



सूक्ष्म, लघु एवं मध्यम उद्यम मंत्रालय  
**DEVELOPMENT COMMISSIONER**  
MINISTRY OF MICRO, SMALL & MEDIUM  
ENTERPRISES

**MSME TECHNOLOGY CENTRE**



*Please refer Guidelines for STT/LTT/Apprenticeship/OEM Qualification File*

## **QUALIFICATION FILE**

### **FILM COMPOSITOR ASSISTANT**

Short Term Training (STT)  Long Term Training (LTT)  Apprenticeship

Upskilling  Dual/Flexi Qualification  For To T  For To A

General  Multi-skill (MS)  Cross Sectoral (CS)  Future Skills  OEM

NCrF/NSQF Level: 4

Submitted By

**MSME TECHNOLOGY CENTRE**

**O/o DC MSME, Ministry of Micro, Small and Medium Enterprises**

**Govt. of India**

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### Section 1: Basic Details

1.	<b>Qualification Name</b>	FLIM COMPOSITOR ASSISTANT															
2.	<b>Sector/s</b>	Media & Entertainment															
3.	<b>Type of Qualification:</b> <input type="checkbox"/> New <input checked="" type="checkbox"/> Revised <input type="checkbox"/> Has Electives/Options <input type="checkbox"/> OEM	<b>NQR Code &amp; version of existing/previous qualification:</b> <i>(change to previous, once approved)</i> QG-04-ME-02416-2024-V1-MSME	<b>Qualification Name of existing/previous version:</b> FLIM COMPOSTING & EDITING														
4.	<b>a. OEM Name</b> <b>b. Qualification Name</b> <i>(Wherever applicable)</i>	NA															
5.	<b>National Qualification Register (NQR) Code&amp;Version</b> <i>(Will be issued after NSQC approval)</i>	QG-04-ME-02416-2024-V1-MSME & V-1	<b>6. NCrf/NSQF Level: 4</b>														
7.	<b>Award (Certificate/Diploma/Advance Diploma/ Any Other)</b> <i>(Wherever applicable specify multiple entry/exits also &amp; provide details in annexure)</i>	Certificate															
8.	<b>Brief Description of the Qualification</b>	Learners who attain this qualification are competent in the following area, <ul style="list-style-type: none"> <li>• Learners can perform Computer Graphics, Video Editing, Image Editing, Color Correction etc.</li> <li>• Qualified learners are competent to get an employment in Media and Entertainment sector as per the requirement of MSMEs</li> <li>• Qualified learners will become an entrepreneur.</li> </ul>															
9.	<b>Eligibility Criteria for Entry for Student/Trainee/Learner/Employee</b>	<b>a. Entry Qualification &amp; Relevant Experience:</b> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 10%;">S. No.</th> <th style="width: 55%;">Academic/Skill Qualification (with Specialization - if applicable)</th> <th style="width: 35%;">Required Experience (with Specialization - if applicable)</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>12th pass</td> <td rowspan="3">No Experience Required</td> </tr> <tr> <td>2</td> <td>Completed 2nd year of 3-year diploma (after 10th)</td> </tr> <tr> <td>3</td> <td>11th Grade Pass and pursuing continuous schooling</td> </tr> <tr> <td>4</td> <td>Previous relevant Qualification of NSQF Level 3</td> <td>1-year relevant experience</td> </tr> </tbody> </table> <b>b. Age:</b>			S. No.	Academic/Skill Qualification (with Specialization - if applicable)	Required Experience (with Specialization - if applicable)	1	12th pass	No Experience Required	2	Completed 2nd year of 3-year diploma (after 10th)	3	11th Grade Pass and pursuing continuous schooling	4	Previous relevant Qualification of NSQF Level 3	1-year relevant experience
S. No.	Academic/Skill Qualification (with Specialization - if applicable)	Required Experience (with Specialization - if applicable)															
1	12th pass	No Experience Required															
2	Completed 2nd year of 3-year diploma (after 10th)																
3	11th Grade Pass and pursuing continuous schooling																
4	Previous relevant Qualification of NSQF Level 3	1-year relevant experience															

<b>10. Credits Assigned to this Qualification, Subject to Assessment</b> <i>(as per National Credit Framework (NCrF))</i>	13	<b>11. Common Cost Norm Category (I/II/III)</b> <i>(wherever applicable):</i> I																											
<b>12. Any Licensing requirements for Undertaking Training on This Qualification</b> <i>(wherever applicable)</i>	NA																												
<b>13. Training Duration by Modes of Training Delivery</b> <i>(Specify Total Duration as per selected training delivery modes and as per requirement of the qualification)</i>	<input type="checkbox"/> Offline <input type="checkbox"/> Online <input checked="" type="checkbox"/> Blended <table border="1" data-bbox="801 336 2119 592"> <thead> <tr> <th>Training Delivery Modes</th> <th>Theory (Hours)</th> <th>Practical (Hours)</th> <th>OJT Mandatory (Hours)</th> <th>OJT Recommended (Hours)</th> <th>Total (Hours)</th> </tr> </thead> <tbody> <tr> <td>Classroom (offline)</td> <td>90</td> <td>150</td> <td>-</td> <td>-</td> <td>240</td> </tr> <tr> <td>Online</td> <td>60</td> <td>150</td> <td>-</td> <td>-</td> <td>210</td> </tr> <tr> <td><b>Total</b></td> <td>150</td> <td>300</td> <td>-</td> <td>-</td> <td>450</td> </tr> </tbody> </table> <i>(Refer Blended Learning Annexure for details)</i>					Training Delivery Modes	Theory (Hours)	Practical (Hours)	OJT Mandatory (Hours)	OJT Recommended (Hours)	Total (Hours)	Classroom (offline)	90	150	-	-	240	Online	60	150	-	-	210	<b>Total</b>	150	300	-	-	450
Training Delivery Modes	Theory (Hours)	Practical (Hours)	OJT Mandatory (Hours)	OJT Recommended (Hours)	Total (Hours)																								
Classroom (offline)	90	150	-	-	240																								
Online	60	150	-	-	210																								
<b>Total</b>	150	300	-	-	450																								
<b>14. Aligned to NCO/ISCO Code/s</b> <i>(if no code is available mention the same)</i>	3521.0501 (Film Editor/Editor)																												
<b>15. Progression path after attaining the qualification</b> <i>(Please show Professional and Academic progression)</i>	Professional Progress: JrFilm Editor																												
<b>16. Other Indian languages in which the Qualification &amp; Model Curriculum are being submitted</b>	Hindi																												
<b>17. Is similar Qualification(s) available on NQR-if yes, justification for this qualification</b>	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No URLs of similar Qualifications:																												
<b>18. Is the Job Role Amenable to Persons with Disability</b>	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No If "Yes", specify applicable type of Disability: As per the Govt.norms.																												
<b>19. How Participation of Women will be Encouraged</b>	Seats are reserved as per government Norms.																												
<b>20. Are Greening/ Environment Sustainability Aspects Covered</b> <i>(Specify the NOS/Module which covers it)</i>	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No																												
<b>21. Is Qualification Suitable to be Offered in Schools/Colleges</b>	Schools <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No Colleges <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No																												
<b>22. Name and Contact Details of Submitting / Awarding Body SPOC</b> <i>(In case of CS or MS, provide details of both Lead AB &amp; Supporting ABs)</i>	Name: Sh. Vijay MahipatraoBankar Contact No. +0755 3501078 Email-msmetcab@gmail.com																												
<b>23. Final Approval Date by NSQC: 30.04.2024</b>	<b>24. Validity Duration: 3 YEARS</b>	<b>25. Next Review Date: 30.04.2027</b>																											

