Request for Information (RFI)

Digital Support Platform for MineOpportunity Challenge (MOC)

Issued by: MineConnect
In Partnership With: Laurentian University's Goodman School of Mines
Funding Support: Provincial Government Funding Initiative
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1 Executive Summary & Context

MineConnect has received provincial funding to modernize and scale MineOpportunity Challenge (MOC), an engaging, interactive, educational game designed to introduce high-school students to the industrial mining ecosystem; including operations, supply and service sectors, Indigenous partnerships, environmental stewardship, innovation, technology, and career pathways.

During the game, local corporate partners have the opportunity to engage with students (French and English), guiding them through challenges and activities focused on mining technology, engineering, geosciences, environmental sustainability, business, health and safety, corporate social responsibility, and more

The project is being developed in collaboration with Laurentian University's Goodman School of Mines supporting gameplay development, educational alignment, content strategy, and prototype refinement. Currently, the program relies heavily on physical components (game boards, printed cards, MOC paper currency) and volunteer facilitation.

Respondents are encouraged to identify any proprietary software components, licensing models, or third-party dependencies associated with their proposed approach.

Important Clarification: The objective of this initiative is not to transform MOC into a fully digital, self-directed, or online-only game. The core value of MOC is its collaborative, face-to-face classroom and event-based experience. We are seeking a digital solution that supports, streamlines, and enhances in-person gameplay while preserving student interaction and engagement.

2 Project Scope & Objectives

The primary objective of this digitization initiative is to reduce administrative overhead while improving scalability, regional customization, and gameplay delivery.

Currently, the game is played on a Monopoly-styled board and lasts for approximately 3 hours. Wardens are the game-board leaders, managing the order and duration of play. A die is rolled to determine how each team's token moves around the board landing on spaces that prompt them to draw cards from various decks including Pop Quiz (for Questions), Research (for company-hosted activities), and Politics decks (for bonuses, tasks, rewards, fines, etc.)

Question & Answer personnel review answers provided by teams based on the questions that have been developed by participating mining-related companies. Participating companies have at least one or two volunteers on site so that players can go to their booths to seek answers and complete activities. Bankers manage game currency and issue "payments" and collect "fines". Teams continuously play until the end of the first and second sessions, usually lasting about two (2) hours and forty-five (45) minutes respectively, with a 30-minute lunch break in between sessions.

Teams are "paid" for successfully answering questions and completing task. The dollar value per question or activity is indicated on each card. Teams also earn money during the game by a variety of ways: passing the start point, rent if they own a property, The team that has earned the most money by the end is the winner.

Visuals of game play can be found here. Game rules can also be reviewed here.

Key Objectives:

- **Reduce Facilitation & Administrative Overhead:** Current gameplay requires a minimum of 3 volunteers per board (including a banker, question reader, and game warden). The digital solution must reduce this to **one facilitator per board** by automating administrative tasks. Current gameplay typically consists of approximately four simultaneous board stations per session, with each board accommodating 8 - 10 student teams of 5. Solutions should support efficient facilitation and management across all active boards within a single classroom or event environment. Typical deployment environments may include 10 - 12 simultaneous game boards, thereby supporting up to 500 students per session.
- **Maintain Social & Interactive Gameplay:** The platform must support collaborative, face-to-face interaction among students rather than replace it with screen-focused engagement. Solutions should enhance the physical gameplay environment rather than dominate it.





- **Enable Regional & Indigenous Customization:** The platform must support customizable regional content. This includes local mining companies and suppliers, workforce and career pathways, Indigenous partnerships and community content, as well as regional economic and environmental content.

- **Support Scalable Delivery:** The solution should support delivery in varied settings: classrooms, conferences, festivals, Indigenous communities, and experiential learning events.

- **Connectivity Flexibility (Low-Bandwidth Cloud-Connected)**: Gameplay may occur in remote or temporary environments where traditional wired internet infrastructure is unavailable. Respondents should identify connectivity assumptions and recommendations for supporting reliable gameplay in remote deployment scenarios, including the use of portable wireless or satellite-based internet solutions.

