

OF AUG.

City of Austin

Recommendation for Action

File #: 23-3027, Agenda Item #: 14.

10/19/2023

Posting Language

Authorize negotiation and execution of a contract for an immersive interactive training room including maintenance and support services with Echo Healthcare Inc. d/b/a Echo Healthcare, for a term of one year in an amount not to exceed \$793,280.

[Note: Sole source contracts are exempt from the City Code Chapter 2-9B (Minority Owned and Women Owned Business Enterprise Procurement Program); therefore, no subcontracting goals were established].

Lead Department

Financial Services Department.

Client Department(s)

Emergency Medical Services.

Fiscal Note

Funding for the full contract amount is available in the Fiscal Year 2023-2024 Operating Budget of Emergency Medical Services.

Purchasing Language:

Sole Source.

For More Information:

Direct questions regarding this Recommendation for Council Action to the Financial Services Department - Central Procurement at: FSDCentralProcurementRCAs@austintexas.gov or 512-974-2500.

Additional Backup Information:

The contract will provide an immersive interactive training room with maintenance and support services. The Immersive Interactive room is a 360-degree visual simulation with sounds and smells that simulates environments for training Austin-Travis County Emergency Medical Services (EMS) medics. More specifically, the Immersive Interactive room includes: projectors that cover all four walls and work in sync with each other; a sound, wind, and scent system; and a tracking system that ensures real-time interaction, all which provide a seamless and realistic simulation of emergency environments.

EMS personnel are expected to provide medical care in any environment, and the room allows them to develop vital skills needed in order to respond to a variety of emergency situations. This system is unique in that the realistic simulation of scenarios can be practiced repeatedly in order to master skills more effectively, it can allow for continuous team-based training in order to build communication skills, training difficulty can be adapted to the paramedic's skill level, and a wide variety of real-life scenarios ranging from cardiac emergencies and trauma situations can be encountered. This system is more cost-effective than traditional physical simulations and can more easily be projected across the 1,100-square-mile Austin-Travis County EMS service area.

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The in-house software Immersive Studio is proprietary to Echo Healthcare, Inc d/b/a Echo Healthcare. The processes, designs, and intellectual property are unique to the Immersive Interactive product line.