hands-on operational training for two (02) client-nominated employees covering facility startup/shutdown, MDM/managed-device controls, application reset, approved framework configuration, basic tracking troubleshooting, charging, device recovery, routine checks, safe operation and escalation. Training shall be supported by an operator SOP and quick-reference guide.
6.13	Operations, Handover & Support	Operational support during the required demonstration/commissioning period, technical lead for application/device escalation, final hardware asset handover, source/APK/3D asset handover, marker files, warranty documentation, administrator credentials, configuration register and post-commissioning support obligations stated in the contract.

7. Deliverables & Acceptance

- Creative concept, interaction map, initial PakID framework script and storyboard.
- Physical marker/trigger design system where used, with print-ready files and calibration notes.
- UI/UX prototype, styleframes and approved visual design system.
- Alpha, beta and final signed Android production build/APK for the approved framework.
- AR/3D asset library and editable source/project backup.
- 10 configured commercial-grade Android tablet devices meeting the minimum specifications in Section III with rugged protective cases, screen protectors, hand straps, OEM charging accessories, lockable storage provisions and complete asset/serial-number register.
- Device matrix showing serial number, OS version, app version and readiness status.
- Operator SOP, administrator recovery guide and technical escalation matrix.
- Full-load 10-device rehearsal and signed acceptance checklist.
- R&D / discovery output comprising approved interaction architecture, tracking-method selection, prototype decisions and device/performance findings.
- One functional demo/pilot at the client site or at a client-designated event, as required by the Procuring Agency.
- Complete site deployment, MDM/managed-device provisioning, tracking calibration, testing, commissioning and signed site acceptance.
- Hands-on training of two (02) client-nominated employees for routine operation and management of the AR/tablet solution.
- Purchased hardware handover with serial numbers, OEM warranty documents, administrator credentials, configuration register and recovery procedures.

8. Acceptance Benchmarks

Parameter	Acceptance Requirement
AR Tracking	Stable tracking under expected site lighting, with no persistent jitter or loss that prevents normal framework completion.
Touch/Managed Device	Managed full-screen operation prevents access to consumer home/navigation during use; reliable auto-start and auto-reset.
Performance	Smooth interaction on all 10 devices without sustained thermal/performance degradation during full operational load.

Parameter	Acceptance Requirement
Content Accuracy	All PakID terminology, portal references, workflows, icons, claims and outcomes approved by the Procuring Agency.
Privacy	No real personal data required for use; demonstration identities/markers only unless separately approved.
Demo / Pilot	Functional demo accepted by the Procuring Agency at the client site or a designated event, with agreed feedback incorporated into the final build.
Training	Two client-nominated employees complete hands-on operating training and receive SOP/quick-reference material.
End-to-End Handover	Purchased hardware, APK/source project, 3D/AR assets, marker files, asset register, warranty documents, credentials and technical documentation handed over in complete usable form.
Physical Safety	Protective tablet cases, safe charging accessories, protected power distribution and safe public circulation during operation.

9. Bidder Technical Submission

- i. Technical methodology describing the proposed Unreal Engine or Unity development framework, AR/tracking approach, content pipeline, single PakID and associated-portals simulation framework, MDM/managed-device architecture and facility operations.
- ii. Creative treatment with at least two AR styleframes and one sample storyboard for the single proposed framework.
- iii. Tablet deployment and configuration plan for 10 devices operating the approved master framework. Any additional use cases or scenarios shall be based on requirements subsequently described and approved by the Procuring Agency.
- iv. Hardware datasheets, OEM/genuine-product evidence, purchase-based tablet/accessory schedule, warranty terms and proposed asset/serial-number handover format.
- v. Tablet deployment plan covering user spacing, charging, storage, power and queue flow.
- vi. Team CVs, employment evidence, organizational chart and project references required under qualification criteria.
- vii. Demo/pilot methodology showing how the bidder will demonstrate the working AR/tablet solution at the client site or a client-designated event and incorporate feedback into the final build.
- viii. Training and final handover plan covering two client employees, SOPs, source/APK files, 3D/AR assets, purchased hardware, warranties, credentials and recovery documentation.
- ix. Testing, tracking/lighting robustness, privacy, redundancy, support and 10-device full-load validation plan.

Part II - Interactive Digital Identity & Associated Portals / Super App Portal Experience

1. Procurement Objective

The Procuring Agency intends to engage a technically qualified bidder on a complete end-to-end basis to research, design, develop, fabricate, supply, install, integrate, commission and hand over an interactive digital ecosystem simulation facility. The facility shall visually demonstrate how one trusted digital identity can progressively enable access to multiple associated service portals and stakeholder platforms through a synchronized combination of real-time software, touch interaction, palm/gesture sensing, motion graphics, addressable running lights and physical illuminated nodes.

The experience shall be designed as a permanent or semi-permanent standalone technology installation capable of being operated independently after handover. It shall use a single modular simulation framework in which the final portal/stakeholder names, visual identities, sequence and use cases can be configured as approved by the Procuring Agency without redesigning the underlying system architecture.

