

SOLE SOURCE DETERMINATION

The Purchasing Division has been requested to approve a sole source purchase for the commodity or service described below. Pursuant to West Virginia Code 5A-3-10c, the Purchasing Division is attempting to determine whether the commodity or service is a sole source procurement. If you believe your company meets the required experience and qualification criteria stated below, please e-mail the Purchasing Division Buyer at Shelly.L.Murray@wv.gov with a copy to Karen.Q.Byrd@wv.gov to express your interest in the project. Please forward any and all information that will support your company's compliance with required qualification and eligibility criteria along with any other pertinent information relative to this project to the Purchasing Division no later than February 25, 2009.

Requisition Number: DCH09073

Department/Agency: Culture and History

Detailed Description of Project:

Vendor is to provide an interactive education experience for patrons visiting the WV State Museum (WVSM) by using a Vendor provided object(s) (i.e: wand, sword, cane, pointer, etc.; to be determined) with embedded technology. This is to be provided to the museum visitor by the WVSM which the visitor then uses by pointing the object in the area of a museum display/artifact. This triggers a Vendor embedded chip or other, similar technology and provides the visitor access to an interactive/educational data base which provides feed back information, either visually, audibly, or tactilely (to be determined) through the visitor's WVSM provided object(s).

Vendor is to also provide services to assist WVSM in identifying suitable museum displays/artifacts for interactive/educational use, assist in packaging information/data about the museum display/artifact in a suitable venue, installing and configuring the information/data in Vendor provided software designed to interact with the Vendor provided object and the chip or other technology, and installing, configuring, and commissioning the WVSM provided object(s) and the chip or other technology in the WV State Museum.

Vendor should be prepared to work with educational professionals to tailor information provided by WVSM and others in order to meet State of West Virginia Educational requirements.

Proposed Sole Source Vendor:

Creative Kingdoms, LLC.

Specific Eligibility Criteria:

Creative Kingdoms, LLC. is the only company capable of combining RFID (Radio Frequency Identification) tags, IR (Infrared) "wands", themed scenic components, and elements of imagination, hands on experience, fun, and storytelling into a seamless interactive educational experience. They accomplish this through the use of their uniquely patented technology, SLYNKS. While neither RFID/IR technology nor scenic elements are unique to Creative Kingdoms, the entire multi-media, multi-layered interactive educational play system is. SLYNKS

has the ability to connect any element embedded with the technology to an online and real world interactive educational experience through a data base. Additionally, Creative Kingdom also owns the following patents that are necessary to the interactive experience:

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| 6,231,451 | Method of Interactive Play |
| 6,634,949 | Multi-media interactive play system |
| 6,682,074 | Interactive Treasure Hunt Game |
| 6,967,566 | Live Action Adventure Game (20040092311 in Schedule A) |
| 7,066,781 | Children's Toy with wireless tag (20020193047 in Schedule A) |
| 6,761,637 | Method of game play using RFID (20010034257 in Schedule A) |
| 10/298,170 | Interactive Quest Game (20040077423 in Schedule A) |
| 10/400,195 | Interactive Redemption Game (20040033833 in Schedule A) |
| 10/397,054 | nMotion Activated Wand Transmitter (P-10480-US) |
| 09/545,658 | Multi Media Interactive Play System (CIP of 6,634,949) |
| 10/889,974 | Magic-Themed Adventure Game (CIP of 6,761,637) |
| 10/954,025 | Magical Wand and Interactive Play Experience (CIP of 10/397,054) |
| 11/274,760 | Multi-Layered Interactive Play Experience (CIP of 10/397,054) |
| 11/429,913 | Systems and methods for Interactive Game Play (CIP of 09/545,658) |
| 11/507,934 | Retail Methods for Providing an Interactive Product to a Consumer |
| 2367514 | Multi-Media Interactive Play System (Canada) |
| 2520126 | Magical Wand and Interactive Play Experience (Canada) |
| 2004800137422 | Magical Wand and Interactive Play Experience (China) |
| 04758324.1 | Magical Wand and Interactive Play Experience (Europe) |
| 2006-507502 | Magical Wand and Interactive Play Experience (Japan) |
| US2005/034831 | Magical Wand and Interactive Play Experience (PCT) |
| 11/183,592 | Systems and Methods for Providing an Interactive Game |

Specific Qualification Criteria:

Vendor shall be capable of providing a turnkey, multi-media, multi-layered interactive educational play system suited for a museum themed environment.

Vendor shall have been in business for a minimum of eight (8) Years.

Vendor shall have a proven track record of providing the above referenced materials and services described in Detailed Description of Project and Specific Eligibility Criteria by supplying detailed information on their technology and how it works, any associated patents, installations, and references for a minimum of eight (8) installations; at least one of which is a museum.

Vendor shall have one or more staff members that are trained psychologists with specific training in themed or interactive venues.

Vendor should be prepared to work with educational professionals to tailor information provided by WVSM and others in order to meet State of West Virginia Educational requirements.