## Section 2: Module Summary

### NOS/s of Qualifications

(In exceptional cases these could be described as components)

#### Mandatory NOS/s:

Specify the training duration and assessment criteria at NOS/ Module level. For further details refer curriculum document.

**Th.-Theory Pr.-Practical OJT-On the Job Man.-Mandatory Training Rec.-Recommended Proj.- Project**

S. No	NOS/Module Name	NOS/Module Code & Version (if applicable)	Core/ Non-Core	NCrF/N SQF Level	Credits as per NCrF	Training Duration (Hours)					Assessment Marks						
						Th.	Pr.	OJT-Man.	OJT-Rec.	Total	Th.	Pr.	Proj.	Viva	Total	Weightage (%) (if applicable)	
1.	Acquire proficiency in Computer Graphics	MSME/FCA/01	core	4	2	30	30	-	-	60	100	100	-		200		
2.	Understanding Concepts of Video Editing	MSME/FCA/02	core	4	5	30	120	-	-	150	-	100	-	-	100		
3.	ACQUIRE MOTION GRAPHICS KNOWLEDGE	MSME/FCA/03	core	4	5	30	120	-	-	150	-	100	-		100		
4.	Proficiency in Compositing	MSME/FCA/04	core	4	2	30	30	-	-	60	-	100	-	-	100		
5.	Employability Skill	MSME/ES/01	Non-Core	4	1	30	-	-	-	30	100	-	-	-	100		
<b>Duration (in Hours) / Total Marks</b>						15	150	300	-	-	450	200	400	-	-	600	

#### Elective NOS/s:

S. No	NOS/Module Name	NOS/Module Code & Version (if applicable)	Core/ Non-Core	NCrF/N SQF Level	Credits as per NCrF	Training Duration (Hours)					Assessment Marks					
						Th.	Pr.	OJT-Man.	OJT-Rec.	Total	Th.	Pr.	Proj.	Viva	Total	Weightage (%) (if applicable)
1.																

S. No	NOS/Module Name	NOS/Module Code & Version <i>(if applicable)</i>	Core/Non-Core	NCrF/N SQF Level	Credits as per NCrF	Training Duration (Hours)					Assessment Marks				
						Th.	Pr.	OJT-Man.	OJT-Rec.	Total	Th.	Pr.	Proj.	Viva	Total
2.															
Duration (in Hours) / Total Marks															

Optional NOS/s:

S. No	NOS/Module Name	NOS/Module Code & Version <i>(if applicable)</i>	Core/Non-Core	NCrF/N SQF Level	Credits as per NCrF	Training Duration (Hours)					Assessment Marks				
						Th.	Pr.	OJT-Man.	OJT-Rec.	Total	Th.	Pr.	Proj.	Viva	Total
1.															
2.															
Duration (in Hours) / Total Marks															

Assessment - Minimum Qualifying Percentage

Please specify **any one** of the following:

**Minimum Pass Percentage – Aggregate at qualification level:** % *(Every Trainee should score specified minimum aggregate passing percentage at qualification level to successfully clear the assessment.)*

Minimum marks to pass theory exam: 40%

Minimum marks to pass Practical exam: 60%

**Minimum Pass Percentage – NOS/Module-wise:** % *(Every Trainee should score specified minimum passing percentage in each mandatory and selected elective NOS/Module to successfully clear the assessment.)*

Minimum marks to pass theory exam: 40%

Minimum marks to pass Practical exam: 60%

### Section 3: Training Related

1.	<b>Trainer’s Qualification and experience in the relevant sector (in years) (as per NCVET guidelines)</b>	Diploma/ Degree in Arts/ Fine Arts/ Design/Computer Science Engineering or Equivalent with Practical skills and knowledge required in the relevant job role at least one level higher i.e., level 4.5 and above in related field and minimum 2 years of experience in Production Environment in the Media & Entertainment organization will become a trainer, (Preferably TOT/ Certified from reputed agency to be deployed for the training)
2.	<b>Master Trainer’s Qualification and experience in the relevant sector (in years) (as per NCVET guidelines)</b>	Degree in Engineering (Computer Science, Arts, Fine Arts, Design, Animation) or equivalent with 3 to 5 years of experience in Production/ Training from any Media & Entertainment organization will become as a Master Trainer.
3.	<b>Tools and Equipment Required for Training</b>	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No (If “Yes”, details to be provided in Annexure)
4.	<b>In Case of Revised Qualification, Details of Any Upskilling Required for Trainer</b>	Yes