2. End-to-End Delivery & Ownership Model

- R&D and experience architecture, including interaction studies, technical prototyping, sensor selection, node sequencing, visual language and physical-digital synchronization methodology.
- Custom simulation and software development, including real-time state-machine logic, touch UI, sensor integration, portal/stakeholder modules, show-control logic, administrator controls and system diagnostics.
- Design and production of all 2D/3D motion graphics, interface graphics, transition animations, data-flow visualizations, access states and portal/stakeholder enablement sequences.
- Supply of all new hardware on a PURCHASE basis, including display systems, touch device, sensing system, processing hardware, lighting controllers, addressable rope/neon lights, backlit physical nodes/logos, audio, networking, UPS/power distribution and accessories.
- Complete scenic and technical fabrication, including structural framing, cladding, concealed cabling, service access, illuminated logo/node housings, touch pedestal and all finishing works.
- Site installation, software deployment, calibration, integration, synchronization, burn-in, system testing, commissioning and final acceptance.
- One functional demo/pilot of the complete solution at the client site or at any client-designated event, as required by the Procuring Agency.
- Hands-on training of two (02) client-nominated employees for daily startup/shutdown, scenario selection, system reset, basic troubleshooting, content update procedures, safety checks and routine operation.
- Final handover of all purchased hardware, serial-number register, source/project files, executable builds, editable content assets, admin credentials, SOPs, wiring diagrams, warranty documents and backup/recovery media.

3. Refined Experience Concept

The installation shall be conceived as a “living digital network” rather than a conventional kiosk. A visitor initiates the journey from a central interaction console. Each user action is translated simultaneously into three synchronized layers:

- (i) on-screen storytelling,
- (ii) a physical running-light/data pulse, and
- (iii) illumination of a corresponding physical portal/stakeholder node. The visitor therefore sees the digital ecosystem being activated around them in real time.

Step	User Interaction	Physical Response	Main Display Response
01	Visitor places/shows palm at the interaction device.	A luminous pulse begins at the console and travels toward the Digital Identity Gateway node.	Identity initialization animation, scan visualization and trust/authentication sequence.

Step	User Interaction	Physical Response	Main Display Response
02	Identity trigger is accepted.	Gateway node/backlit identity mark illuminates and remains active.	“Access Granted” / “Identity Verified” state appears with a short activation animation.
03	Visitor taps a service/use-case on the touch interface.	Addressable light travels from the identity node toward the selected portal/stakeholder node.	Portal/stakeholder animation explains the enabled service, data/consent flow and value to the user.
04	Visitor enables additional services one by one.	Each corresponding node illuminates and joins the physical network.	The central display builds a progressively connected ecosystem map showing active stakeholders.
05	Journey reaches completion.	All selected nodes and linking routes perform a synchronized finale pulse.	Final “One Identity. Multiple Services.” ecosystem animation and reset/CTA state.

4. Creative Direction

The creative treatment shall communicate trust, connectivity, convenience and orchestration. The installation should feel premium, futuristic and infrastructural rather than playful or arcade-like. The physical environment and digital content shall behave as one synchronized system.

- **Visual language:** dark technology surfaces, luminous data lines, clean grids, soft volumetric glows, verification rings, connection pulses, network nodes and restrained accent lighting.
- **Physical-to-digital continuity:** the direction, speed and color behavior of on-screen data streams shall visually correspond with the physical running-light path whenever practical.
- **Progressive activation:** the installation should visibly “wake up” in stages as the visitor enables more services, creating a clear sense of capability expansion.
- **Stakeholder clarity:** every portal/stakeholder activation must have a distinct visual state, icon/mark area, short explanatory animation and clear enabled/connected status.
- **Executive-grade storytelling:** messages should be understood within seconds and remain legible from a distance; no dense forms or excessive technical text on the hero display.
- **Ambient mode:** when idle, the facility shall run a subtle attract-loop showing an inactive network waiting for a user interaction.

The full ecosystem should converge into a visually strong network map or connected-service constellation before automatically resetting for the next visitor.

5. One Digital Identity & Associated Portals Simulation Framework

The solution shall be developed as ONE reusable simulation framework. The framework shall not hard-code a single portal journey. It shall support a configurable identity gateway and multiple associated portal/stakeholder modules that can be relabeled, reordered, enabled/disabled and assigned approved content through an administrator interface or configuration file.

6. Minimum Functional Modules

Module	Purpose	Configuration Requirement
Digital Identity Gateway	Initial trust/identity activation state initiated through the palm/gesture interaction. Serves as the root node for all subsequent portal connections.	Final label, iconography, script and sequence to be provided/approved by the Procuring Agency.
Citizen Services Module	Demonstrates access to a public/citizen service through trusted identity, consent and verified data exchange.	Final label, iconography, script and sequence to be provided/approved by the Procuring Agency.
Education / Credential Module	Demonstrates credential retrieval, verification, attestation or education-service enablement.	Final label, iconography, script and sequence to be provided/approved by the Procuring Agency.
Business / Licensing Module	Demonstrates access to business registration, licensing, compliance or enterprise-facing services.	Final label, iconography, script and sequence to be provided/approved by the Procuring Agency.
Payments / Transaction Module	Demonstrates secure payment or transaction enablement linked to a verified user journey.	Final label, iconography, script and sequence to be provided/approved by the Procuring Agency.
Health / Social Service Module	Demonstrates access to an approved health, welfare or social-service use case.	Final label, iconography, script and sequence to be provided/approved by the Procuring Agency.

