



VISVESVARAYA TECHNOLOGICAL UNIVERSITY

(State University of Government of Karnataka Established as per the VTU Act, 1994)

"Jnana Sangama", Belagavi -590 018, Karnataka State, India

Registrar

Ph. No.0831-2498100

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Website: www.vtu.ac.in

Ref: VTU/BGM/SAP/CW1/Eol-06/2026-27/1954

Date:28-07-2026

EXPRESSION OF INTEREST (EOI)

E-Tenders (two cover systems) are invited by the Registrar, VTU, Belagavi, through E-Procurement web portal of Govt. of Karnataka from Competent Firms for the following works, subject to the Terms and Conditions mentioned below:

1	Name of Work	Expression of Interest (Eol) for inviting a bidder for establishment of Centre of Excellence in Augmented Reality, Virtual Reality, Brain Research Metaverse (AR, VR & MR) using Industry Academic Alliance Program at VTU Regional Centre, Kalaburgi under KKRDB Funds
2	Earnest Money Deposit (EMD)	Rs.25,000/- (DD in the name of Finance Officer, VTU, Belagavi)
3	EOI Form Fees	Rs.590/- (DD in the name of Finance Officer, VTU, Belagavi)
4	Tender Documents Available for download	28-07-2026 to 04-08-2026 up to 2.30 p.m.
5	Last date of receipt of Eol	04-08-2026 at 5.30 p.m.
6	Opening of Tenders	05-08-2026
7	Availability of Tender Documents	http://www.vtu.ac.in

Terms and Conditions:

1) Eligibility Criteria:

A. Statutory Requirements:

The Tenderer should furnish GST Registration Certificate.

1. The Bidder should be a Private Limited / Partnership firm /LLP
2. PAN Card Photocopy
3. IT returns for the past 3 years.
4. GST returns for three financial years.
5. Authorization letter from OEM.

B) Technical requirements:

- a) The Bidder /OEM should have an experience / expertise in the successful execution of system software in any State Governments or Quasi Government Department or Government Undertaking / Universities / Colleges.
- b) As proof, the Bidders should upload the purchase orders executed previously by the reseller / distributor / OEM

C) Financial / Commercial Requirements:

- a) A turn-over of not less than 80% of estimated cost for at least 3 years, in any of last 5 financial years. As proof, Profit & Loss Account Statement, Balance Sheets and audited reports certified by CA for corresponding financial years should be uploaded in the e-procurement portal of GoK.

- 2) The Bidders should obtain/download the tender document as stated above, through VTU website <http://www.vtu.ac.in> on payment of requisite tender fees as prescribed by VTU. For further any information, contact undersigned during office hours of working days.

**The Registrar
Visvesvaraya Technological University
“Jnana Sangama”,
Belagavi - 590 018.**

- 3) If the tender is cancelled due to unforeseen reasons, the cost of the tender form will not be refunded.
- 4) The details of work can be obtained from the Registrar, VTU, Belagavi, during working days/hours.
- 5) The Bidders should obtain/download the tender document as stated above, through VTU website <http://www.vtu.ac.in>.
- 6) The Registrar, VTU, Belagavi reserves the right to accept / reject any or all the tenders without assigning any reasons, whatsoever.

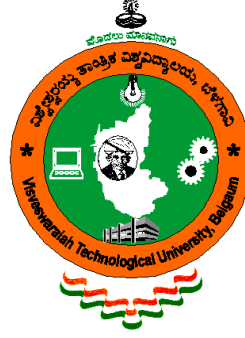
Sd/-

REGISTRAR

Copy to:

1. The Secretary to Hon'ble Vice Chancellor, VTU for information.
2. The Finance Officer, VTU for information.
3. The Regional Director (I/c.), VTU Regional Office, Kalaburgi to display the tender notification in their notice boards.
4. The Coordinator, KKRDB, VTU Regional Office, Kalaburgi for information.
5. The Director, ITISMU, CNC, VTU for information to publish the notification in the Website.
6. All notice boards and office copy.

