

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 Ron.N.Price@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 08/14/2009.

Requisition Number: EDD319824

Department/Agency: WVDE – Division of Curriculum & Instruction

Detailed Description of Project:

The Globaloria Program (www.Globaloria.org) is a social network for learning that invites students and educators to master the tools of social media technology by creating their own web-games, wikis, and blogs. The program follows a learning-by-doing curriculum approach to producing web-games using the latest digital communication technology to enable active and transparent participation, exchange, communication, and collaboration online.

Through the process of virtual design and creation, young learners engage with one another in this online network. Together they master the abilities to originate creative and purposeful digital content, to write as well as read digitally, to express themselves in a networked community, and to innovate and collaborate using social networks and social media technology. These are the very skills needed to be productive and successful citizens in the new knowledge-based economies of the 21st century. **Adobe® Flash® CS4 Professional software** is required to implement the Globaloria program.

Adobe® Flash® CS4 Professional software is a software program that allows students to master the tools of social media technology by creating their own web-games, wikis, and blogs. **Adobe® Flash® CS4 Professional software** allows for the following:

1. Object-based animation—Gain complete control over individual animation attributes with object-based animation, which applies tweens directly to objects instead of to keyframes. Easily make changes to motion with Bezier handles.
2. 3D transformation—Animate 2D objects through 3D space with exciting new 3D translation and rotation tools, which allow you to

- animate along the x, y, and z axes. Apply local or global transformation to any object.
3. Inverse kinematics with the Bones tool—Create chain-like animation effects with a series of linked objects, or quickly distort a single shape using the new Bones tool.
 4. Procedural modeling with Deco and Spray Brush—Turn symbols into instant design tools. Apply symbols in a variety of ways: Quickly create kaleidoscope-like effects and apply fills using the Deco tool, or randomly spray symbols across any defined area using the Spray Brush.
 5. Sophisticated video tools—Leverage the Adobe Media Encoder and experience advanced video capabilities including embedded cue points, alpha channel support, and high-quality video codecs
 6. Includes unique, built-in product advantages of particular use to new game designers and developers.
 7. New users to create sophisticated projects with minimal training, and introduces them to advanced programming skills and ideas.
 8. New users to create and deliver rich interactive content

Proposed Sole Source Vendor:

Adobe Systems Inc.

Specific Eligibility Criteria:

A software authoring system that enables students to create graphics, animations, and author SWF files to develop original web games.

Specific Qualification Criteria:

In order to secure the lowest possible cost for educators, this sole source bid is necessary to be a K-12 education provider.

Adobe® Flash® CS4 Professional software is the industry-leading authoring environment for creating engaging interactive experiences. New object-based animation tools make working in Flash easier and more intuitive for beginning and expert designers alike, while powerful design tools expand your creative possibilities. Flash is the place to bring it all together and deliver to audiences regardless of platform or device.

Adobe® is the only provider of the Flash® CS4 Professional software. Adobe's dominance and current availability in the market compiled with its level of recognition and acceptance by users makes it the leading provider of game developing software. Adobe® Flash® CS4 Professional software is easy to use by classroom students; but sophisticated enough for quality design products to be created.

Today, Flash® is the de-facto standard for interactive elements of the Web as most users install Flash plug-in by default. Flash® as a format has become very widespread on the desktop market. Adobe ® claims

that 98 percent of US Web users and 99.3 percent of all Internet desktop users have the Flash® player installed.

Flash® Professional is the standard platform for designing and creating the applications and media rich content that has become so widespread on the Internet and on mobile devices.

Flash® CS4 Professional software is protected by intellectual property law, making Adobe® the sole provider of the software.