7. Software, Simulation & Show-Control Scope

- Real-time application developed in Unreal Engine, Unity, or an equivalent professional real-time framework selected by the bidder based on technical suitability.
- Finite-state-machine / event-driven logic for attract, scan, identity activation, portal selection, portal enablement, completion and reset states.
- Touch-first user interface with large interactive targets, scenario navigation, lock/unlock logic, operator reset and accessibility-conscious layout.
- Sensor middleware for palm/hand presence, gesture or scan-style activation using RGB, RGB-D, optical or equivalent sensing technology.
- Lighting/show-control middleware capable of synchronized cue triggering through DMX, Art-Net, sACN, SPI/pixel-control or equivalent protocols.
- Configurable portal/stakeholder content registry containing labels, icons, media assets, lighting routes, sequence order and active/inactive states.
- Administrator mode for selecting scenario order, enabling/disabling portal modules, testing individual lighting nodes, running diagnostics and resetting the experience.
- Local/offline operation for normal use; cloud dependency shall not be required unless specifically approved.
- Optional non-personal analytics such as interaction count and scenario selection frequency; no biometric or personally identifiable data shall be stored without written approval.

8. Technical Hardware & Fabrication Requirements

#	Component	Minimum Technical Requirement
i.	Main Hero Display	FHD 65" Display or better, complete with controller/processor, mounting structure, cabling, power distribution and calibration. Alternative professional large-format display may be proposed only if equal or superior visual impact is demonstrated and approved.
ii.	Touch Interaction Console	Multi-touch display (minimum 10 inches) integrated into a custom pedestal or console; commercial-duty controller/PC; concealed power/network; lockable service access.
iii.	Palm / Hand Sensing Module	Non-contact hand/palm sensing using computer vision, depth, infrared or equivalent optical or relevant technology; stable detection under installation lighting conditions; no biometric-template storage unless separately approved.
iv.	Real-Time Processing Workstation	Professional workstation with multi-core CPU, minimum 32 GB RAM, dedicated NVIDIA RTX-class GPU (8GB VRAM) or equivalent, 512GB NVMe storage, redundant application backup, professional video output and sufficient I/O for sensor/display/control integration.
v.	Addressable Running-Light Network	Individually addressable RGB/RGBW LED neon-flex/rope-light system, concealed channels and diffusers, mapped into logical routes between console, identity gateway and portal nodes; pixel/DMX controllers and power supplies included.
vi.	Physical Backlit Nodes / Portal Marks	One central identity gateway node plus minimum five associated portal/stakeholder nodes. CNC-cut acrylic/metal/MDF or equivalent premium fabrication with independent backlighting, controlled illumination states and replaceable face graphics/labels.
vii.	Show-Control / Lighting Interface	DMX/Art-Net/sACN/SPI or equivalent control hardware, network interface, relay/control modules where required, safe low-voltage distribution and software cue synchronization.
viii.	Integrated Audio	Compact professional stereo/directional audio system for scan cues, portal activation sounds, data pulses and finale stings; local volume control and mute mode.
ix.	Networking & Control	Managed local network/router/switch as required for internal communication between media server, touch console, controllers and diagnostics; normal operation shall remain functional without internet connectivity.
x.	Power Backup & Protection	Online/pure sine-wave UPS sized for controlled shutdown and short-duration continuity of processing/control systems; surge protection, MCB/RCD protection, earthing and segregated low-voltage/control cabling.
xi.	Scenic Fabrication	Complete integrated backdrop/feature wall, touch pedestal, logo/node structures, floor or wall cable raceways, access panels, ventilation, branded cladding and premium finishing. Final dimensions shall be based on approved shop drawings and site survey.
xii.	Spares & Consumables	Minimum spare power supplies/controllers, critical connectors, cabling and at least 5% spare addressable LED/neon-flex length or equivalent maintenance stock for handover.

9. R&D, Content Production & Integration

- Site and environment survey, electrical/load assessment, viewing-distance assessment and user-flow study.
- Interaction prototype demonstrating palm/gesture trigger, touch input, one physical light route and one illuminated node before full fabrication.
- Creative storyboard and technical cue sheet covering every system state and all portal/stakeholder transitions.
- 2D/3D content production including scan graphics, identity activation, network/data-flow animations, portal-specific use-case sequences, access/connected states and final ecosystem visualization.
- Physical lighting route mock-up and brightness/diffusion tests to ensure smooth “running data” effect without visible pixel hotspots.

- Full system integration of sensor, touch UI, display playback, physical lighting, node illumination and audio cues.
- Configuration of final portal/stakeholder labels, approved use cases and sequence after content sign-off by the Procuring Agency.

10. Deliverables

- R&D report / discovery output and approved experience architecture.
- Creative concept, moodboard, visual styleframes, interaction map, storyboard and technical cue sheet.
- Working prototype/pilot of core interaction logic.
- Final real-time simulation application with configurable portal/stakeholder modules and administrator controls.
- Complete 2D/3D animation package and editable content source files.
- Purchased main display, touch console, sensing module, processing hardware, lighting-control system, addressable rope/neon lighting, backlit portal/stakeholder nodes, audio, networking, UPS and associated accessories.
- Complete scenic/technical fabrication and all shop drawings/as-built drawings.
- Installation, calibration, system synchronization, burn-in, commissioning and site acceptance.
- One client-required demo/pilot at the client site or at any client-designated event.
- Hands-on operational training for two (02) client employees.
- Operator SOP, administrator guide, troubleshooting matrix, wiring/control diagram, maintenance schedule and recovery procedure.
- Final hardware asset/serial-number register and OEM/manufacturer warranty documentation.
- Source-code/project handover, executable build, configuration files, editable graphics/3D assets, content files and administrative credentials.
- Minimum one-year warranty/support for supplied hardware and software defects from final acceptance, excluding damage caused by misuse, unauthorized modification or force majeure.