### Section 4: Assessment Related

1.	<b>Assessor’s Qualification and experience in relevant sector (in years) (as per NCVET guidelines)</b>	Diploma / Degree in Engineering (Computer Science, Arts, Fine Arts, Design, Animation) or equivalent with 3 years of experience in Production/ Training from any reputed Media & Entertainment organization.  Only (TOA) certified assessors will be able to conduct the assessments.
2.	<b>Proctor’s Qualification and experience in relevant sector (in years) (as per NCVET guidelines)</b>	Degree in Engineering (Computer Science, Arts, Fine Arts, Design, Animation) or equivalent with 5 years of experience in Production/ Training from any reputed Media & Entertainment organization.
3.	<b>Lead Assessor’s/Proctor’s Qualification and experience in relevant sector (in years) (as per NCVET guidelines)</b>	Post Graduate Diploma/Advanced Diploma / Diploma / ITI Certificate / in the relevant discipline with minimum 5 years of experience in their professional fields (including minimum 3 years of relevant industry experience).
4.	<b>Assessment Mode (Specify the assessment mode)</b>	Blended Type (Online + Offline)
5.	<b>Tools and Equipment Required for Assessment</b>	<input checked="" type="checkbox"/> Same as for training <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No (details to be provided in Annexure-if it is different for Assessment)

### Section 5: Evidence of the need for the Qualification

Provide Annexure/Supporting documents name.

1.	<b>Latest Skill Gap Study (not older than 2 years) (Yes/No):</b>
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	<ul style="list-style-type: none"> <li>Human Resource and Skill Requirement in the Media Entertainment Sector (2020-25) Jan 2022</li> <li>SKILLS GAP STUDY FOR THE MEDIA &amp; ENTERTAINMENT SECTOR</li> <li>Talent Gap in Animation, Visual Effects Industry, Short Courses to The Rescue – News18</li> </ul> <p>Link to Report: <a href="https://www.news18.com/news/education-career/short-courses-can-fill-skill-gap-in-animation-visual-effects-gaming-comics-4891634.html">https://www.news18.com/news/education-career/short-courses-can-fill-skill-gap-in-animation-visual-effects-gaming-comics-4891634.html</a></p>
2.	<p><b>Latest Market Research Reports or any other source (not older than 2 years) (Yes/No):</b></p> <ul style="list-style-type: none"> <li><b>Global 3D Animation Market Size, Share &amp; Trends Analysis Report by Technique (3D Modeling, Visual Effects), by Component, by Deployment (On-premise, On-demand), by End Use, and Segment Forecasts, 2021-2028</b> Link to Research Report: <a href="https://www.researchandmarkets.com/reports/4452097/global-3d-animation-market-size-share-and-trends">https://www.researchandmarkets.com/reports/4452097/global-3d-animation-market-size-share-and-trends</a>.</li> <li><b>Global 3D Animation Market Size &amp; Growth Report, 2030 - Grand View Research.</b> Link to Research Report: <a href="https://www.grandviewresearch.com/industry-analysis/3d-animation-market">https://www.grandviewresearch.com/industry-analysis/3d-animation-market</a>.</li> <li><b>Global 3D Animation Market Research Report (2021 to 2026) –GlobeNewswire.</b> Link to Research Report: <a href="https://www.globenewswire.com/news-release/2022/01/04/2360496/28124/en/Global-3D-Animation-Market-Research-Report-2021-to-2026-by-Animation-Technique-Component-Deployment-End-user-and-Region.html">https://www.globenewswire.com/news-release/2022/01/04/2360496/28124/en/Global-3D-Animation-Market-Research-Report-2021-to-2026-by-Animation-Technique-Component-Deployment-End-user-and-Region.html</a></li> </ul>
3.	<b>Government /Industry initiatives/ requirement (Yes/No):</b> Yes
4.	<b>Number of Industry validation provided:</b> 30
5.	<b>Estimated nos. of persons to be trained and employed:</b> 1200 Approx.
6.	<b>Evidence of Concurrence/Consultation with Line Ministry/State Departments:</b> Yes If “No”, why:

## Section 6: Annexure & Supporting Documents Check List

Specify Annexure Name / Supporting document file name

1.	<b>Annexure:</b> NCrf/NSQF level justification based on NCrf level/NSQF descriptors (Mandatory)	Annexure-I
2.	<b>Annexure:</b> List of tools and equipment relevant for qualification (Mandatory, except in case of online course)	Annexure-II
3.	<b>Annexure:</b> Industry Validations Summary	Annexure-III

4.	<b>Annexure:</b> Training & Employment Details	Annexure-IV
5.	<b>Annexure:</b> Blended Learning ( <i>Mandatory, in case selected Mode of delivery is “Blended Learning”</i> )	Annexure-V
6.	<b>Annexure:</b> Detailed Assessment Criteria ( <i>Mandatory</i> )	Annexure-VI
7.	<b>Annexure:</b> Assessment Strategy ( <i>Mandatory</i> )	Annexure-VII
8.	<b>Annexure:</b> Acronym and Glossary ( <i>Optional</i> )	Annexure- VIII
9.	<b>Annexure:</b> Multiple Entry-Exit Details ( <i>Mandatory, in case qualification has multiple Entry-Exit</i> )	NA
10.	<b>Supporting Document:</b> Model Curriculum ( <i>Mandatory – Public view</i> )	Annexure- IX
11.	<b>Supporting Document:</b> Career Progression ( <i>Mandatory - Public view</i> )	<i>This aspect mentioned in point no. 15</i>
12.	<b>Supporting Document:</b> Occupational Map ( <i>Mandatory</i> )	Annexure-X
13.	<b>Supporting Document:</b> Assessment SOP ( <i>Mandatory</i> )	Annexure- XI
14.	Any other document you wish to submit:	NA

### Annexure I: Evidence of Level

NCrF/NSQF Level Descriptors	Key requirements of the job role/ outcome of the qualification	How the job role/ outcomes relate to the NCrF/NSQF level descriptor	NCrF/NSQF Level
Professional Theoretical Knowledge/Process	<ul style="list-style-type: none"> <li>Specialized knowledge of Video Editing and Proficient with Computer Graphics, 2D Animation, Video Editing Tools, Color Theory, Time management for completion of work.</li> </ul>	<ul style="list-style-type: none"> <li>Understanding the fundamentals of computer graphics, installing and navigating software, creating and managing documents, and differentiating between file types, resolution, and color modes.</li> <li>Understanding file types, bitmap vs. vector graphics, resolution, and color modes. Performing basic compositing techniques, making selections, and applying adjustments to images.</li> <li>Understanding video editing basics, importing and organizing files, applying effects and transitions, working with green screens, manipulating audio, and learning color correction and grading.</li> </ul>	4