**EXPRESSION OF INTEREST (EOI) FOR INVITING AN BIDDER FOR
ESTABLISHMENT OF CENTER OF EXCELLENCE IN AUGMENTED
REALITY, VIRTUAL REALITY, BRAIN RESEARCH, METAVERSE
(AR, VR & MR) USING INDUSTRY ACADEMIC ALLIANCE
PROGRAM AT VTU REGIONAL CENTRE, KALABURGI**



Visvesvaraya Technological University

Jnana Sanagam, Belagavi – 590 018

Expression of Interest Schedule of Event

TENDER DOCUMENT AVAILABLE FOR DOWNLOAD	28-07-2026 to 04-08-2026 up to 12.00 p.m.
LAST DATE OF RECEIPT OF EOI TENDER FORM	04-08-2026 up to 5.30 p.m.
TIME AND DATE OF OPENING OF TENDER	05-08-2026
EARNEST MONEY DEPOSIT (EMD)	Rs.25,000/- (DD in favour of Finance Officer, VTU, Belagavi)
EOI FORM FEES	Rs.590/- (DD in favour of Finance Officer, VTU, Belagavi)
AVAILABILITY OF TENDER DOCUMENT	http://www.vtu.ac.in
ADDRESS FOR COMMUNICATION	The Registrar Visvesvaraya Technological University, “Jnana Sangama” Belagavi – 590 018

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Introduction

India is undergoing a significant transformation in higher education, driven by rapid technological advancement, evolving industry expectations, and the vision outlined in the National Education Policy (NEP) 2020. With one of the largest higher education systems in the world—comprising over 1,000 universities and 40,000+ colleges—the challenge is no longer access alone, but quality, scalability, personalization, and employability. At the same time, India is positioning itself as a global hub for technology, innovation, and digital talent. Emerging domains such as AI, robotics, advanced manufacturing, semiconductor design, and Industry 4.0 demand experiential learning, practical simulations, and continuous skill enhancement beyond conventional classroom methods. In this context, the integration of Artificial Intelligence (AI) and Extended Reality (XR) presents a transformative opportunity. The proposed AI-powered, XR-enabled personalized learning ecosystem by XR is designed to address these structural challenges within the Indian higher education landscape. By combining intelligent virtual mentors, and immersive 3D/360° experiential modules, the solution enables: Individualized academic support at scale, Real-time, curriculum-mapped doubt resolution, Virtual labs and simulations that enhance conceptual clarity, Outcome-based learning, Skill-driven learning experiences that bridge academia–industry gaps.

Karnataka is aggressively positioning itself as a national leader in tech innovation, AI, XR/AVGC (Animation, Visual Effects, Gaming & Comics), and digital skill development. This shift is visible in both government policy direction and industry engagement, the state government is actively embedding immersive technologies such as AR/VR/XR in education, medical training, and heritage preservation — indicating adoption beyond pilot stages into real use cases. Initiatives like GAFX 2026 in Bengaluru spotlight AI-led content creation, gaming, VFX, and XR, enhancing visibility and collaboration among global creators, students, and businesses. Karnataka is also crafting a dedicated AI policy including training programs and job creation in AI ecosystems. The government sees technology, innovation, and skills as key pillars for economic growth and global competitiveness by Emerging tech hub, Establishing AI-enabled infrastructure, smart classrooms, and innovation parks, Center of Excellence etc.

In Summary the AI, Extended Reality (XR), and immersive technology sector is emerging as a foundational driver of India's next phase of economic expansion. Much like IT services powered India's growth in the 2000s, AI and immersive technologies are positioned to fuel innovation, productivity, and global competitiveness in the coming decades. AI and XR enable automation, predictive analytics, digital twins, and simulation-based training across sectors such as manufacturing, healthcare, agriculture, logistics, and education. This leads to Reduced operational costs, Improved quality and efficiency, Faster innovation cycles, Global competitiveness for Indian enterprises.

