QUALIFICATION FILE

Multimedia Development Associate

☒ **Short Term Training (STT)** ☐ **Long Term Training (LTT)** ☐ **Apprenticeship**

☐ **Upskilling** ☐ **Dual/Flexi Qualification** ☐ **For ToT** ☐ **For ToA**

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

NCrF/NSQF Level: 3

Submitted By:

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Section 1: Basic Details

1.	**Qualification Name**	**Multimedia Development Associate**	
2.	**Sector/s**	**IT-ITeS**	
3.	**Type of Qualification:** ☐ New　☒ **Revised**　☐ Has **Electives/Options** ☐OEM	**NQR Code & version of existing/previous qualification:** 2022/EHW/NIELIT/05327	**Qualification Name of existing/previous version:** Certified Multimedia Developer
4.	**a. OEM Name** **b. Qualification Name** (*Wherever applicable*)	-	
5.	**National Qualification Register (NQR) Code &Version** (*Will be issued after NSQC approval*)	QG-03-IT-03509-2025-V2-NIELIT	**6. NCrF/NSQF Level: 3**
7.	**Award (Certificate/Diploma/Advance Diploma/ Any Other** (*Wherever applicable specify multiple entry/exits also & provide details in annexure*)	Certificate	
8.	**Brief Description of the Qualification**	**Nature & Purpose**: The purpose of the qualification is to build proficiency in students in Multimedia and Animation to cater to the needs of growing Animation and Multimedia Industry like Television, Advertising, Architectural, Modeling, Multimedia Presentations, Web Designing, Films and Movies. The objective of the course is to enable the students to apply knowledge, techniques, skills of modern multimedia tools in different digital media disciplines like text, images, audio, video and animation (2D & 3D). Produce evidence for employment: Demonstrate solutions through Multimedia projects capturing industrial or Social impact.	
9.	**Eligibility Criteria for Entry for Student/Trainee/Learner/Employee**	**a. Entry Qualification & Relevant Experience:**	

a. Entry Qualification & Relevant Experience:

S. No.	Academic/Skill Qualification (with Specialization - if applicable)	Required Experience (with Specialization - if applicable)
1	10th or equivalent	No Experience required
2	10th Pass	No Experience required
3	Grade 8 with two years of (NTC/ NAC)	No Experience required
4	8th Class Pass	3 year relevant experience

	5	Previous relevant Qualification of NSQF Level 2.5	1.5-year relevant experience
	6	Previous relevant qualification of NSQF Level 2	3-year relevant experience

b. Age: 16

10.	**Credits Assigned to this Qualification, Subject to Assessment** *(as per National Credit Framework (NCrF))*	11 Credits	**11. Common Cost Norm Category (I/II/III)** *(wherever applicable)*: **Category-II**
12.	**Any Licensing requirements for Undertaking Training on This Qualification** *(wherever applicable)*	- Adobe Creative Cloud 3D Max - Corel Draw - Sonic Sound Forge - Open source tools in Web Design **Open source software equivalent to the above propitiatory software may also be used.**	

| 13. | **Training Duration by Modes of Training Delivery** *(Specify **Total Duration** as per selected training delivery modes and as per requirement of the qualification)* | ☒Offline ☐Online ☐Blended |

Training Delivery Modes	Theory (Hours)	Practical (Hours)	OJT Mandatory (Hours)	ES Mandatory (Hours)	Total (Hours)
Classroom (offline)	90	180	30	30	**330**

The mode of delivery shall be based on the regional need and can be offered in any of the above modes mentioned.

(Refer Blended Learning Annexure-V for details)

14.	**Aligned to NCO/ISCO Code/s** *(if no code is available mention the same)*	NCO-2015/2513.0302 (Media Developer-Application Development)
15.	**Progression path after attaining the qualification** *(Please show Professional and Academic progression)*	**In Academic** After completion of this course, the students may take up specialized courses on Multimedia Technologies in NSQF Level 4 to further enhance their skills and job prospects. **Professional** Multimedia Developers may hold different titles and work in different specialties. They may pursue their career in industries including film, communications, graphic arts, marketing and computers. Job titles may include web developer, film editor, animation specialist and game designer.

