



Qualification Pack

Jr. Designer UI UX

QP Code: MSME/SSC/Q4101

Version: 1.0

NSQF Level: 4

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Qualification Pack

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MSME/SSC/Q4101: Jr. Designer UI UX

Brief Job Description

A web graphic designer is responsible for curating the aesthetics of a website from logos to fonts and images. They typically work with other designers and web developers to decide on a direction for the website's image. To be successful as a web graphic designer you must have a good understanding of front-end and back-end coding to create functions that work and look appealing.

Personal Attributes

A web graphic designer is responsible for curating the aesthetics of a website from logos to fonts and images. They typically work with other designers and web developers to decide on a direction for the website's image. To be successful as a web graphic designer you must have a good understanding of front-end and back-end coding to create functions that work and look appealing.

Applicable National Occupational Standards (NOS)

Compulsory NOS:

1. [MSME/SSC/N4405: Understanding the fundamentals of Art and Illustration](#)
2. [MSME/SSC/N4406: Exploring the realm of Web Technologies](#)
3. [MSME/SSC/N4407: Acquire the knowledge of Figma & Adobe XD for UI/UX Design](#)
4. [MSME/SSC/N4408: EMPLOYABILITY SKILL](#)

Qualification Pack (QP) Parameters

Sector	IT-ITeS
Sub-Sector	Developer
Occupation	Web Designing
Country	India
NSQF Level	4
Credits	17
Aligned to NCO/ISCO/ISIC Code	Web Developer



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Minimum Educational Qualification & Experience	12th grade Pass with NA of experience OR Pursuing 2nd year of 3-year regular Diploma (after 10th) with NA of experience OR 10th grade pass and pursuing continuous schooling with NA of experience OR Previous relevant Qualification of NSQF Level (NSQF Level 3.5) with 1.5 years of experience OR Previous relevant Qualification of NSQF Level (NSQF Level 3.0) with 3 Years of experience
Minimum Level of Education for Training in School	
Pre-Requisite License or Training	NA
Minimum Job Entry Age	17 Years
Last Reviewed On	NA
Next Review Date	30/04/2027
NSQC Approval Date	30/04/2024
Version	1.0
Reference code on NQR	QG-04-IT-02396-2024-V1-MSME
NQR Version	1.0



Qualification Pack

MSME/SSC/N4405: Understanding the fundamentals of Art and Illustration

Description

Knowledge of basic art principles such as line, shape, color, texture, composition, and visual storytelling used to create effective illustrations.

Scope

The scope covers the following :

- Knowledge of basic art principles such as line, shape, color, texture, composition, and visual storytelling used to create effective illustrations.

Elements and Performance Criteria

MSME/UIUX/01

To be competent, the user/individual on the job must be able to:

- PC1.** Demonstrate proficiency in art and illustration techniques.
- PC2.**
 - Command of line, shape, color, texture, and composition.
 - Creative Expression:
- PC3.** Showcase creativity and artistic expression.
- PC4.**
 - Express ideas, emotions, and concepts through artwork.
 - Visual Communication:
- PC5.** Effectively communicate messages visually
- PC6.** Use visual language, symbols, and design principles. Conceptual Development:
- PC7.** Develop and expand creative concepts and ideas.
- PC8.**
 - Translate abstract ideas into visual artwork.
 - Research and Reference:
- PC9.** Incorporate research, reference materials, and inspiration.
- PC10.**
 - Research historical, cultural, and contemporary influences.
 - Creative Problem-Solving:
- PC11.** Exhibit effective problem-solving skills in art challenges.
- PC12.**
 - Find creative solutions to visual problems.
 - Presentation and Professionalism:
- PC13.** Present work professionally and effectively
- PC14.**
 - Skill in presenting artwork for exhibitions, portfolios, and client projects.
 - Critique and Self-Reflection:
- PC15.** Actively participate in critiques and provide constructive feedback.
- PC16.**
 - Critically evaluate own work and others' work for constructive learning.
 - Cultural and Ethical Awareness:
- PC17.** Demonstrate understanding of cultural and ethical considerations
- PC18.** Awareness of cultural diversity, social issues, and ethical implications.