XR Virtual Campus Framework

Core Features

- 9,000 AI-enabled courses
- XR simulators for practical, diagnostic, and managerial training
- Mentor companions for personalized guidance
- 3-layer assessment framework with integrity verification
- Accreditation-ready modules

Custom Features for VTU

- Faculty co-creation program
- LMS integration with VTU
- Regional co-certification for Karnataka and India
- Career Compass job alignment and Wealth Weaver micro-internships

Deployment Timeline

- **Discovery → Deployment → Training → Go-Live**
- Full implementation within 15 working days

Objectives

1. **Modernize VTU's Education Infrastructure**
 - Deploy a complete digital university powered by AI and XR.
 - Provide immersive, practice-based learning aligned with industry demand.

Setup

- AR /VR LICENSE DELIVERY
- AR /VR Immersive learning platform configuration
- Go-live for end user
- Continuous monitoring of usage, engagement, and learning outcomes (Dashboard Login)
- **Ongoing Support Model**
- XR will provide **Helpdesk and technical support** during agreed service hours
- **Platform and content updates** as per roadmap
- **Periodic review meetings** with VTU to assess impact and plan enhancements
- Regular review with VTU leadership to align with policy and new initiatives

Expected Benefits for VTU and Learners

Enhanced student engagement, reduced remediation needs, and better exam performance Stronger alignment with NEP 2020, OBE, and experiential learning imperatives Improved institutional profile and attractiveness for admissions and industry collaboration.

Educational Integration and Curricular Fit

Integration with Existing VTU Programs

Suggested priority areas:

Engineering (UG & PG): Basic sciences, core engineering subjects, labs, and advanced elective simulations

Management & Entrepreneurship: Case studies, business simulations, and decision-making scenarios.

Computer Science & Emerging Tech: AI, ML, cybersecurity, cloud, IoT visualizations, and labs.

Pedagogical Benefits.

- Supports **flipped classrooms**, pre-lab and post-lab engagement
- Enables **microlearning** through short, XR-based concept modules
- Facilitates **experiential learning** without heavy physical infrastructure
- Aligns learning paths with individual learner progress

Certification and Micro credentials

Issuing of micro credentials for students who complete defined XR learning paths

Faculty badges in XR-enabled teaching for trained instructors.

Expected Outcomes and Measurable Impact

Benefits for Learners

- Increased engagement and improved retention of complex topics
- Access to virtual labs and scenarios otherwise unavailable locally
- Better preparedness for industry roles through simulated practice

Benefits for Faculty

- Reduced repetitive query handling and greater focus on higher-order teaching
- Access to ready XR resources and no-code creation tools
- Analytics-driven insight into learner difficulties to refine teaching strategies.

Institutional Impact

- VTU can project itself as a **leader in XR-enabled engineering education** in India.
- Scope for joint research innovation labs, and industry collaboration anchored on XR.
- Scalable digital infrastructure that supports future programs and policy reforms

To enable this transformation, VTU, Belagavi embarks on an initiative of empowering the students with access and training on these next-generation technologies by Selection of an Agency for Setting up and Operating a Center to integrate AI-powered, XR-enabled personalized learning experiences into VTU's academic ecosystem and its affiliated colleges.

Beneficiaries to students from Kalyana Karnataka Regional Development Board (KKRDB), as follows:

(a) KKRDB has 50+ Engineering Colleges, Government aided and autonomous colleges. (KKRDB),

(b) Government Industrial tool room Training Institutes. (KKRDB),

(c) Government Diploma and polytechnic institutes. (KKRDB),

1. Center – Objectives

(a) To develop skills among the workforce of future to improve employability and competency standards.

(b) To Deliver the cutting-edge Immersive Learning Solutions for, Engineering Disciplines that meets the demands of various industries, globally.