11. Minimum Performance & Acceptance Criteria

Acceptance Parameter	Requirement	Verification
Interaction acknowledgement	Palm/hand trigger shall produce an on-screen acknowledgement within approximately 2s under calibrated conditions.	FAT / SAT / Demonstration / Inspection as applicable
Lighting response	Physical running-light cue shall begin within approximately 2 seconds of the corresponding software event and shall remain synchronized with the intended route/state.	FAT / SAT / Demonstration / Inspection as applicable
Portal-node control	Each backlit node shall be independently addressable and capable of idle, active, connected and reset/off states.	FAT / SAT / Demonstration / Inspection as applicable
Offline operation	Core interaction, media playback, lighting control and portal simulation shall operate without internet connectivity.	FAT / SAT / Demonstration / Inspection as applicable
Safety	All fabrication, electrical distribution, cable routing, touch surfaces and public-facing components shall be safely enclosed and suitable for continuous public operation.	FAT / SAT / Demonstration / Inspection as applicable
Privacy	No biometric template or personally identifiable visitor data shall be retained unless specifically approved in writing and governed by a separately approved privacy/security design.	FAT / SAT / Demonstration / Inspection as applicable
Handover	System shall not be considered complete until purchased hardware, credentials, documentation, training and warranty records are handed over and accepted.	FAT / SAT / Demonstration / Inspection as applicable

12. Bidder Technical Submission Requirements

- i. Technical methodology explaining the complete physical-digital architecture, interaction states, sensor approach, display system, lighting-control topology and software framework.
- ii. Conceptual 3D layout / elevation showing the main display, touch console, identity gateway node, associated portal/stakeholder nodes and running-light routes.
- iii. System block diagram covering sensor input, application logic, media output, lighting controller, node control, audio, networking and power architecture.
- iv. Creative treatment comprising at least two styleframes and one storyboard showing the palm-scan activation and one portal-enablement sequence.
- v. Hardware datasheets and proposed make/model for display, touch panel, sensor, processing workstation, controllers, UPS, lighting and other critical components.
- vi. Implementation plan covering R&D, prototype, approvals, fabrication, software/content development, FAT, site installation, SAT, demo/pilot, training and handover.
- vii. Team structure, CVs, employment evidence and relevant project references.
- viii. Warranty, support, spare-parts and preventive-maintenance methodology.
- ix. Statement confirming that all contracted hardware will be supplied new on a purchase basis and handed over to the Procuring Agency.

13. Project Execution & Handover Conditions

- Final design, portal/stakeholder labels, scripts and animation treatments shall be subject to approval by the Procuring Agency before production/fabrication.
- The bidder shall coordinate electrical load, civil interface, access, installation windows and site measurements with the Procuring Agency before fabrication release.
- Any software license required for perpetual normal operation after handover shall be included. Subscription dependencies shall be clearly disclosed in the bid.
- The facility shall be commissioned only after completion of FAT/SAT, burn-in, content verification, safety inspection and successful end-to-end demonstration.
- Training shall be practical and shall include a supervised startup/shutdown and recovery exercise by the two client-nominated employees.
- The successful bidder shall provide a final as-built package reflecting actual hardware, cable routes, IP/control addressing, controller mapping and installed configuration.

14. General BOQ / Technical Notes - Digital ID National Launch

No.	Requirement	Notes
1	Scope completeness	Quoted scope shall include design coordination, transport, installation, testing, rehearsal, event-day operation, dismantling and site restoration unless specifically excluded.
2	Site verification	Bidder shall verify dimensions, access, power, rigging/load limitations and fire/safety requirements before final shop drawings.
3	Approvals	All creative, fabrication, software UX, stage layouts, graphics and content must be approved by the Procuring Agency before production/deployment.
4	Equivalent equipment	Where a class/specification is stated, equivalent or better equipment may be offered subject to documented compliance and approval.
5	Rehearsal	A full integrated technical rehearsal / dry run is mandatory before the live event. Technology shall not be considered accepted until demonstrated in the actual venue.
6	Content accuracy	All Digital ID / Super App service claims, citizen journeys, logos and terminology shall be based only on client-approved information.

No.	Requirement	Notes
7	Venue protection	No drilling, permanent fixing or modification of venue surfaces without written approval. Contractor shall restore any temporary installation areas at completion.
8	Quantities	Dimensions/quantities stated as minimum or tentative shall be validated against final approved layout. Any approved variation must be documented before execution.
9	Electrical Safety	All power distribution, UPS/backup systems, lighting-control and low-voltage/control cabling shall include proper grounding, MCB/RCD protection, taped/concealed cable routes and safe separation of power and data lines.

Contract Execution, Inspection, Acceptance and Performance Requirements

- **Inspection & Approval**

All services, hardware, software, content, fabrication, installation and integrated systems shall be subject to inspection, testing and approval by the Employer or its designated representative/committee at the applicable stages of execution. Any inspection, testing or approval shall not relieve the Bidder/Service Provider of its responsibility for full compliance with the RFQ and Contract requirements.