		<ul style="list-style-type: none"> <li>● Developing computer skills, communication competence, report writing skills, teamwork abilities, understanding ethics and values, and gaining knowledge about entrepreneurship and startup schemes.</li> <li>● Throughout the course, Learner s will have extensive practical experience with hands-on projects and exercises, allowing them to apply the knowledge gained in real-world scenarios.</li> </ul>	
<b>Professional and Technical Skills/ Expertise/ Professional Knowledge</b>	<ul style="list-style-type: none"> <li>● Proficiency in Computer Graphics Software</li> <li>● Technical Understanding of File Types, Resolution, and Color Modes</li> <li>● Video Editing Proficiency</li> </ul>	<ul style="list-style-type: none"> <li>● Learners develop a high level of proficiency in computer graphics software, including navigating the interface, managing documents, and utilizing various tools and features effectively.</li> <li>● Learners gain in-depth technical knowledge about different file types, understanding their characteristics and optimal usage. They also learn about resolution and color modes, ensuring accurate and high-quality output.</li> <li>● Learners gain proficiency in video editing, including importing and organizing files, applying effects and transitions, manipulating audio, and enhancing the visual quality of videos to create compelling final products.</li> </ul>	4
<b>Employment Readiness &amp; Entrepreneurship Skills &amp; Mind-set/Professional Skill</b>	<ul style="list-style-type: none"> <li>● Understand Personal Strengths \ Value, Digital Literacy, Money Matters and Preparing for Employment &amp; Self Employment</li> </ul>	<ul style="list-style-type: none"> <li>● Learner can Develop communication competence, report writing skills &amp; preparation of Resumes or Curriculum Vitae, Learner can be able to Interact effectively with co-workers and can apply the Engineering Ethics and Human Values at workplace.</li> <li>● Leaner can understand the basic process of becoming an entrepreneur &amp; start up and can get benefits from various government schemes applicable.</li> </ul>	4
<b>Broad Learning Outcomes/Core Skill</b>	<ul style="list-style-type: none"> <li>● Lerner will achieve a high level of proficiency in computer graphics, including software usage, file management, and understanding different file types, resolution, and color modes.</li> <li>● Students will gain proficiency in video editing, including importing and organizing files, applying effects and transitions, manipulating audio, and enhancing visual quality. They will also develop skills in post-production techniques such as color correction and grading.</li> <li>● Learner s will develop essential employability skills, including effective communication, teamwork, time management, and professionalism. They will also gain an understanding of entrepreneurship, accessing funding, and government schemes for startups.</li> <li>● Learner s will cultivate creative problem-solving skills, enabling them to tackle challenges in computer graphics and animation. They will also have the opportunity to express their artistic vision through the creation of visually appealing and engaging animations.</li> </ul>	<ul style="list-style-type: none"> <li>● Learners demonstrate proficiency in computer graphics software, including file management, different file types, resolution, and color modes.</li> <li>● Learners exhibit proficiency in importing, organizing, and enhancing videos through editing techniques and post-production processes.</li> <li>● Learners demonstrate effective communication, teamwork, time management, and professionalism, along with an understanding of entrepreneurship and government schemes for startups.</li> <li>● Learners exhibit the ability to creatively solve problems and express their artistic vision through visually appealing and engaging animations.</li> <li>● Learners will achieve a high level of proficiency in computer graphics, including software usage, file management, and understanding different file types, resolution, and color modes.</li> </ul>	4
<b>Responsibility</b>	<ul style="list-style-type: none"> <li>● Responsible for own work and learning as well as for the subordinates.</li> <li>● Takes complete responsibility for delivery and quality of own work and output.</li> </ul>	<ul style="list-style-type: none"> <li>● Learner is expected to perform the task as per given instructions, taking responsibility of proper execution of the program generated and its actions for the operation, quality and accuracy of the work.</li> <li>● Works independently for certain tasks and collaboratively and takes responsibility fully for own work, he/she is expected to have openness to learning, ability to plan and organize own work and identify and solve problems in the course of working.</li> <li>● Understanding the need to take initiative and manage self-work and group tasks to improve efficiency and effectiveness</li> </ul>	4

## Annexure II: Tools and Equipment (Lab Set-Up)

List of Tools and Equipment

**Batch Size:20**

S. No.	Tool / Equipment Name	Specification	Quantity for specified Batch size
1	Performance Computer or Workstation	Latest Version as per industry standard	20
2	Graphics Software's, Video Editing Software's	Latest or One Version Older	20
3	Classroom Aids The aids required to conduct sessions in the classroom are: 1. Projector 2. Smart Board 3. Mic& Speaker 4. Webcam 5. Online Collaboration Tools /Video Conference Software's or related equivalent Software's 6. Practice Exercise etc.		1 Each

## Annexure III: Industry Validations Summary

Provide the summary information of all the industry validations in table. This is not required for OEM qualifications.

S. No	Organization Name	Representative Name	Designation	Contact Address	Contact Phone No	E-mail ID	LinkedIn Profile (if available)
1	Ficus Productions Private Limited	Mr. Rohit D. Ghokshe	CEO, Managing Director	Room No. 58, Chawl no.6, Plot no.4, BMC Colony, Dr. E.Moses Road, Worli Naka, Mumbai 400018	866152165	Info.ficusproduction@gmail.com	
2	Ultra Digital Studio Pvt.Ltd	Mr. Anup Chandekar	Sr. Admin Executive	4th Floor, A4, Ultra Media & Entertainment Pvt Ltd, Peninsula Park, C/O, Off Veera Desai Rd, near Maruti Business Park, Veera Desai Industrial Estate, Andheri West, Mumbai, Maharashtra 400053	9321213141	anup.chandekar@ultraindia.com	
3	Chanchal Engineering works	Mr. DRYHAEBHWAR	PROPRIETOR	gut no.67,plot no.06(B),shivrana audyogik sanstha, wadgaon(ko), area, MIDC, Waluj, Aurangabad, Maharashtra 431133	9765499939	chanchalengineeringworks@gmail.com	