Center - Courses and Trainings

The Center will have a blended, immersive, and outcome-based delivery model, integrating classroom instruction, AI mentoring, and XR experiential modules Blended + Immersive Learning Classroom Foundation (Faculty-Led) Core theoretical concepts introduced by faculty. Case discussions and conceptual walkthroughs. Integration of AI/XR modules at predefined learning checkpoints. Faculty remain central to instruction, while technology enhances personalization and practical exposure. At the end of the training sessions, the student will be Industry ready and will be capable of delivering the job right on day one in the industry, upon recruitment.

Center - Resources to Manage

The Center will have full time staff one member having specialization in the platform package for Advance Training in AI-powered, XR-enabled personalized learning experiences.

A. onsite support 1 AR/VR/MR experts having experience in AI-powered, XR-enabled personalized learning experiences 2-3 Years of experience

B. Online support - platform support included as per SLA, Email and remote support during business hours

C. Online support- Regular system health monitoring by Technical Support Staff with Experience

Center - Roles and Responsibilities

For Visvesvaraya Technological University (VTU):

a. Shall make necessary payment to successful bidder after the release of KKRDB funds.

(Payment terms as per the KKRDB payment norms)

b. Provide class rooms of Basic Infrastructure which includes, Table & Chair, Electricity, water, digital board, Networking and theory class rooms with basic facility

For Successful Tenderer (Technology Execution Partner):

- Bidder should supply all the required Hardware for installation, implementation and best practices
- Bidders should supply required Software; all required contents and all software licenses should be perpetual.
- Establishing & operating center for 12 Months from the date of receipt of Purchase order from VTU
- Supply and Installation of software & hardware are as mentioned
- Mobilizing the interested participant's enrollment in the area of KKRDB for the VTU Center

- **Platform Supply & Installation**-Software technology platform licenses – Providing required licenses of 4000 SPATIAL- AI Academic and XR Academic Licenses to run center for AR VR XR, to develop skills among the workforce of future to improve employability and competency standards.
- Provide software technology, industry content, latest technology practices, and best practices required for the project.
 - Cloud-hosted AI mentoring engine.
 - XR content repository (3D/360 interactive modules).
 - Web and mobile accessibility.
 - Admin and analytics dashboards.
 - Data privacy and compliance with Indian IT regulations.
 - Scalable architecture for multi-campus deployment.
- **Advanced Technology Software Licenses (Perpetual).**
 - **Augmented Reality (AR)**
 - **Virtual Reality (VR)**
 - **Mixed Reality (MR)**
- Provide **qualified trainers (Optional) to run the training centre for a period of 12 months.** Deploy one dedicated onsite engineer for technical support, system maintenance, and troubleshooting during the project period at additional cost.

Center - Place of Delivery:

01	VTU Regional Centre, Kalaburagi
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Appendix “A”– Current Features of XR/AI Platform

1.1 XR Core

Platform XR:

No Code

Creation

- Revolutionary visual interface eliminates traditional coding barriers
- Drag-and-drop functionality enables rapid 3D experience development
- Streamlined workflow transforms concepts into interactive XR experiences within minutes
- 36+ million 3D/360 assets library provides enormous value
- Enterprise-grade features include LMS integration
- Assessment tools and multi-device support
- Supports 85+ languages (Kannada is under construction)
- Development cost savings — replaces traditional XR development teams

Merged XR

- Included in Core Platform
- Digital twin technology blends physical and virtual environments seamlessly
- Real-world data capture creates precise digital replicas of operational processes
- Living documentation evolves with organizational changes and operational updates
- Interactive knowledge repositories for institutional knowledge injection
- Perpetual training resources for operational excellence

XR Metaverse Builder

- Included in Core Platform
- Natural interaction paradigms enable metaverse creation through walking and voice commands
- AR-based construction allows real-time virtual world building in physical spaces
- Democratized creation tools make metaverse development accessible to non-technical users
- Voice commands for describing desired virtual elements
- Populate environments with 3D objects and interactive elements
- Personalized 360° background editing
- One-click 3D edit — simplified 2D and 3D asset personalization
- Professional-grade output quality