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Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>MSME/UIUX/01</i>	-	100	-	-
PC1. Demonstrate proficiency in art and illustration techniques.	-	-	-	-
PC2. • Command of line, shape, color, texture, and composition. • Creative Expression:	-	-	-	-
PC3. Showcase creativity and artistic expression.	-	-	-	-
PC4. • Express ideas, emotions, and concepts through artwork. • Visual Communication:	-	-	-	-
PC5. Effectively communicate messages visually	-	-	-	-
PC6. Use visual language, symbols, and design principles. Conceptual Development:	-	-	-	-
PC7. Develop and expand creative concepts and ideas.	-	-	-	-
PC8. • Translate abstract ideas into visual artwork. • Research and Reference:	-	-	-	-
PC9. Incorporate research, reference materials, and inspiration.	-	-	-	-
PC10. • Research historical, cultural, and contemporary influences. • Creative Problem-Solving:	-	-	-	-
PC11. Exhibit effective problem-solving skills in art challenges.	-	-	-	-
PC12. • Find creative solutions to visual problems. • Presentation and Professionalism:	-	-	-	-
PC13. Present work professionally and effectively	-	-	-	-



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Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC14. <ul style="list-style-type: none">• Skill in presenting artwork for exhibitions, portfolios, and client projects.• Critique and Self-Reflection:	-	-	-	-
PC15. Actively participate in critiques and provide constructive feedback.	-	-	-	-
PC16. <ul style="list-style-type: none">• Critically evaluate own work and others' work for constructive learning.• Cultural and Ethical Awareness:	-	-	-	-
PC17. Demonstrate understanding of cultural and ethical considerations	-	-	-	-
PC18. Awareness of cultural diversity, social issues, and ethical implications.	-	-	-	-
NOS Total	-	100	-	-



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National Occupational Standards (NOS) Parameters

NOS Code	MSME/SSC/N4405
NOS Name	Understanding the fundamentals of Art and Illustration
Sector	IT-ITeS
Sub-Sector	
Occupation	Designing
NSQF Level	4
Credits	3
Version	1.0
Last Reviewed Date	30/04/2024
Next Review Date	30/04/2027
NSQF Clearance Date	30/04/2024



Qualification Pack

MSME/SSC/N4406: Exploring the realm of Web Technologies

Description

Understanding the technologies used to create and maintain websites, including HTML, CSS, JavaScript, web design, and web development tools.

Scope

The scope covers the following :

- Understanding the technologies used to create and maintain websites, including HTML, CSS, JavaScript, web design, and web development tools.

Elements and Performance Criteria

MSME/UIUX/02

To be competent, the user/individual on the job must be able to:

- PC1.** • Grasp concepts like the Internet, URLs, and web page delivery to computers
- PC2.** Apply HTML markup effectively, including tags, attributes, and elements
- PC3.** • Format text, create hyperlinks, and insert images appropriately in HTML pages
- PC4.** • Understand copyright fair use principles when incorporating external content.
- PC5.** Enhance web page appearance using HTML and CSS for styling.
- PC6.** Differentiate between HTML and CSS, understanding their roles.
- PC7.** Utilize CSS selectors to target specific elements effectively.
- PC8.** Comprehend the cascade and selector precedence order in CSS
- PC9.** Develop a personal homepage project showcasing creativity and skills.
- PC10.** • Apply advanced HTML/CSS techniques, such as splitting sites and combining CSS selectors
- PC11.** Evaluate and apply user interface design principles to web interfaces.
- PC12.** Ensure accessibility and readability in web design.
- PC13.** Utilize lite site and prototyping concepts for efficient web page creation.
- PC14.** • Conduct user testing, collaborate effectively, and iterate on design prototypes.
- PC15.** • Implement responsive design principles and enhance interactivity with JavaScript and jQuery.