4	Antennae Venture	Mr.Manpreet Singh	Ecosystem Manager	LodhaSupremus, Saki Vihar Rd, opposite Mtnl, off Tunga Village, Tunga Village, Chandivali, Powai, Mumbai, Maharashtra 400076	9082860602	hr@antennae.in	
5	Royal Finesse Studio	Mr.Anchal Joshi	Cofounder	new prerana CHS, C-1, next to modihyndai, Bhakti Mandir, PanchPakhdi, Thane West, Thane, Maharashtra 400602	8356099360	aanchal@royalfinesse.in	
6	IDZ Digital Pvt. Ltd.	Ms. Anuja Dhage	Hr Executive	Kanakia Western Edge II, Western Edge II, B-607, behind Metro Mall, near SuSwagat Hotel, Food Corporation of India Warehouse, Borivali East, Mumbai, Maharashtra 400066	9321738407	careers@idzdigital.com	
7	Yanisa Execution	Sonu Waghmare	Studio Manager	04, 2nd floor, ShyamVihar,MewawalaNiwas, MG Road, near Puppy Tailor, Mulund (w), Mumbai: 80	7977468221	mswsonu@gmail.com	
8	Hydrotech Consultant	Prafulchandra Pramodrai Naik	Director Of Hydrotech Consultant	Admin office: 32, Sumit Samarth Arcade, A wing, Aarey Road, Goregaon (W), Mumbai - 400104 Regd. Office: Sarvodaya Bhuvan 'B', Gokhale Road (N), Dadar (West), Mumbai - 400028	9892177917	info@hydrotechconsultant.com	
9	G.T. Engineering Works	Karuppaswamy Yadav	Partner	17, Vardhaman Indl. Estate, Opp. Nahur Station ,Village Road, Bhandup-(W),Mumbai-78	9702277955	gtengineeringworks@gmail.com	
10	Prabhavshali News	Stevan Jhon Badiger	Chief Editor	Ram Heritage Building, Plot No. 32, Sector - 12, Shop No. 19, Kamothe, Navi Mumbai - 410209	9324847296	prabhavshalinews@gmail.com	
11	Shree Swami Samarth Media Private Limited	Nilesh Gajanan Karanje	Director	Pratiksha Nagar, Palm Acres CHS, M-5, B Wing, Second floor, Flat Number-205, Pratikshanagar, Sion (East), Mumbai- 400022	9930461343	<a href="mailto:Nileshkaranje@gmail.com">Nileshkaranje@gmail.com</a> nilesh@shreeswamisamarthamedia.com	
12	Manik Machinery Manufacturer Pvt. Ltd.	Manojkumar Patil	Design Engineer	21/24, Sons Udyog, Parsi Panchayat Road, Andheri (East) mumbai- 400069	9892209289	manoj.patil@pilotindia.com	
13	Additional Ambarnath Manufacturer's Association (AAMA)	Umesh Tayade	AAMA - Chairman	P-42, AAMA Welfare Centre, Anandnagar, Additional Ambarnath MIDC, Ambarnath - 421506, Dist - Thane	9422073611	aama.ambarnath@gmail.com	
14	Word Publishing	Karan Jadhav	Talent Acquisition Manager	Office no. 117, First Floor,lobby no. 4Rupa Solitaire, MBP, Mahape Navi Mumbai Nearest Station: Ghansoli, Navi Mumbai	9619225867	karan.jadhav@wpsgp.com	

15	Ad On Enterprises	Sudhir Parte	Director	505/ B, Neelkantheshwar Apt, Lonin Nagar, Nitin Company Signal, Thane (W), Maharashtra - 400602	9821802203	enterprises.adon@gmail.com	
16	DigitalCube Tech Private Limited	Devayani Bendale	HR Executive	B- 203, Sai Siddhivinayak Apt, Near Tondvalkar School, Dombivil West. 421202	8485025073	hr@digitalcube.tech	
17	AV LASERCRAFTS	Aniket Jadhav	Managing Director	ADD- SHOP-3, GAUREE LEELA APT, KADRAP BADLAPUR EAST.	9067788666	avalsercrafts@gmail.com	
18	Daynil Group Solutions Pvt. Ltd.	Ms. Shruti Ghodke	HR Associate	Unit no. 212, Globe Estate, Tata Power Circle, 1, near Vikas Naka, MIDC, Dombivli, Maharashtra 421203	8668215445	hr@daynilgroup.com	
19	Allied Engineering Pvt Ltd	Alumer Gadkari	Application Engineer	Plot No. D-222/14 , TTC Industrial Area, MIDC, Nerul, Navi Mumbai, Maharashtra - 400706	7977806044 / 8291195952	<a href="mailto:sales@alliedengineering.co.in">sales@alliedengineering.co.in</a> <a href="mailto:info@alliedengineering.co.in">info@alliedengineering.co.in</a>	
20	Evertiz Solutions	Shavin Kamble	Sr Hr Executive	Seawoods west, Sector 44A, Navi Mumbai, Maharashtra,	7900054498	shavin.kamble@evertiz.com	
21	Aja Consultants and Engineers	Aniruddha Pradhan	Partner	701, Swami Sankul, Vasant Patil Marg, Chunabhatti, Sion, Mumbai - 400022	9892675218	aapradhan@ajconsult.com	
22	A to Z Placement Service	Amit Varma	Director	office no. 004, Ground floor, Manas Sarovar CHSL, B wing, Beturkar Pada, Near M.K. College, kalyan (W) - 421301	7977261570	amitkumar.verma@atozjobs.in	
23	BrainHap	Amruta Suki	Executive- HR	35/151, 1st Floor, Shree laxmi Vijay Industrial Premises, New Link Road, Sab TV lane	9970747512	admin@aerobott.com	
24	Softcon Automation	Sanjay Narayan Sheth	Partner	Unit No.7, Bldg., No.1, Sector No. 11, Millennium Business Park, Mahape, MIDC, Navi Mumbai. 4cO710	9324645875	sanjay@softconautomation.com	
25	Tibe Allianz Pvt Ltd	Shraddha Nijai	General Manager	Regd Address: Tibe House, Main Road, Opp. Panchayat Samiti, Murbad, Maharashtra 421401	8459857541	<a href="mailto:tibeallianz@gmail.com">tibeallianz@gmail.com</a> <a href="mailto:connect@tibeallianz.com">connect@tibeallianz.com</a>	
26	S.N. Engineering works	Sneha	CEO	Chaudhary, Sambhaji Nagar	9822859974	snehag858@gmail.com	
27	Pranav Enterprises	Padharinath Devkar	Owner	Plot No C-40, Midc Area, Waluj MIDC, Aurangabad-Maharashtra - 431136	9371671146	pranavent@gmail.com	
28	R.P. Industries	Prashant Patil	CEO	H-5/27, MIDC Industrial Area, Chikalthana, Aurangabad-431210, Maharashtra, India.	8007222251	prashantpatil@gmail.com	
29	Madhura Die Cast Private Limited	Madhura	CEO	D-168 MIDC Shendra, Aurangabad - 431 154	9422204622	madhuradiecast@gaikegroup.in	
30	Gayatri Auto Components	Ranjeet Mete	Lead Designer	Plot No. K39, Chh, MIDC, Ranjangaon, Waluj, Aurangabad, Ghanegaon, Maharashtra 431136	7385613842	info@gayatriauto.in	