XR Interact

- Included in Core Platform
- Touch and voice commands define object behaviors through intuitive interactions
- Rapid prototyping enables quick development of complex procedural simulations
- Code-free simulation development
- Manufacturing process simulations
- Safety procedure training
- Technical maintenance task simulations

AI Platform AI Assistant

- Main Product
- Conversational interface generates 3D scenes through natural language queries
- Real-time guidance provides continuous support throughout content creation process
- Intelligent translation converts user intent into functional XR experiences
- Natural language query processing
- Appropriate asset selection and placement
- Educational framework integration

Soft Skills

- Included in AI Platform
- Photorealistic AI avatars engage learners in realistic role-playing scenarios
- Dynamic conversation paths adapt to individual communication styles and responses
- Multi-dimensional evaluation assesses tone, word choice, and emotional intelligence
- Interpersonal communication skills development
- Professional competency building
- Branching conversation paths
- Multi-avatar Soft Skills training
- Body language interpretation

Train AI

- Included in AI Platform
- Document processing transforms organizational materials into interactive AI tutors
- AI guardrails ensure responses remain accurate to source materials
- Personalized learning paths adapt to individual comprehension levels and progress
- Upload existing manuals, procedures, and knowledge bases
- Contextually aware AI tutors
- Individual learner progress tracking

AI Ready

- Included in AI Platform
- Global resource access compiles content from verified educational sources
- Automated curriculum generation creates comprehensive course structures
- Industry alignment ensures content meets current market requirements and trends
- Trending topics analysis
- Learning objectives mapping
- Practical applications integration

Spatial IQ

- Included in AI Platform
- AI annotations and asset labeling
- Computer vision capabilities enable real-time 3D environment comprehension
- Object recognition identifies and understands spatial relationships automatically
- Predictive interaction patterns optimize learning guidance based on environmental context
- Three-dimensional environment understanding
- Spatial relationship comprehension
- User behavior learning and adaptation

Skill Simulators

- Included in AI Platform
- Procedural simulators focus on step-by-step skill development with real-time feedback
- Decision simulators present complex scenarios requiring strategic thinking and judgment
- Exploratory simulators encourage discovery-based learning through open-ended environments
- Creative simulators provide tools for innovation and artistic expression in 3D spaces
- Real-time feedback and error correction
- Strategic thinking development
- Discovery-based learning environments
- Digital creativity tools

Career Compass

Career Development –Career Compass Platform

- Main Product
- AI-driven workforce transformation addresses career transitions between 2025 and 2033
- Integrated ecosystem provides end-to-end career development support
- Dynamic landscape adaptation handles frequent and complex career transitions effectively
- AI-powered skills assessment identifies relevant courses from leading educational platforms
- Immersive XR integration provides customized learning experiences for faster skill development

- Personalized learning paths create programs combining traditional and XR-based learning
- 12-week learning paths with achievement badges
- XR-based interview practice offers realistic preparation for technical and behavioral questions
- Gamified progression system

Detailed Hardware Technical Specification

APATIAL AR VR XR SUPPORTED PLATFORMS AND DEVICES

Mobile: The XR Mobile client app is designed for both **Android** and **iOS** platforms, offering seamless access to immersive XR experiences on mobile devices.

	Android	iOS
Version	OS: Android 9.0 (Pie, API28) or higher	iOS 14 or higher
CPU	ARM64 with Neon Support	A10 Fusion or newer
Graphics API	OpenGL ES 3.0+, Vulkan recommended	Metal
AR Support	Device must support AR Core	Device must support AR Kit
Additional Requirements	4GB+ RAM	iOS device with 2GB+ memory (iPhone 6s, iPad Air 2 or higher)
Internet	Stable internet connection required; 15 Mbps or higher recommended	Stable internet connection required; 15 Mbps or higher recommended

XR Desktop: The XR Desktop client program delivers immersive XR experiences on both **Windows** and **macOS** platforms. It ensures seamless performance and accessibility, allowing users to explore and interact with XR content directly from their desktops.