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Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>MSME/UIUX/02</i>	-	100	-	-
PC1. <ul style="list-style-type: none">Grasp concepts like the Internet, URLs, and web page delivery tocomputers	-	-	-	-
PC2. Apply HTML markup effectively, including tags, attributes, and elements	-	-	-	-
PC3. <ul style="list-style-type: none">Format text, create hyperlinks, and insert images appropriately in HTMLpages	-	-	-	-
PC4. <ul style="list-style-type: none">Understand copyright fair use principles when incorporating externalcontent.	-	-	-	-
PC5. Enhance web page appearance using HTML and CSS for styling.	-	-	-	-
PC6. Differentiate between HTML and CSS, understanding their roles.	-	-	-	-
PC7. Utilize CSS selectors to target specific elements effectively.	-	-	-	-
PC8. Comprehend the cascade and selector precedence order in CSS	-	-	-	-
PC9. Develop a personal homepage project showcasing creativity and skills.	-	-	-	-
PC10. <ul style="list-style-type: none">Apply advanced HTML/CSS techniques, such as splitting sites andcombining CSS selectors	-	-	-	-
PC11. Evaluate and apply user interface design principles to web interfaces.	-	-	-	-
PC12. Ensure accessibility and readability in web design.	-	-	-	-



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Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC13. Utilize lite site and prototyping concepts for efficient web page creation.	-	-	-	-
PC14. <ul style="list-style-type: none">• Conduct user testing, collaborate effectively, and iterate on design• prototypes.	-	-	-	-
PC15. <ul style="list-style-type: none">• Implement responsive design principles and enhance interactivity with• JavaScript and jQuery.	-	-	-	-
NOS Total	-	100	-	-



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National Occupational Standards (NOS) Parameters

NOS Code	MSME/SSC/N4406
NOS Name	Exploring the realm of Web Technologies
Sector	IT-ITeS
Sub-Sector	
Occupation	Designing
NSQF Level	4
Credits	7
Version	1.0
Last Reviewed Date	30/04/2024
Next Review Date	30/04/2027
NSQF Clearance Date	30/04/2024



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MSME/SSC/N4407: Acquire the knowledge of Figma & Adobe XD for UI/UX Design

Description

Learn to create user-friendly interfaces, wireframes, prototypes, and interactive designs using Figma and Adobe XD.

Scope

The scope covers the following :

- Learn to create user-friendly interfaces, wireframes, prototypes, and interactive designs using Figma and Adobe XD.

Elements and Performance Criteria

MSME/UIUX/03

To be competent, the user/individual on the job must be able to:

- PC1.** • Demonstrate proficiency in using Figma and Adobe XD, understanding their key features and functionalities.
- PC2.** • Apply design principles effectively, including layout, typography, color theory, and visual hierarchy.
- PC3.** • Create aesthetically pleasing and goal-aligned UI designs for web and mobile applications.
- PC4.** • Design experiences that enhance user satisfaction, usability, and overall user experience
- PC5.** • Create interactive prototypes to mimic user interactions and showcase digital product functionality.
- PC6.** Collaborate with team members effectively, utilizing version control features for maintaining design consistency.
- PC7.** • Prepare design documentation, including design system guidelines, style guides, and annotations.
- PC8.** • Develop communication and presentation skills to effectively convey design rationale to peers, clients, or stakeholders.
- PC9.** • Analyze design problems, gather feedback, and iterate on solutions based on user testing and feedback.
- PC10.** • Plan and execute usability tests, applying the results to optimize designs for improved usability.
- PC11.** • Be aware of ethical considerations in design, including accessibility, inclusivity, and privacy.



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Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>MSME/UIUX/03</i>	-	100	-	-
PC1. <ul style="list-style-type: none">• Demonstrate proficiency in using Figma and Adobe XD, understanding• their key features and functionalities.	-	-	-	-
PC2. <ul style="list-style-type: none">• Apply design principles effectively, including layout, typography, color• theory, and visual hierarchy.	-	-	-	-
PC3. <ul style="list-style-type: none">• Create aesthetically pleasing and goal-aligned UI designs for web and• mobile applications.	-	-	-	-
PC4. <ul style="list-style-type: none">• Design experiences that enhance user satisfaction, usability, and overall• user experience	-	-	-	-
PC5. <ul style="list-style-type: none">• Create interactive prototypes to mimic user interactions and showcase• digital product functionality.	-	-	-	-
PC6. Collaborate with team members effectively, utilizing version control features for maintaining design consistency.	-	-	-	-
PC7. <ul style="list-style-type: none">• Prepare design documentation, including design system guidelines, style• guides, and annotations.	-	-	-	-
PC8. <ul style="list-style-type: none">• Develop communication and presentation skills to effectively convey• design rationale to peers, clients, or stakeholders.	-	-	-	-
PC9. <ul style="list-style-type: none">• Analyze design problems, gather feedback, and iterate on solutions• based on user testing and feedback.	-	-	-	-