### Annexure IV: Training & Employment Details

**Training and Employment Projections:**

Year	Total Candidates		Women		People with Disability	
	Estimated Training #	Estimated Employment Opportunities	Estimated Training #	Estimated Employment Opportunities	Estimated Training #	Estimated Employment Opportunities
23-24	1200	1000	580	580	-	-
24-25	1500	1500	750	750	-	-
25-26	1700	1700	850	850	-	-

*Data to be provided year-wise for next 3 years*

**Training, Assessment, Certification, and Placement Data for previous versions of qualifications:**

Qualification Version	Year	Total Candidates				Women				People with Disability			
		Trained	Assessed	Certified	Placed	Trained	Assessed	Certified	Placed	Trained	Assessed	Certified	Placed
1.0	20-21	150	150	150	90	30	30	30	26	-	-	-	-
1.0	21-22	170	170	170	140	56	56	56	38	-	-	-	-
1.0	22-23	160	160	160	140	48	48	48	32	-	-	-	-

*Applicable for revised qualifications only, data to be provided year-wise for past 3 years.*

**List Schemes in which the previous version of Qualification was implemented:**

1. Fee based Training Program under the Ministry of MSME.
2. PM DakshtaAurKushaltaSampannHitgrahiYojana under M/o SJE, GOI
3. Capacity building Training program under National SC/ST Hub, M/o MSME, GOI
4. Schemes under the different state Government.

**Content availability for previous versions of qualifications:**

Participant Handbook  Facilitator Guide  Digital Content  Qualification Handbook  Any Other:

**Languages in which Content is available:**

English

## Annexure V: Blended Learning

## Blended Learning Estimated Ratio &amp; Recommended Tools:

Refer NCVET “Guidelines for Blended Learning for Vocational Education, Training & Skilling” available on:

<https://ncvet.gov.in/sites/default/files/Guidelines%20for%20Blended%20Learning%20for%20Vocational%20Education,%20Training%20&%20Skilling.pdf>

S. No.	Select the Components of the Qualification	List Recommended Tools – for all Selected Components	Offline: Online Ratio
1	<input checked="" type="checkbox"/> Theory/ Lectures - Imparting theoretical and conceptual knowledge	Books/ e-books Presentations Reference Material Audio / Video Modules with Self-Learning Videos /Broadcasts /Mobile Learning /Curated Digital content	40:60
2	<input checked="" type="checkbox"/> Imparting Soft Skills, Life Skills, and Employability Skills /Mentorship to Learners	Self-Learning Videos Broadcasts Mobile Learning Curated Digital content	40:60
3	<input checked="" type="checkbox"/> Showing Practical Demonstrations to the learners	Adobe Suite Software’s Video Content E-Resource library	100:00
4	<input checked="" type="checkbox"/> Imparting Practical Hands-on Skills/ Lab Work/ workshop/ shop floor training	On above software’s	50:50
5	<input checked="" type="checkbox"/> Tutorials/ Assignments/ Drill/ Practice	Online Question Bank Mobile Quick test app MCQ based tests Practical Test on Machines	50:50
6	<input checked="" type="checkbox"/> Proctored Monitoring/ Assessment/ Evaluation/ Examinations	Assessment engine for Essays, Up-loadable file examinations, Mock test sessions	50:50
7	<input type="checkbox"/> On the Job Training (OJT)/ Project Work Internship/ Apprenticeship Training	N/A	-

### Annexure VI: Detailed Assessment Criteria

Detailed assessment criteria for each NOS/Module are as follows:

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<b>NOS/Module:</b> <b>MSME/FCA/01</b>  <b>Acquire proficiency in Computer Graphics</b>	Video Editing Basics: PC.1 Learners grasp fundamental concepts and techniques. PC.2 They can explain key principles of video editing. Software Proficiency: PC.3 Learners navigate editing software efficiently. PC.4 They demonstrate proficiency in using essential tools and shortcuts. Media Management: PC.5 Learners import and organize media files effectively. PC.6 They create sequences and add clips to the timeline seamlessly. Advanced Techniques: PC.7 Learners utilize advanced editing tools proficiently. PC.8 They apply keyframe animation techniques for precise editing. Audio Editing: PC.9 Learners separate audio from video and apply effects competently. PC.10 They sync video clips with music and remove background noise effectively. Title and Text Animation: PC.11 Learners create basic titles and customize text animation. PC.12 They install fonts and use text animation presets competently. Exporting and Optimization: PC.13 Learners understand export settings for platforms like YouTube. PC.14 They export HD video and apply techniques for optimal quality. Color Correction and Grading: PC.15 Learners apply color correction and grading techniques effectively. PC.16 They enhance footage by adjusting color and mood. Transitions and Effects: PC.17 Learners create transitions to enhance visual appeal. PC.18 They apply special effects skillfully to add creativity. Workflow Efficiency: PC.19 Learners implement techniques to prevent software crashes. They add timecode stamps for professional output.	50	50	-	-
<b>NOS/Module:</b> <b>MSME/FCA/02</b>  <b>Understanding Concepts of Video Editing</b>	PC.1 Demonstrates understanding of the basics of video editing, including concepts and techniques. PC.2 Displays familiarity with color theory basics. PC.3 Utilizes video editing software proficiently and navigates its user interface effectively. PC.4 Imports and organizes media files competently within the editing software. PC.5 Creates new sequences and adds clips to the timeline skillfully. PC.6 Uses essential tools and shortcuts within the editing software proficiently. PC.7 Effectively utilizes the toolbar and adjusts/ animator clip dimensions. PC.8 Demonstrates proficient knowledge and application of green screen (chromakey) techniques. PC.9 Creates basic titles and templates skillfully. PC.10 Installs fonts into the editing software and uses custom text animation presets competently. PC.11 Composites video and titles, including interactive wipe or reveal effects effectively.	-	100	-	-