	Windows	macOS
Operating System Version	Windows 10 or higher	macOS 11 (Big Sur) or later
CPU	Intel® or AMD processor with 64-bit and SSE 4.2 support; 2 GHz or faster	Multicore Intel® processor with 64-bit support or Apple silicon processor
RAM	8 GB	8 GB
Hard Disk Space	10 GB available; additional free space required during installation	10 GB available; additional free space required during installation
Graphics API	DX11, DX12 capable	Metal capable Intel and AMD GPUs
Additional Requirements	Hardware vendors' officially supported drivers	Apple officially supported drivers
Internet	Stable internet connection required; 15 Mbps or higher recommended	Stable internet connection required; 15 Mbps or higher recommended

Recommended (for better performance)

- nVidia or AMD Graphics Card
 - Proper graphics card drivers must be installed. Generic drivers may not work. Ensure manufacturer-provided drivers are installed (for dedicated cards or onboard graphics).
- a) Impart Digital Skilling in the following domain
- Operations Engineering
 - Virtual Factory& Maintenance
 - Warehouse management
 - Demand Forecasting & supply planning
 - Production Scheduler& Execution
 - Quality Control
 - Time & Labor
- a. Engage Trainer of having Industry and Academia experience for Skilling
- b. Provide a platform/interface for student internships/Projects
- c. Deployment of OEM certified mentors/ domain experts at the Centre
- d. Centre will be operated for a period of 12 months from the date of purchase order
- e. The center should work towards start-up incubator for providing technical know-how and access to market
- f. Design, develop and implement continuous progressive assessments after every Skilling by the mentors

Center - Resources to Manage

Center will have full time staff members having specialization in the platform package for Advance Skilling in Manufacturing and Supply Chain and Planning.

1. 1 Industry experts having experience in Manufacturing verticals minimum 2-3 Years of experience
2. 2 Domain experts with specialization in Supply Chain and Planning with 2-3 Years of experience
3. 1 Technical Support Staff with 2 Years of Experience

For KKRDB, Kalaburgi:

- a) To fund the entire project to VTU, based on which VTU will make payments to successful bidder

Bidder

Registrar

For Bidder (Technology Execution Partner, Successful & selected Bidder):

1. Software Support:

- 1.1: Installation of the software at VTU Regional / PG Centre, Kalaburgi. A detailed document on installation procedure shall be handed over along with the software installable. If there are any issues or help is required during the installation the same shall be provided by OEM. All technical queries should be addressed to vendors.
- 1.2: **Delivery of Software Licenses:** 4000 Software licenses would be electronically delivered to the designated email id at VTU, Belagavi.
- 1.3: **Installation of Software:** The technical team shall physically visit VTU's premises and do the installation of the Hardware and Software in co-ordination with VTU's team and licenses server will be situated at VTU Regional Centre, Kalaburgi.
- 1.4: **Enrolling the software licenses:** The software licenses need to be enrolled at VTU, Belagavi. After confirmation of licenses server availability, the services provider shall supply the licenses immediately to designated e-mail id (registrar@vtu.ac.in) and enroll the licenses and; install and demonstrate the working of the software.

2) Training:

- 2.1: Training of the Software has to reach maximum number of participants (approximate 25000) of all the seven districts under 371J. The training programme has to be carried out batch wise to reach out maximum numbers in the stipulated 12 months duration. A record of this shall be maintained by the agency and produced, when necessary, certification of installation and commissioning by the Dept. and the Nodal Officer.
- 2.2: Creating training awareness the advertising through news media / social media in all the seven districts under 371J is the responsibility of the agency. All related documents shall be maintained by the agency and produced whenever necessary.
- 2.3: Minimum of two trainers training programmes have to be conducted for VTU and affiliated colleges faculties of 371(J) region and VTU would depute the faculty for the training programme.
- 2.4: All the students of VTU belonging to 371 (J) region have to be trained in this training programme.
- 2.5: VTU will appoint one Co-ordinator / Nodal Officer to monitor the progress of the training / programme till the completion of the programme.
- 2.6: Participants are given free training.