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Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC10. <ul style="list-style-type: none">Plan and execute usability tests, applying the results to optimize designsfor improved usability.	-	-	-	-
PC11. <ul style="list-style-type: none">Be aware of ethical considerations in design, including accessibility,inclusivity, and privacy.	-	-	-	-
NOS Total	-	100	-	-



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National Occupational Standards (NOS) Parameters

NOS Code	MSME/SSC/N4407
NOS Name	Acquire the knowledge of Figma & Adobe XD for UI/UX Design
Sector	IT-ITeS
Sub-Sector	
Occupation	Designing
NSQF Level	4
Credits	6
Version	1.0
Last Reviewed Date	30/04/2024
Next Review Date	30/04/2027
NSQF Clearance Date	30/04/2024



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MSME/SSC/N4408: EMPLOYABILITY SKILL

Description

Develop essential workplace skills such as communication, teamwork, problem-solving, professionalism, and time management to enhance career readiness.

Scope

The scope covers the following :

- Develop essential workplace skills such as communication, teamwork, problem-solving, professionalism, and time management to enhance career readiness.

Elements and Performance Criteria

MSME/ES/02

To be competent, the user/individual on the job must be able to:

- PC1.** Discuss the Employability Skills required for jobs in various industries
- PC2.**
 - List different learning and employability related GOI and private portals and their usage
- PC3.**
 - Explain the constitutional values, including civic rights and duties, citizenship, responsibility towards society and personal values and ethics such as honesty, integrity, caring and respecting others that are required to become a responsible citizen
- PC4.** Show how to practice different environmentally sustainable practices.
- PC5.** Discuss importance of relevant 21st century skills.
- PC6.**
 - Exhibit 21st century skills like Self-Awareness, Behavior Skills, time management, critical and adaptive thinking, problem-solving, creative thinking, social and cultural awareness, emotional awareness, learning to learn etc. in personal or professional life.
- PC7.** Describe the benefits of continuous learning
- PC8.**
 - Show how to use basic English sentences for everyday conversation in different contexts, in person and over the telephone
- PC9.** Read and interpret text written in basic English
- PC10.** Write a short note/paragraph / letter/e-mail using basic English
- PC11.** Create a career development plan with well-defined short- and longterm goals
- PC12.**
 - Demonstrate how to communicate effectively using verbal and nonverbal communication etiquette.
- PC13.** Explain the importance of active listening for effective communication
- PC14.** Discuss the significance of working collaboratively with others in a team
- PC15.**
 - Demonstrate how to behave, communicate, and conduct oneself appropriately with all genders and PwD
- PC16.**
 - Discuss the significance of escalating sexual harassment issues as per POSH act.



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- PC17.** • Outline the importance of selecting the right financial institution, product, and service
- PC18.** • Demonstrate how to carry out offline and online financial transactions, safely and securely
- PC19.** • List the common components of salary and compute income, expenditure, taxes, investments etc.
- PC20.** Discuss the legal rights, laws, and aids
- PC21.** Describe the role of digital technology in today's life
- PC22.** • Demonstrate how to operate digital devices and use the associated applications and features, safely and securely
- PC23.** • Discuss the significance of displaying responsible online behavior while browsing, using various socialmedia platforms, e-mails, etc., safely and securely
- PC24.** • Create sample word documents, excel sheets and presentations using basic features
- PC25.** Utilize virtual collaboration tools to work effectively
- PC26.** Explain the types of entrepreneurship and enterprises
- PC27.** • Discuss how to identify opportunities for potential business, sources of funding and associated financial and legal risks with its mitigation plan
- PC28.** • Describe the 4Ps of Marketing-Product, Price, Place and Promotion and apply them as per requirement
- PC29.** Create a sample business plan, for the selected business opportunity
- PC30.** • Describe the significance of analyzing different types and needs of customers
- PC31.** • Explain the significance of identifying customer needs and responding to them in a professional manner.
- PC32.** • Discuss the significance of maintaining hygiene and dressing appropriately
- PC33.** Create a professional Curriculum Vitae (CV)
- PC34.** • Use various offline and online job search sources such as employment exchanges, recruitment agencies, and job portals respectively
- PC35.** • Discuss the significance of maintaining hygiene and confidence during an interview
- PC36.** Perform a mock interview
- PC37.** • List the steps for searching and registering for apprenticeship opportunities



