VA Tech RFP 648253 – Learning Management System – Questions & Answers-2

QUESTION	ANSWER
1) Is Virginia Tech working with the Department of Education?	No, we have not worked with the Department of Education. We contacted other VASCUPP (VA Assoc of State Colleges and Univ Purchasing Professionals) schools before we issued this RFP.
2) Do you want only web based solutions?	Ideally offerors will propose their full breadth of services and offerings. Potential contract users have a wide range of needs.
3) See Page 4, Section 6, Statement of Needs include one license Is that one license for up to four instances?	Yes, include pricing for single licenses with up to four instances. Not all schools may use multiple instances, but offer options for up to four.
4) What learning management systems are schools using now?	Virginia Tech currently uses Blackboard and Sakai (open source). Some schools use our contract with Angel Learning. Not sure of all the options currently in use at other schools.
5) Please clarify FTE.	Those FTE in Q&A-1 are for Virginia Tech only. Proposals should allow for a wide range of users, including small schools up through a few larger than Virginia Tech.
6) Are there regional support centers that may purchase for K-12?	We are not aware of regional support centers.
7) Are you interested in only custom content that each state agency provides, or do you want vendor provided content?	Most of Virginia Tech material will be custom content we develop. However, other users may want populated curriculum if you offer that. Propose broadly, and we can negotiate from there.
8) What systems will the proposed solutions integrate with?	Virginia Tech runs SCT Banner, but other agencies run other systems, such as PeopleSoft and many others.
9) What authorization does Virginia Tech use?	Virginia Tech uses an internally developed system based on EduSystem. We use rich authorization capabilities, including CAS (central authorization system), and we are a member of the InCommon defined identity assurance program.