- **Pre-Production / Pre-Fabrication Approval**

Creative concepts, storyboards, software UX, portal/service content, graphics, layouts, shop drawings, hardware specifications and proposed makes/models shall be submitted for approval prior to procurement, production, fabrication or deployment, as applicable.

- **Prototype / Demonstration Approval**

The required AR/tablet prototype and core physical-digital interaction prototype shall be demonstrated to the Employer for approval. All comments and required modifications communicated by the Employer shall be incorporated prior to final production/deployment.

- **Hardware Inspection**

All supplied hardware shall be new and shall be inspected and verified against the approved technical specifications, quantities, makes/models, OEM/manufacture documentation, serial numbers and applicable warranty requirements prior to final acceptance.

- **Factory / Functional and Site Acceptance**

FAT/SAT, functional testing, calibration, burn-in, privacy and safety checks, full-load rehearsal, interaction response testing, lighting/show-control synchronization, offline operation and end-to-end demonstration shall be carried out, where applicable, in accordance with the technical and acceptance requirements of the RFQ.

- **Venue Inspection and Rehearsal**

The complete integrated solution shall be inspected, tested and demonstrated at the approved venue, including the mandatory full technical rehearsal/dry run prior to the live event, where applicable. No part of the solution requiring on-site integration shall be considered finally accepted solely on the basis of off-site testing.

- **Non-Conforming Items**

The Employer may reject any hardware, software, fabrication, content, installation, service or deliverable that does not comply with the approved requirements of the RFQ and Contract. The Bidder/Service Provider shall rectify, replace or re-perform any such non-conforming item at no additional cost to the Employer and within the timeframe specified by the Employer.

- **Final Acceptance**

Final acceptance shall be issued only upon satisfactory completion of **100% of the Scope of Work and the full solution**, including all services, BOQ items and deliverables under Part-I and Part-II, successful commissioning, training, and submission of all required source/project files, editable assets, as-built/wiring documentation, credentials, asset and serial-number registers, warranty records, SOPs and other handover requirements specified in the RFQ. All costs associated with inspections, demonstrations, testing, re-testing, calibration, rehearsals, rectification and other activities required for acceptance shall be deemed included in the Contract Price.

- **Reporting and Coordination**

- a. The Bidder/Service Provider shall report to the Program Director, DEEP, or a focal person formally designated by the Program Director, for matters relating to execution of the assignment. The Bidder/Service Provider shall maintain an approved work plan/schedule, coordinate all site and technical interfaces, and obtain all required approvals prior to production, fabrication, procurement or deployment, as applicable.
- b. The Bidder/Service Provider shall designate a single point of contact (Project/Account Manager) for coordination with the Employer.
- c. All deliverables, completion of the Scope of Work, final acceptance of the full solution and related payments shall be subject to verification and approval by the Program Director, DEEP, or the focal person formally designated by the Program Director.

- **Duration of the Assignment**

The engagement shall commence from the date specified in the Contract/Notice to Proceed and shall continue through completion of all required design approvals, development, fabrication/supply, installation, testing, rehearsal, event-day operation where applicable, commissioning, training, documentation and final handover. The Required Completion Date shall be specified in the Contract/Notice to Proceed and reflected in the approved implementation schedule.

- **Liquidated Damages**

If the Bidder/Service Provider fails to complete the Services within the Required Completion Date, liquidated damages at the rate of 0.1% of the Contract Price per day of delay, subject to a maximum of 10% of the Contract Price, shall apply. The Employer may deduct the applicable liquidated damages from any amount due or becoming due to the Bidder/Service Provider, without prejudice to other remedies available under the Contract.

Payment Details

- a. **Payment Schedule:**

- i. Payment shall be made upon 100% completion of the full solution, including the entire Scope of Work, all BOQ items and all deliverables under Part-I and Part-II of this RFQ, and satisfactory acceptance thereof by the Employer.
- ii. The Bidder/Service Provider shall submit a detailed Completion Report, supported by appropriate evidence, confirming that 100% of the Scope of Work, BOQ items and deliverables under the RFQ have been completed.
- iii. The Bidder/Service Provider shall submit a duly signed Acceptance Certificate from the Employer confirming satisfactory completion and acceptance of the full solution, including 100% completion of the Scope of Work, all BOQ items and deliverables under Part-I and Part-II, in accordance with the requirements of the RFQ, and after resolution of all identified defects/deficiencies.

Section IV
Form of Quotation

Date: _____

To: _____

We offer to provide/execute the Design, Fabrication, and Deployment of Spatial Infrastructure for the Immersive Experience under the Digital Economy Enhancement Project (DEEP) in accordance with the Conditions of Contract accompanying this Quotation for the Contract Price of _____ (amount in words and numbers) (_____). We propose to complete the services/ tasks described in the Contract within a period of _____ (words and number) _____ calendar days from the Start Date.

This Quotation and your written acceptance will constitute a binding Contract between us. We understand that you are not bound to accept the lowest or any Quotation you receive.

We hereby confirm that this Quotation complies with the Validity of the Quotation required by the proposal documents.

Authorized Signature: _____

Name and Title of Signatory _____

Name of Bidder: _____

Address: _____

Phone Number _____

Fax Number, if any _____

Price Schedule (Bill of Quantities)

The Bidder/Service Provider shall quote the unit price and total price in Pak Rupees, inclusive of all applicable duties, taxes and levies, against each item below. The sum of all Total Price entries for Part I and Part II shall constitute the lump-sum priced quotation for the complete assignment. All hardware shall be supplied under the contract shall become the property of the Procuring Agency upon acceptance. Any accessory, cable, interface, license, minor component or service required for complete operation but not separately priced shall be deemed included in the quoted price.