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Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
<i>MSME/ES/02</i>	100	-	-	-
PC1. Discuss the Employability Skills required for jobs in various industries	-	-	-	-
PC2. • List different learning and employability related GOI and private portals and • their usage	-	-	-	-
PC3. • Explain the constitutional values, including civic rights and duties, • citizenship, responsibility towards society and personal values and ethics • such as honesty, integrity, caring and respecting others that are • required to become a responsible citizen	-	-	-	-
PC4. Show how to practice different environmentally sustainable practices.	-	-	-	-
PC5. Discuss importance of relevant 21st century skills.	-	-	-	-
PC6. • Exhibit 21st century skills like Self-Awareness, Behavior Skills, time • management, critical and adaptive thinking, problem-solving, creative • thinking, social and cultural awareness, emotional awareness, learning • to learn etc. in personal or professional life.	-	-	-	-
PC7. Describe the benefits of continuous learning	-	-	-	-
PC8. • Show how to use basic English sentences for everyday conversation in • different contexts, in person and over the telephone	-	-	-	-
PC9. Read and interpret text written in basic English	-	-	-	-
PC10. Write a short note/paragraph / letter/e - mail using basic English	-	-	-	-



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Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC11. Create a career development plan with well-defined short- and longterm goals	-	-	-	-
PC12. <ul style="list-style-type: none">• Demonstrate how to communicate effectively using verbal and nonverbal• communication etiquette.	-	-	-	-
PC13. Explain the importance of active listening for effective communication	-	-	-	-
PC14. Discuss the significance of working collaboratively with others in a team	-	-	-	-
PC15. <ul style="list-style-type: none">• Demonstrate how to behave, communicate, and conduct oneself• appropriately with all genders and PwD	-	-	-	-
PC16. <ul style="list-style-type: none">• Discuss the significance of escalating sexual harassment issues as per• POSH act.	-	-	-	-
PC17. <ul style="list-style-type: none">• Outline the importance of selecting the right financial institution,• product, and service	-	-	-	-
PC18. <ul style="list-style-type: none">• Demonstrate how to carry out offline and online financial transactions,• safely and securely	-	-	-	-
PC19. <ul style="list-style-type: none">• List the common components of salary and compute income,• expenditure, taxes, investments etc.	-	-	-	-
PC20. Discuss the legal rights, laws, and aids	-	-	-	-
PC21. Describe the role of digital technology in today's life	-	-	-	-
PC22. <ul style="list-style-type: none">• Demonstrate how to operate digital devices and use the associated• applications and features, safely and securely	-	-	-	-



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Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC23. <ul style="list-style-type: none">• Discuss the significance of displaying responsible online behavior while• browsing, using various socialmedia platforms, e-mails, etc., safely and• securely	-	-	-	-
PC24. <ul style="list-style-type: none">• Create sample word documents, excel sheets and presentations using• basic features	-	-	-	-
PC25. Utilize virtual collaboration tools to work effectively	-	-	-	-
PC26. Explain the types of entrepreneurship and enterprises	-	-	-	-
PC27. <ul style="list-style-type: none">• Discuss how to identify opportunities for potential business, sources of• funding and associated financial and legal risks with its mitigation plan	-	-	-	-
PC28. <ul style="list-style-type: none">• Describe the 4Ps of Marketing-Product, Price, Place and Promotion and• apply them as per requirement	-	-	-	-
PC29. Create a sample business plan, for the selected business opportunity	-	-	-	-
PC30. <ul style="list-style-type: none">• Describe the significance of analyzing different types and needs of• customers	-	-	-	-
PC31. <ul style="list-style-type: none">• Explain the significance of identifying customer needs and responding to• them in a professional manner.	-	-	-	-
PC32. <ul style="list-style-type: none">• Discuss the significance of maintaining hygiene and dressing• appropriately	-	-	-	-
PC33. Create a professional Curriculum Vitae (CV)	-	-	-	-



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Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC34. <ul style="list-style-type: none">• Use various offline and online job search sources such as employment exchanges, recruitment agencies, and job portals respectively	-	-	-	-
PC35. <ul style="list-style-type: none">• Discuss the significance of maintaining hygiene and confidence during an interview	-	-	-	-
PC36. Perform a mock interview	-	-	-	-
PC37. <ul style="list-style-type: none">• List the steps for searching and registering for apprenticeship opportunities	-	-	-	-
NOS Total	100	-	-	-