2.7: After the completion of the training period (12 Months) all the Hardware and Software with Perpetual licenses and working conditions should be handover to VTU Regional Centre, Kalaburgi.

3. ELIGIBILITY CRITERIA

Through this EOI, the proposals will be evaluated with the proposed solution and the technical & financial capabilities of the bidder,

3.1: Statutory Requirements:

- a) The Bidder should furnish GST Registration Certificate.
- b) The Bidder should be a Private Limited / Partnership firm /LLP
- c) PAN Card Photocopy
- d) IT returns for the past 3 years
- e) GST returns for the Assessment for last 3 years
- f) Manufacturer Authorization Form from OEM as per Annexure 4

3.2: Technical requirements:

- c) The Bidder /OEM should have an experience / expertise in the successful execution of Dassault system software in any State Governments or Quasi Government Department or Government Undertaking / Universities / Colleges.
- d) As proof, the Bidders should upload the purchase orders executed previously by the reseller / distributor / OEM

3.3: Financial Requirements:

- a) The bidder shall have a cumulative turnover of not less than INR 10 crores from last 5 financial years. As proof, Profit & Loss Account Statement, Balance Sheets and audited reports certified by CA for corresponding financial years should be uploaded in the e-Procurement portal, Government of Karnataka.

General Eligibility Criteria

- a) Only a single company fulfilling the eligibility criteria is eligible to bid. Consortium, joint ventures formed for the purpose of this project are not eligible to bid. Note: - The definition of consortium and joint ventures does not include any tie-up with OEMs on company's own account.
- b) Companies should not have been declared ineligible / blacklisted by any State or Central Government. The bidder shall produce a self-certification declaring the same.
- c) Companies should not have filed for bankruptcy/insolvency during the last three years.
- d) Trusts & societies are not eligible to bid for this project.
- e) **Bidder should enclose full detailed proposal (Technical specification, estimated cost etc.,)**

Bidder

Registrar

Special Instructions to Bidders

The response submitted by the bidder shall comprise the following documents:

1. Proof of documents for all eligibility criteria should be provided
2. Completed format for Financial Capability as per Annexure - 3

Compliance with Eligibility criteria

The organizations desiring to respond to the EOI will submit their details regarding their meeting the eligibility criteria. The organizations are responsible for submitting all supporting documents that evidence their fulfillment of the eligibility criteria.

The VTU is entitled to ask the bidder to submit any additional supporting documents regarding its meeting the eligibility criteria, which may include letters from past clients, copies of contracts and it will be the responsibility of the bidder to satisfy VTU. The bidder will not take refuge under Non-Disclosure Agreements, Confidentiality agreements for non-submission of documents supporting its claims of fulfilling the eligibility criteria.

Validity of Proposals

Proposals shall remain valid for a period not less than 90 days from the EOI Due Date. VTU reserves the right to reject any proposal, which does not meet this requirement.

Late Application

Applications / responses received after the Application Due Date, as mentioned in schedule of events, shall not be considered and shall be summarily rejected.

Submission of Wrong Information

The VTU will disqualify any bidder at any stage of bid evaluation if it is discovered that the bidder has made wrong claims regarding its fulfillment of the eligibility criteria and the department may black list and initiate a legal action.

In the event of contract being awarded to such a firm making false claims / suppression of truth / misleading claim / wrong claim regarding its fulfillment of the eligibility criteria, the department shall declare the company in breach of the contract and shall immediately terminate the contract and forfeit the Performance Bank Guarantee submitted by the company. The VTU may black list and initiate a legal action against such company.