Price Schedule (Part-I)

Digital ID / PakID Interactive AR - Schedule of Requirements

Sr.	Item	Unit	Qty.	Unit Price in PKR	Total Price in PKR.
1	Commercial-grade Android tablets meeting the minimum specifications in Section III - Purchase	Unit	10		
2	OEM charging, power and tablet accessories package	Lot	1		
3	R&D, AR interaction research, tracking tests & prototype planning	Lot	1		
4	Custom AR / tablet application	Lot	1		
5	Single PakID and associated-portals simulation framework, configurable workflow logic & outcome comparison	Lot	1		
6	AR/3D visual assets, optimized real-time content & motion graphics	Lot	1		
7	UI/UX design, attract-loop package & user-flow implementation	Lot	1		
8	MDM/managed-device deployment, administrator mode & version control	Lot	1		
9	AR marker, instruction & tablet presentation kit	Device Set	10		
10	Local anonymous analytics / session counter	Lot	1		
11	Client-site / client-designated-event functional demo or pilot	Lot	1		
12	Transportation, installation, deployment, QA, full-load rehearsal & commissioning	Lot	1		
13	Operational support personnel for designated demonstration / commissioning	Person/Day	10		
14	On-site AR/XR technical lead for demonstration / commissioning	Person/Day	1		
15	Training of client employees for facility operation	Employees	2		
16	Source project, APK, 3D/AR assets, documentation, warranty & final hardware handover	Lot	1		
Sub Total-I					
Part I - Digital ID / PakID Interactive AR in PKR (Inclusive)					

Price Schedule (Part-II)

Part II - Interactive Digital Identity & Associated Portals / Super App Portal Experience –

Sr.	Item	Detailed Scope	Unit	Qty	Unit Price in PKR	Total Price in PKR.
1	R&D / Discovery / Experience Architecture	Research, site survey, interaction architecture, technical prototyping, sensor/lighting methodology and final technical design.	Lot	1		
2	Creative Direction & Storyboarding	Moodboard, styleframes, interaction map, portal/stakeholder storyboard, cue sheet and content treatment.	Lot	1		
3	Master Simulation Software	Real-time application, state-machine logic, touch UI, sensor integration, show-control, admin mode, diagnostics and offline operation.	Lot	1		
4	Portal / Stakeholder Scenario Modules	Minimum five associated-portal/stakeholder modules plus one digital identity gateway module; final labels/use cases approved by PA.	Lot	1		
5	2D/3D Motion Graphics & Content	Identity activation, data-flow, service enablement, portal animations, finale and attract-loop content.	Lot	1		
6	Main Hero Display System	Fine-pitch SMD or approved equivalent complete with processor, structure, cabling, calibration and power.	Set	1		
7	Touch Interaction Console	Touch display, integrated computing/control and custom fabricated pedestal.	Set	1		
8	Palm / Hand Sensing System	RGB/RGB-D/IR/depth/optical sensing hardware and associated mounting/interface.	Set	1		
9	Real-Time Processing Workstation	RTX-class or equivalent GPU workstation (8GB or more), 512 GB storage, backup and professional I/O.	Set	1		
10	Addressable Running-Light System	RGB/RGBW addressable neon-flex/rope-light routes, controllers, drivers, power supplies, diffusers and wiring.	Lot	1		
11	Backlit Physical Identity Gateway Node	Premium illuminated physical node/mark with independent control.	No.	1		
12	Backlit Portal / Stakeholder Nodes	Configurable physical backlit nodes/marks, minimum five.	No.	5		

Sr.	Item	Detailed Scope	Unit	Qty	Unit Price in PKR	Total Price in PKR.
13	Show-Control / Lighting-Control Hardware	DMX/Art-Net/sACN/SPI or equivalent controllers/interfaces and control network.	Set	1		
14	Audio System	Integrated professional audio playback for interaction cues and finale.	Set	1		
15	UPS / Power Distribution / Protection	UPS, breakers, surge protection, distribution, low-voltage PSUs, earthing and cabling.	Set	1		
16	Scenic & Technical Fabrication	Backdrop/feature wall, cladding, logo housings, node structures, cable management, service access and premium finishing.	Lot	1		
17	Installation, Integration & Commissioning	Deployment, calibration, synchronization, QA, burn-in, commissioning and acceptance.	Lot	1		
18	Demo / Pilot	Functional demonstration at client site or client-designated event, including setup and technical operation.	Lot	1		
19	Training	Hands-on training for two client employees including SOP and troubleshooting.	Lot	1		
20	Documentation, Source Files & Asset Handover	As-built drawings, source code/project files, executable builds, content assets, serial register, credentials, warranty documents and backup media.	Lot	1		
Sub Total -II						
Interactive Digital Identity & Associated Portals / Super App Portal (all inclusive)						

Total Price (Sub-Total-I (Part-1) & Subtotal-II (Part-II))

Sr. No.	Description	Total Price (PKR)
1	Sub -Total -I Part I - Digital ID / PakID Interactive AR.	
2	Sub Total -II Part II - Interactive Digital Identity & Associated Portals / Super App Portal Experience	
	Grand Total (PKR)	

Quoted Amount in Words:

Section V
Form of Contract Agreement

AGREEMENT

This Agreement, made the _____ day of _____ 20____, by and between

(name and address of Employer hereinafter called “the Employer”) and

(name and address of Service Provider hereinafter called “the Bidder”) of the other part.

