

## Vendor Questions for Modeling

1. What are the networking requirements (i.e. internet, intranet, etc.)?
2. What is the level of participant interactivity?
3. What is the ability of the purchasing organization to configure the technology to its requirements?
4. Can the technology be customized? If yes, what is the degree of vendor support required for customization?
5. Do customization capabilities allow for the ability to modify the MS&S for specific uses based on local threats/conditions/issues?
6. What is the degree of interoperability with other systems and technologies? *A key concern for the use of MS&S is whether a given model/simulation is compatible with other existing technology systems. For instance, can a 3-dimensional CAD drawing be used in a specific simulation program designed with a different software package. This makes it possible to integrate different platforms without the need for re-engineering or custom development.*

7. What technology platforms are required and supported (desktop, laptop, handheld, other portable devices)?
  
8. What is the degree of compliance with technical and functional standards (i.e. Shareable Content Object Reference Model conformance and compliance)?
  
9. How does the technology incorporate national priorities/target capabilities for homeland security?
  
10. What are the intellectual property and open source considerations for this technology?
  
11. How is student training and registration data protected from unauthorized disclosure?
  
12. How is training data protection (operational security)?
  
13. What is the number of personnel required to operate the technology?

14. What is the number of instructor/controllers recommended to run the program?
  
15. What is the number of in-house technical support staff recommended to run the program?
  
16. How long does it take to become proficient in the initial use of the MS&S technology?
  
17. How long does it take to become proficient in the instructor/controller use of the technology?
  
18. How long does it take to become proficient in the participant/player use of the technology?
  
19. What is the availability of technical support for operation (reach-back support)?
  
20. What is the total cost of ownership including procurement cost (including licensing model – concurrent, non-concurrent users), operation, technical support and maintenance, sustainment, computer requirements and peripheral specifications, and customization?
  
21. Can the technology be purchased iteratively, in modular fashion?