		Junior Multimedia Developer->Multimedia Developer->Multimedia Team Lead->Multimedia Project Manager
16.	**Other Indian languages in which the Qualification & Model Curriculum are being submitted**	Qualification file available in English & Hindi Language.
17.	**Is similar Qualification(s) available on NQR-if yes, justification for this qualification**	☐ **Yes** ☒ **No URLs of similar Qualifications:**

18.	**Is the Job Role Amenable to Persons with Disability**	☒ **Yes** ☐ **No**
		If "Yes", specify applicable type of Disability:
		    a. Locomotor Disability
		        i. Leprosy Cured Person
		        ii. Dwarfism
		        iii. Muscular Dystrophy
		        iv. Acid Attack Victims
		
		    b. Visual Impairment
		        i. Low Vision

19.	**How Participation of Women will be Encouraged**	Participation of Women Candidates will be ensured as per Existing government norms. Exclusive batches for women would be run for the proposed course. Sponsorship of women batches from IT for masses scheme /other schemes launched by government from time to time.
20.	**Are Greening/ Environment Sustainability Aspects Covered** *(Specify the NOS/Module which covers it)*	☐ **Yes** ☒ **No**
21.	**Is Qualification Suitable to be Offered in Schools/Colleges**	**Schools** ☒ **Yes** ☐ **No** **Colleges** ☒ **Yes** ☐ **No**
22.	**Name and Contact Details of Submitting / Awarding Body SPOC** *(In case of CS or MS, provide details of both Lead AB & Supporting ABs)*	**Name:** Bhaskar Banerjee **Email:** b.banerjee@nielit.gov.in **Website:** https://nielit.gov.in/
23.	**Final Approval Date by NSQC: 18.02.2025**	**24. Validity Duration: 3 Years** **25. Next Review Date: 18.02.2028**

Section 2: Module Summary

NOS/s of Qualifications

(In exceptional cases these could be described as components)

1. Learn Image Editing & Graphic Designing Techniques

2. Audio Editing Techniques using open source tools

3. Create Movie clips using 2D Animation Techniques

4. Apply Video Editing and Special Effects in Multimedia Presentations

5. Animate Characters and Environments using 3D Animation Techniques

6. Design Websites using open source tools

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.	*NOS 1:* Learn Image Editing & Graphic Designing Techniques	NIE/SSC/N0601	Core	3	2	20	40	-	-	60	50	22	-	-	72	21
2.	*NOS 2:* Audio Editing Techniques using open source tools	NIE/SSC/N0602	Core	3	1	10	20	-	-	30	25	11	-	-	36	10
3.	*NOS 3:* Create Movie clips using 2D Animation Techniques	NIE/SSC/N0603	core	3	1	10	20	-	-	30	25	12	-	-	37	11
4.	*NOS 4:* Apply Video Editing and Special	NIE/SSC/N0604	core	3	1	10	20	-	-	30	20	9	-	-	29	8

S. No	NOS/Module Name	NOS/Module Code & Version *(if applicable)*	Core/ Non-Core	NCrF/NSQF 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)*
	Effects in Multimedia Presentations															
5.	*NOS 5:* Animate Characters and Environments using, 3D Animation Techniques	NIE/SSC/N0605	core	3	2	20	40	-	-	60	40	18	-	-	58	16
6.	*NOS 6:* Design Websites using open source tools	NIE/SSC/N0606	core	3	2	20	40	-	-	60	40	18	-	-	58	16
	Sub Total			9		90	180			270	200	90	-	-	290	82
7.	*NOS 7: Employability Skills*	DGT/VSQ/N0101	Non-Core	3	1	-	-	-	-	30	-	-	-	-	30	9
8.	*NOS8: Implementation of Multimedia project in virtual environment/ OJT*	NIE/SSC/N0607	Non-Core	3	1	-	-	30	-	30	-	-	30	-	30	9
Duration (in Hours)/Total Marks				**3**	**11**	**90**	**180**	**30**	**-**	**330**	**200**	**90**	**30**	**-**	**350**	**100**