Whereas the Employer is desirous that the Bidder to provide/ execute the scope of services (event management services) of

(name and identification number of Contract hereinafter called “the Services”)

and the Employer has accepted the Quotation submitted by the Bidder for event management Services as per the agreed terms and conditions.

Now this Agreement witnessed as follows:

1. In this Agreement, words and expressions shall have the same meanings as are respectively assigned to them in the Conditions of Contract hereafter referred to, and they shall be deemed to form and be read and construed as part of this Agreement.
2. In consideration of the payments to be made by the Employer to the Bidder as hereinafter mentioned, the Bidder hereby covenants with the Employer to execute and complete the Services and remedy any defects therein in conformity in all respects with the provisions of the Contract.
3. The Employer hereby covenants to pay the Bidder in consideration of the Services (creative agency, design, media production, and publication services) wherein the Contract Price or such other sum as may become payable under the provisions of the Contract at the times and in the manner prescribed by the Contract.
4. The Contract shall be subject to provisions of World Bank Anticorruption Guidelines as per Attachment hereto (Annex-A).

In Witness whereof the parties thereto have caused this Agreement to be executed the days and year first before written

The Common Seal of

was hereunto affixed in the presence of:

Signed, Sealed, and Delivered by the

in the presence of:

Binding Signature of Employer: _____

Binding Signature of Bidder: _____

Section VI

Conditions of Contract (CC)

1. Definitions: Boldface type is used to identify the defined terms

(a) **The Contract** is the Contract between the Employer and the Service Provider to execute and complete the Services as specified in the scope of services or in other sections of the Contract. The name/ identification number of the Contract is given in the Invitation to Quotation.

(b) **The Bidder** is a person or corporate body whose Quotation to carry out the Supplies has been accepted by the Employer.

(c) **The Bidder's Quotation** is the completed document (Invitation to Quotation together with attachments) submitted by the Service Provider to the Employer.

(d) **The Contract Price** is the price stated in the Quotation and thereafter as adjusted in accordance with the provisions of the Contract.

(e) **Days** are calendar days; **months** are calendar months.

(f) **A Defect** is any part of the Services not completed in accordance with the Contract.

(g) **The Required Completion Date** is the date on which it is required that the Service Provider shall complete the Services. The Required Completion Date may be revised only by the Employer by issuing an extension time or an acceleration order in writing.

(h) **Scope of Services/ Work** means the services/ tasks included in the Quotation and any modification or addition made or approved by the Employer.

2. Language and Law. The Contract shall be in the English language. The law governing the Contract shall be the applicable law(s) of the Government of Islamic Republic of Pakistan.

3. Communications. Communications between parties that are referred to in these Conditions shall be effective only when made in writing. A notice shall be effective only when it is delivered.

4. Bidder's Risks. The risks of personal injury, death, and loss or damage to property and adjacent property (including, without limitation, the Supplies, materials and equipment) are solemnly to Service Provider's risks.

5. Equipment for the Assignment. No equipment will be purchased or provided by the Employer. Any equipment needed to complete this assignment will be provided by the Service provider.

6. Contractual Arrangements and Supervision. The Service Provider will be hired under the terms as stipulated in the RFQ document including the resulting contract (if any) and supervised by the Project Director for the purpose of delivering, evaluating and accepting the above outputs, within the agreed time frame. Employer shall provide necessary support to the Service Provider to execute the assignment during the duration of the Contract.

These shall include:

- i. Access to relevant (project) documents necessary for execution of the duties under this consultancy.
- ii. Contact details of personnel relevant to the assignment.

7. Logistics: Where/ if applicable, Service provider shall manage entire logistics including boarding/ lodging as defined in the Scope of Services/ Work.

8. **Services to be completed by the Completion Date.** The Service Provider shall commence execution of the Services on the Start Date and shall carry out the Services in accordance with the work schedule submitted by the Service Provider, as updated with the approval of the Project Director, and complete them by the Required Completion Date.
9. **Defects.** The Employer shall give notice to the Service Provider any Defects by/ before the completion and acceptance of Services. Every time notice of a Defect is given, the Service Provider shall correct the notified Defect within the reasonable length of time specified by the Employer. If the Service Provider has not corrected a Defect within the time specified, Employer will assess the cost of having the Defect corrected, and the Service Provider will pay this amount, or the Employer shall recover these amounts by deduction from the amounts due to the Service Provider.
10. **Payments.**
- a. **Payment Schedule:** Payment shall be made upon 100% completion of the works/ services and satisfactory acceptance of all deliverables under this RFQ by the Employer.
 - b. **Payment Method:** All payments will be made through cross cheque or direct bank transfer after deduction of applicable withholding taxes.
11. **Taxes.** The Service Provider is responsible for all taxes in accordance with the laws of Islamic Republic of Pakistan.
12. **Force Majeure:** Either party may terminate the Contract by giving a thirty (30) days' notice to the other for events beyond that party's control, such as Wars and acts of God such as earthquakes, floods, fires, etc.
13. **Resolution of Disputes.** The Employer and the Service Provider shall make every effort to resolve amicably by direct negotiations any disagreement or dispute arising between them under or in connection with the Contract. In case of further disagreement either party can take the matter to arbitration in accordance with the Arbitration Act of 1940.