Amendment to EOI

1. At any times even working days prior to the deadline for submission of bids, VTU, for any reason, whether at its own initiative or in response to a clarification requested by a prospective bidder, may modify the bidding documents by amendment.
2. In order to allow prospective bidders reasonable time in which to take the amendment into account in preparing their bids, the VTU, at its discretion, may extend the deadline for the submission of bids.

Language

The proposal and all related correspondence and documents should be written in the English language. Supporting documents and printed literature furnished by Bidder with the proposal may be in any other language provided that they are accompanied by appropriate translations of the pertinent passages in the English language duly certified appropriately.

The Supporting materials, which are not translated into English, may not be considered. For the purpose of interpretation and evaluation of the proposal, the English language translation shall prevail.

1. EVALUATION ESTIMATION

Information relating to the examination, clarification and comparison of the EOI / bids and shall not be disclosed to bidders or any other persons not officially concerned with such process until the award to the successful bidder has been announced.

Evaluation of EOI responses

The responses to the EOI including the enclosed documentation shall be evaluated in the following manner:

- a) The documentation furnished by the bidder will be examined prima facie to see if the submissions meet the eligibility criteria as specified in related sections.
- b) Preliminary scrutiny of the response to EOI will be made to determine whether they are complete, whether the documents have been properly signed, and whether the response is generally in order.
- c) Prior to the detailed evaluation, EOI inviting authority will determine the substantial responsiveness of each bid to the bidding documents. For purposes of these clauses, a substantially responsive bid is one, which conforms to all the terms and conditions of the EOI document.

- d) EOI inviting authority may waive any minor infirmity; nonconformity or irregularity in a response, which does not constitute a material deviation, provided such waiver does not prejudice or affect any bidder.
- e) Based on the evaluation of this EOI, Intimate the estimate cost of the procurement to KKRDB.
- f) Procurement procedure will be processed as per KTPP Act. upon receipt of funds from the KKRDB.

6. ANNEXURES

Annexure1 – Statutory Requirements

[On the Letter Head of the Bidder]

Particulars	Details
Basic information of Organization	
Name of firm	
Address of the corporate headquarters	
Date of incorporation	
Address of the Registered Office in India	
GST certificate	
PAN card	
IT returns for the past 5 years	
Any Other relevant information	

Note: - Kindly attach necessary supporting documents

Annexure 2 – Format for Technical Capability

SI No	Client name	Purchase order Date	Details of the Project Executed

Bidder

Registrar

Annexure-3 – Format for Financial Capability

[On the Letter Head of the Bidder]

Financial Year	Turnover
2021-22	
2022-23	
2023-24	
2024-25	
2025-26	

Note: - Kindly attach necessary supporting documents

Bidder

Registrar

Annexure 4

MANUFACTURERS' AUTHORIZATION FORM

Date:

To

[NAME OF THE BIDDER]

Dear Sir:

We [NAME OF THE OEM] who are established and reputable manufacturers of[NAME AND DESCRIPTION OF GOODS OFFERED] having offices at [ADDRESS OF OFFICE] do hereby authorize, subject to execution of distribution agreement, M/s [NAME AND ADDRESS OF BIDDER] to submit a bid, and sign the contract with you for the goods manufactured by us against the above EOI

We hereby extend our full guarantee and warranty for the goods and services offered for supply by the above firm against this EOI.

Yours faithfully,

(Name)

(Name of manufacturers)

Bidder

Registrar

Annexure 5

FINANCIAL BID

Date:

Name of the Bidder:
.....

Sl. No.	Description	Price (In INR)
1	XR, AR, VR & MR Academic Licenses (No-code XR Creation, Metaverse, Digital Twin, LMS Integration) All required Hardware, Perpetual Software 4000 user licenses and Contents	
2	Training & Implementation (One year)	
3	GST (at 18%)	
4	Grand Total (Inclusive)	

Signature and Seal of the Bidder:

Bidder should be enclosed full detailed proposal with seal and signature (Technical specification, quantity, estimated cost etc.,)

Bidder

Registrar