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National Occupational Standards (NOS) Parameters

NOS Code	MSME/SSC/N4408
NOS Name	EMPLOYABILITY SKILL
Sector	IT-ITeS
Sub-Sector	
Occupation	Designing
NSQF Level	4
Credits	1
Version	1.0
Last Reviewed Date	30/04/2024
Next Review Date	30/04/2027
NSQC Clearance Date	30/04/2024

Assessment Guidelines and Assessment Weightage

Assessment Guidelines

AS PER QP.

Minimum Aggregate Passing % at QP Level : 40

(Please note: Every Trainee should score a minimum aggregate passing percentage as specified above, to successfully clear the Qualification Pack assessment.)

Assessment Weightage

Compulsory NOS



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National Occupational Standards	Theory Marks	Practical Marks	Project Marks	Viva Marks	Total Marks	Weightage
MSME/SSC/N4405.Understanding the fundamentals of Art and Illustration	-	100	-	-	100	25
MSME/SSC/N4406.Exploring the realm of Web Technologies	-	100	-	-	100	25
MSME/SSC/N4407.Acquire the knowledge of Figma & Adobe XD for UI/UX Design	-	100	-	-	100	25
MSME/SSC/N4408.EMPLOYABILITY SKILL	100	-	-	-	100	25
Total	100	300	-	-	400	100



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Acronyms

NOS	National Occupational Standard(s)
NSQF	National Skills Qualifications Framework
QP	Qualifications Pack
TVET	Technical and Vocational Education and Training



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Glossary

Sector	Sector is a conglomeration of different business operations having similar business and interests. It may also be defined as a distinct subset of the economy whose components share similar characteristics and interests.
Sub-sector	Sub-sector is derived from a further breakdown based on the characteristics and interests of its components.
Occupation	Occupation is a set of job roles, which perform similar/ related set of functions in an industry.
Job role	Job role defines a unique set of functions that together form a unique employment opportunity in an organisation.
Occupational Standards (OS)	OS specify the standards of performance an individual must achieve when carrying out a function in the workplace, together with the Knowledge and Understanding (KU) they need to meet that standard consistently. Occupational Standards are applicable both in the Indian and global contexts.
Performance Criteria (PC)	Performance Criteria (PC) are statements that together specify the standard of performance required when carrying out a task.
National Occupational Standards (NOS)	NOS are occupational standards which apply uniquely in the Indian context.
Qualifications Pack (QP)	QP comprises the set of OS, together with the educational, training and other criteria required to perform a job role. A QP is assigned a unique qualifications pack code.
Unit Code	Unit code is a unique identifier for an Occupational Standard, which is denoted by an 'N'
Unit Title	Unit title gives a clear overall statement about what the incumbent should be able to do.
Description	Description gives a short summary of the unit content. This would be helpful to anyone searching on a database to verify that this is the appropriate OS they are looking for.
Scope	Scope is a set of statements specifying the range of variables that an individual may have to deal with in carrying out the function which have a critical impact on quality of performance required.



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Knowledge and Understanding (KU)	Knowledge and Understanding (KU) are statements which together specify the technical, generic, professional and organisational specific knowledge that an individual needs in order to perform to the required standard.
Organisational Context	Organisational context includes the way the organisation is structured and how it operates, including the extent of operative knowledge managers have of their relevant areas of responsibility.
Technical Knowledge	Technical knowledge is the specific knowledge needed to accomplish specific designated responsibilities.
Core Skills/ Generic Skills (GS)	Core skills or Generic Skills (GS) are a group of skills that are the key to learning and working in today's world. These skills are typically needed in any work environment in today's world. These skills are typically needed in any work environment. In the context of the OS, these include communication related skills that are applicable to most job roles.
Electives	Electives are NOS/set of NOS that are identified by the sector as contributive to specialization in a job role. There may be multiple electives within a QP for each specialized job role. Trainees must select at least one elective for the successful completion of a QP with Electives.
Options	Options are NOS/set of NOS that are identified by the sector as additional skills. There may be multiple options within a QP. It is not mandatory to select any of the options to complete a QP with Options.