	<p>PC.12 Separates audio from video, removes background noise, and syncs video clips with music competently.</p> <p>PC.13 Uses audio effects like auto ducking, pitch changing, phone call voice effect, and distant/muffled audio effect skillfully.</p> <p>PC.14 Exports HD video and understands the best export settings for platforms like YouTube proficiently.</p> <p>PC.15 Applies keyframe animation techniques skillfully.</p> <p>PC.16 Uses keyframes to improve video quality and adjust volume skillfully.</p> <p>PC.17 Creates various transitions, including crop opening, default, custom, plugin, before and after wipe slide, flicker, luma fade, and more, effectively.</p> <p>PC.18 Distinguishes between color correction and color grading.</p> <p>PC.19 Applies competent color correction techniques to adjust the overall appearance of footage skillfully.</p> <p>PC.20 Applies skillful color grading techniques to create specific moods or styles.</p> <p>PC.21 Color grades multiple clips at once using adjustment layers effectively.</p> <p>PC.22 Inverts colors and applies special effects like Harry Potter's invisibility cloak and parallax universe effect skillfully.</p> <p>PC.23 Applies advanced video effects and techniques, including automatic mask tracking, VHS VCR camcorder look, cloning, freeze frame, fast forward, reverse clip speed, echo effects, morph cut glitch transition, fish-eye effect, and more, skillfully.</p> <p>PC.24 Implements techniques to prevent software crashes and manages cache data effectively.</p> <p>PC.25 Adds timecode stamps or timers to footage proficiently.</p> <p>PC.26 Creates L-cuts and J-cuts for smooth transitions skillfully.</p> <p>PC.27 Effectively utilizes highlighting techniques in video.</p> <p>PC.28 Sources and uses free stock videos and templates proficiently.</p>				
<p><b>NOS/Module:</b> <b>MSME/FCA/03</b></p> <p><b>ACQUIRE MOTION GRAPHICS KNOWLEDGE</b></p>	<p>PC.1 Demonstrates understanding of the concept of motion graphics.</p> <p>PC.2 Displays familiarity with tips and tricks to follow when working with motion graphics.</p> <p>PC.3 Utilizes motion graphics software proficiently and understands the interface effectively.</p> <p>PC.4 Customizes the workspace skillfully.</p> <p>PC.5 Understands the importance of info and preview panels.</p> <p>PC.6 Manages projects competently, including creating a new project and setting up auto-save.</p> <p>PC.7 Imports images for use in motion graphics projects competently.</p> <p>PC.8 Creates a new composition skillfully.</p> <p>PC.9 Uses the project panel proficiently and adds content to the timeline.</p> <p>PC.10 Arranges and scales content in the timeline effectively.</p> <p>PC.11 Adjusts the duration of content skillfully.</p> <p>PC.12 Aligns and maximizes mode for optimal display.</p> <p>PC.13 Understands the basics of keyframing and animations.</p> <p>PC.14 Manages keyframes skillfully, including interpolation, roving keyframes, and easing animations.</p> <p>PC.15 Successfully completes an animation project, such as an EV awareness project.</p> <p>PC.16 Utilizes realistic motion blur proficiently.</p> <p>PC.17 Animates using motion sketch and motion sketch smoothing competently.</p> <p>PC.18 Orients objects to a path with ability.</p> <p>PC.19 Creates and customizes text layers skillfully.</p> <p>PC.20 Uses text animation presets effectively and previews them.</p> <p>PC.21 Creates and edits shape layers competently.</p> <p>PC.22 Modifies anchor points for shape layers proficiently.</p> <p>PC.23 Creates and animates masks with shapes skillfully.</p> <p>PC.24 Understands the process of exporting compositions and sending them to an encoder.</p>	<p>-</p>	<p><b>100</b></p>	<p>-</p>	<p>-</p>

<p><b>NOS/Module:</b> <b>MSME/FCA/04</b> <b>Proficiency in Compositing</b></p>	<p>PC.1 Demonstrates understanding of the concept of compositing and the purpose of compositing in visual effects.                  PC.2 Utilizes and navigates the compositing interface proficiently.                  PC.3 Creates a basic composite skilfully by combining multiple elements.                  PC.4 Adjusts settings for optimal compositing results effectively.                  PC.5 Uses the interface and its features like a professional.                  PC.6 Applies effects, plugins, and animation presets competently.                  PC.7 Outputs the final composite through rendering or alternative methods proficiently.                  PC.8 Assembles shots logically to create a seamless composite.                  PC.9 Imports footage and creates compositions successfully.                  PC.10 Manages compositions and timelines competently.                  PC.11 Times keyframes and utilizes the graph editor for precise control over animation skilfully.                  PC.12 Understands and applies animation principles to create relationships between elements.                  PC.13 Adds motion blur proficiently to enhance realism.                  PC.14 Times and retimes footage competently for desired effects.                  PC.15 Uses keyframes effectively to animate elements within the composition.                  PC.16 Utilizes the graph editor proficiently to manipulate animation curves.                  PC.17 Understands and applies layers, adjustment layers, and techniques for combining layers.                  PC.18 Creates and utilizes edge-on camera perspectives proficiently.                  PC.19 Manages transparency within the composition skilfully.                  PC.20 Uses mask options competently, including variable mask feathering.                  PC.21 Creates and animates masks skilfully.                  PC.22 Understands and applies blending modes to achieve desired visual effects.                  PC.23 Applies selection techniques using track mattes proficiently.                  PC.24 Uses paint and cloning tools skilfully for retouching and enhancing elements.                  PC.25 Utilizes pre-composition techniques competently to organize and manage complex compositions.                  PC.26 Transforms elements within the composition effectively, including scaling, rotating, and skewing.                  PC.27 Rotoscopes proficiently for isolating and manipulating specific elements.                  PC.28 Uses track mattes effectively for precise compositing.                  PC.29 Works with multiple compositions and projects simultaneously competently.</p>	<p>-</p>	<p><b>100</b></p>	<p>-</p>	<p>-</p>
<p><b>NOS/Module:</b> <b>MSME/ES/01</b> <b>Employability Skills</b></p>	<p>PC.1 Discuss the importance of Employability Skills in meeting the job requirements.                  PC.2 Explain constitutional values, civic rights, duties, citizenship, responsibility towards society etc. that are required to be followed to become a responsible citizen.                  PC.3 Show how to practice different environmentally sustainable practices.                  PC.4 Discuss 21st century skills.                  PC.5 Display positive attitude, self -motivation, problem solving, time management skills and continuous learning mindset in different situations.                  PC.6 Use appropriate basic English sentences/phrases while speaking.                  PC.7 Demonstrate how to communicate in a well -mannered way with others.                  PC.8 Demonstrate working with others in a team.                  PC.9 Show how to conduct oneself appropriately with all genders and PwD                  PC.10 Discuss the significance of reporting sexual harassment issues in time</p>	<p><b>100</b></p>	<p>-</p>	<p>-</p>	<p>-</p>