Annex-A
Fraud and Corruption
(Text in this Appendix shall not be modified)

1. Purpose

1.1 The Bank's Anti-Corruption Guidelines and this annex apply with respect to procurement under Bank Investment Project Financing operations.

2. Requirements

2.1 The Bank requires that Borrowers (including beneficiaries of Bank financing); bidders (applicants/proposers), consultants, contractors and suppliers; any sub-contractors, sub-consultants, service providers or suppliers; any agents (whether declared or not); and any of their personnel, observe the highest standard of ethics during the procurement process, selection and contract execution of Bank-financed contracts, and refrain from Fraud and Corruption.

2.2 To this end, the Bank:

- a. Defines, for the purposes of this provision, the terms set forth below as follows:
 - i. "Corrupt practice" is the offering, giving, receiving, or soliciting, directly or indirectly, of anything of value to influence improperly the actions of another party;
 - ii. "Fraudulent practice" is any act or omission, including misrepresentation, that knowingly or recklessly misleads, or attempts to mislead, a party to obtain financial or other benefit or to avoid an obligation;
 - iii. "Collusive practice" is an arrangement between two or more parties designed to achieve an improper purpose, including to influence improperly the actions of another party;
 - iv. "Coercive practice" is impairing or harming, or threatening to impair or harm, directly or indirectly, any party or the property of the party to influence improperly the actions of a party;
 - v. "Obstructive practice" is:
 - (a) deliberately destroying, falsifying, altering, or concealing of evidence material to the investigation or making false statements to investigators in order to materially impede a Bank investigation into allegations of a corrupt, fraudulent, coercive, or collusive practice; and/or threatening, harassing, or intimidating any party to prevent it from disclosing its knowledge of matters relevant to the investigation or from pursuing the investigation; or
 - (b) acts intended to materially impede the exercise of the Bank's inspection and audit rights provided for under paragraph 2.2 e. below.
- b. Rejects a proposal for award if the Bank determines that the firm or individual recommended for award, any of its personnel, or its agents, or its sub-consultants, sub-contractors, service providers, suppliers and/ or their employees, has, directly or indirectly, engaged in corrupt, fraudulent, collusive, coercive, or obstructive practices in competing for the contract in question;
- c. In addition to the legal remedies set out in the relevant Legal Agreement, may take other appropriate actions, including declaring misprocurement, if the Bank determines at any time that representatives of the Borrower or of a recipient of any part of the proceeds of the loan engaged in corrupt, fraudulent, collusive, coercive, or obstructive practices during the procurement process, selection and/or execution of the contract in question, without the Borrower having taken timely and appropriate action satisfactory to the Bank to address such practices when they occur, including by failing to inform the Bank in a timely manner at the time they knew of the practices;
- d. Pursuant to the Bank's Anti- Corruption Guidelines and in accordance with the Bank's prevailing sanctions policies and procedures, may sanction a firm or individual, either indefinitely or for a stated period of time, including by publicly declaring such firm or individual ineligible (i) to be awarded or otherwise benefit from a Bank-financed contract,

financially or in any other manner;¹ (ii) to be a nominated² sub-contractor, consultant, manufacturer or supplier, or service provider of an otherwise eligible firm being awarded a Bank-financed contract; and (iii) to receive the proceeds of any loan made by the Bank or otherwise to participate further in the preparation or implementation of any Bank-financed project;

- e. Requires that a clause be included in bidding/request for proposals documents and in contracts financed by a Bank loan, requiring (i) bidders (applicants/proposers), consultants, contractors, and suppliers, and their sub-contractors, sub-consultants, service providers, suppliers, agents personnel, permit the Bank to inspect³ all accounts, records and other documents relating to the procurement process, selection and/or contract execution,, and to have them audited by auditors appointed by the Bank.

¹ For the avoidance of doubt, a sanctioned party's ineligibility to be awarded a contract shall include, without limitation, (i) applying for pre-qualification, expressing interest in a consultancy, and bidding, either directly or as a nominated sub-contractor, nominated consultant, nominated manufacturer or supplier, or nominated service provider, in respect of such contract, and (ii) entering into an addendum or amendment introducing a material modification to any existing contract.

² A nominated sub-contractor, nominated consultant, nominated manufacturer or supplier, or nominated service provider (different names are used depending on the particular bidding document) is one which has been: (i) included by the bidder in its pre-qualification application or bid because it brings specific and critical experience and know-how that allow the bidder to meet the qualification requirements for the particular bid; or (ii) appointed by the Borrower.

³ Inspections in this context usually are investigative (i.e., forensic) in nature. They involve fact-finding activities undertaken by the Bank or persons appointed by the Bank to address specific matters related to investigations/audits, such as evaluating the veracity of an allegation of possible Fraud and Corruption, through the appropriate mechanisms. Such activity includes but is not limited to: accessing and examining a firm's or individual's financial records and information, and making copies thereof as relevant; accessing and examining any other documents, data and information (whether in hard copy or electronic format) deemed relevant for the investigation/audit, and making copies thereof as relevant; interviewing staff and other relevant individuals; performing physical inspections and site visits; and obtaining third party verification of information.