3 High-Level System Requirements

We are seeking information on technologies, platforms, or development approaches capable of supporting the following functionalities:

Feature Category	Description & Capabilities needed
Banking & Scoring	Digital replacement for physical game currency, including real-time bank balances, transactions, and automated scoring – hidden to teams during game play (but option for visibility when requested)
Gameplay Facilitation	Automated question delivery, answer validation, countdown timers, prompts, and game-progression tracking
Centralized CMS	A backend Content Management System (CMS) that acts as a central repository for questions, company profiles, regional content, educational materials, and gameplay assets.
Dynamic Localization	Ability to customize gameplay content based on geographic region, school, audience, or community where game is being played
Language Expectations	The platform should support bilingual English/French content delivery and allow for future multilingual or Indigenous language integration.
Indigenous & Community Integration	Flexibility to incorporate Indigenous community partnerships, cultural content, and region-specific educational pathways
Data & Reporting	Ability to collect gameplay analytics, participation, and engagement metrics – reveal of some metrics as "best of" at end of the game.

Multi-Board Management	Support for simultaneous gameplay across multiple boards or classrooms
User Management	Ability to support facilitator accounts, team setup, and role-based access. Respondents should identify any student data collection considerations and approaches to privacy, consent, and secure data handling appropriate for educational environments involving minors.
Accessibility Requirements	The platform should support accessibility best practices and ideally align with AODA and WCAG 2.1 AA standards where feasible.
Hardware Agility	Recommendations for scalable hardware-delivery models (e.g., a central tablet for the facilitator, or localized low-cost devices/interfaces for the students). At this stage, MineConnect is seeking recommendations regarding hardware approaches rather than formal hardware procurement proposals.
Long-Term Sustainability	Preference for a scalable web-based platform that minimizes long-term maintenance dependency

MineConnect welcomes phased implementation approaches that prioritize a deployable MVP while allowing for future feature expansion.

4 Information Requested from Respondents

To help MineConnect scope the upcoming Request for Proposal (RFP), please provide concise responses to the following areas:

4.1 Company & Profile Information

- Company Name, contact details, and a brief overview of your expertise in educational technology, gamification, or custom software development.
- Are you currently a member of the MineConnect network?

4.2 Technical Approach & Architecture

- Based on our scope, would you recommend a custom-built web application, a mobile/tablet app, or adapting an existing commercial off-the-shelf (COTS) gamification platform?
- Considerations related to scalability, security, and long-term maintenance
- MineConnect is open to either cloud-hosted or hybrid deployment approaches and welcomes recommendations regarding secure, scalable Canadian-hosted infrastructure.

- Based on your experience, what deployment model would best support collaborative in-person gameplay while minimizing device costs and technical complexity?

4.3 User Experience & In-Person Gameplay

- How do you envision the interface working so that it minimizes screen-staring and maximizes face-to-face student interaction?
- Describe how a single facilitator would interact with the system to manage a classroom of multiple game boards.
- What are your recommendations for improving gameplay efficiency and engagement?

4.4 Content Management & Regional Adaptability

- What level of technical administration would be required by MineConnect staff following deployment?
- Briefly explain how your solution would allow us to easily upload and tag company profiles or career pathways by region without needing developer intervention.
- What training or onboarding would be required for MineConnect staff to independently manage content updates?

4.5 Estimated Timelines & Budget Ranges

- Provide a non-binding, cost estimate (range) for a project of this scope (including design, development, and initial deployment).
- What is a realistic timeline from project kickoff to a deployable MVP (Minimum Viable Product)?

Respondents should note that MineConnect is operating within a compressed implementation timeline and is seeking realistic guidance regarding achievable delivery schedules.

4.6 Areas of Evaluation

Responses may be evaluated based on: Experience with educational or gamified platforms; understanding of in-person facilitation requirements; scalability and maintainability; Offline capability; Cost realism; CMS usability for non-technical administrators; Indigenous/community customization flexibility.

5 Submission Guidelines & Next Steps

Format: Submissions should be in PDF format and should not exceed 5-7 pages
Contact: Please direct all questions and final submissions to **mineopportunity@mineconnect.com**

Next Steps: Information gathered from this RFI will be used to finalize the budget and technical specifications for an upcoming formal Request for Proposal (RFP). Responding to this RFI is highly encouraged but is not a prerequisite for bidding on the future RFP.

6 Disclaimer

This RFI is issued for information-gathering purposes only and does not constitute a commitment, implied or otherwise, that MineConnect will undertake a procurement process or award a contract.