PC.11	Discuss the significance of using financial products and services safely and securely.				
PC.12	Explain the importance of managing expenses, income, and savings.				
PC.13	Explain the significance of approaching the concerned authorities in time for any exploitation as per legal rights and laws.				
PC.14	Show how to operate digital devices and use the associated applications and features, safely and securely.				
PC.15	Discuss the significance of using internet for browsing, accessing social media platforms, safely and Securely.				
PC.16	Discuss the need for identifying opportunities for potential business, sources for arranging money and potential legal and financial challenges.				
PC.17	Differentiate between types of customers.				
PC.18	Explain the significance of identifying customer needs and addressing them.				
PC.19	Discuss the significance of maintaining hygiene and dressing appropriately.				
PC.20	Create a biodata				
PC.21	Use various sources to search and apply for jobs				
PC.22	Discuss the significance of dressing up neatly and maintaining hygiene for an interview				
PC.23	Discuss how to search and register for apprenticeship opportunities				
<b>Total Marks</b>		<b>150</b>	<b>350</b>	-	-

### Annexure VII: Assessment Strategy

This section includes the processes involved in identifying, gathering, and interpreting information to evaluate the Candidate on the required competencies of the program.

*Mention the detailed assessment strategy in the provided template.*

**1. Assessment System Overview:**

- Batches are assigned to the MSME NSQF Assessment Agency via email for the assessment.
- MSME NSQF Assessment Agency sends the assessment confirmation to respective TC.
- MSME NSQF Assessment Agency deploys the certified Assessor for executing the assessment at respective TC via online / offline mode.
- MSME NSQF Assessment Agency & respective TC Internal Assessment cell monitors the assessment process & records.

**2. Testing Environment:**

- MSME NSQF Assessment Agency confirms the Assessment location, date and time
- For number of candidates more than 30 separate assessors are assigned for the assessment.
- MSME NSQF Assessment Agency & respective assessor confirms that the allotted time to the candidates to complete Theory & Practical Assessment is correct.

**3. Assessment Quality Assurance levels/Framework:**

- Each TC Submits the Question Bank for the individual subject Theory & Practice separately, submits to MSME NSQF Assessment Agency and it is verified by the MSME NSQF Assessment Agency Committee members.
- Questions are mapped to the specified assessment criteria
- All the assessors & Trainers are well qualified & trained to carry out the specified task.

**4. Types of evidence or evidence-gathering protocol:**

- Online Link is send by MSME NSQF Assessment Agency to respective TC & Assessor. Reporting of the assessor from assessment location is verified by the MSME NSQF Assessment Agency through the online Meeting Link. Students are also required to join for the online link for verification by the MSME NSQF Assessment Agency.
- Assessment Photographs are shared with the MSME NSQF Assessment Agency & are also with the respective TC.

**5. Method of verification or validation:**

- Online Link is send by MSME NSQF Assessment Agency to respective TC & Assessor. Reporting of the assessor from assessment location is verified by the MSME NSQF Assessment Agency through the online Meeting Link. Students are also required to join for the online link for verification by the MSME NSQF Assessment Agency.

**6. Method for assessment documentation, archiving, and access:**

- The Assessment records are shared with MSME NSQF Assessment Agency & also stored at respective TC.
- Assessor fills the assessment report and shares with the MSME NSQF Assessment Agency.

**On the Job Training:**

- Each module will be assessed separately.
- The candidate must score 60% marks to successfully complete the OJT.
- Learner will be assessed on the basis of OJT report followed by Viva
- Assessment will ensure that the Learner is able to:

- ✓ Effective engagement with the customers / Subordinates and team
- ✓ Understand the working of various tools and equipment
- ✓ Understand the working environment of the industry

### AnnexureVIII: Acronym and Glossary

Acronym

Acronym	Description
AA	Assessment Agency
AB	Awarding Body
ISCO	International Standard Classification of Occupations
NCO	National Classification of Occupations
NCrF	National Credit Framework
NOS	National Occupational Standard(s)
NQR	National Qualification Register
NSQF	National Skills Qualifications Framework
OJT	On the Job Training

Glossary

Term	Description
National Occupational Standards (NOS)	NOS define the measurable performance outcomes required from an individual engaged in a particular task. They list down what an individual performing that task should know and also do.
Qualification	A formal outcome of an assessment and validation process which is obtained when a competent body determines that an individual has achieved learning outcomes to given standards
Qualification File	A Qualification File is a template designed to capture necessary information of a Qualification from the perspective of NSQF compliance. The Qualification File will be normally submitted by the awarding body for the qualification.
Sector	A grouping of professional activities on the basis of their main economic function, product, service or technology.
Long Term Training	Long-term skilling means any vocational training program undertaken for a year and above. <a href="https://ncvet.gov.in/sites/default/files/NCVET.pdf">https://ncvet.gov.in/sites/default/files/NCVET.pdf</a>