Assessment Components	NOS Included	Duration (in mins)	Marks
Theory 1: Fundamentals of Multimedia Design and Animation	NOS 1, NOS 2, NOS 3	90	100
Theory 2: Advanced Multimedia Production and Web Design	NOS 4, NOS 5, NOS 6	90	100
Practical	NOS 1, NOS 2, NOS 3, NOS 4, NOS 5, NOS 6	180	90
Internal Assessment	Employability Skills	-	30
OJT/Project	*Implementation of Multimedia project in virtual environment/* **OJT**	-	30
			Total: 350

Assessment - Minimum Qualifying Percentage

***Assessment strategy shall be as per NIELIT Norms prevailing at times.*

Minimum Pass Percentage – The pass percentage is 50% in each assessment component (as mentioned in the above table) with the aggregate pass percentage be 50%

Section 3: Training Related

1.	**Trainer's Qualification and experience in the relevant sector (in years)** *(as per NCVET guidelines)*	B.Tech or Equivalent as per NCrF in Electronics/Electronics & Communication/ Electrical/Electrical and Electronics/Instrumentation/ Electronics & Instrumentation /Instrumentation & Control/Computer Science/Information Technology with 2 years experience in Multimedia Technology OR MCA with minimum 4 years' experience in Multimedia Technology
2.	**Master Trainer's Qualification and experience in the relevant sector (in years)** *(as per NCVET guidelines)*	B.Tech or Equivalent as per NCrF in Electronics/Electronics & Communication/ Electrical/Electrical and Electronics/Instrumentation/ Electronics & Instrumentation /Instrumentation & Control /Biomedical/Computer Science/Information Technology with 3 years experience in Multimedia Technology OR MCA with minimum 5years experience in Multimedia Technology
3.	**Tools and Equipment Required for Training**	☒Yes ☐No Details available in Annexure-II
4.	**In Case of Revised Qualification, Details of Any Upskilling Required for Trainer**	NA

Section 4: Assessment Related

1.	**Assessor's Qualification and experience in relevant sector (in years)** *(as per NCVET guidelines)*	B.Tech or Equivalent as per NCrF + 3 years relevant experience
2.	**Proctor's Qualification and experience in relevant sector (in years)** *(as per NCVET guidelines)*	The assessor carries out theory online assessments through the remote proctoring methodology. Theory examination would be conducted online and the paper comprise of MCQ. Conduct of assessment is through trained proctors. Once the test begins, remote proctors have full access to the candidate's video feeds and computer screens. Proctors authenticate the candidate based on registration details, pre-test image captured and I- card in possession of the candidate. Proctors can chat with candidates or give warnings to candidates. Proctors can

		also take screenshots, terminate a specific user's test session, or re-authenticate candidates based on video feeds.
3.	**Lead Assessor's/Proctor's Qualification and experience in relevant sector (in years)** *(as per NCVET guidelines)*	An External Examiner/ Observer (Subject matter expert) are deployed including NIELIT scientific officers who are subject expert for evaluation of Practical examination/ internal assessment / Project/ Presentation/ assignment and Major Project (if applicable). Qualification is generally B.Tech
4.	**Assessment Mode** *(Specify the assessment mode)*	Online for Theory Online/ Offline/ Blended for other assessment components depending on the region where the assessment is conducted
5.	**Tools and Equipment Required for Assessment**	☒ Same as for training ☒ Yes ☐ No (Details to be provided in Annexure-II)

Section 5: Evidence of the need for the Qualification

Provide Annexure/Supporting documents name.

1.	**Latest Skill Gap Study (not older than 2 years) (Yes/No):** Yes, Available in Annexure-B: Evidence of Need
2.	**Latest Market Research Reports or any other source (not older than 2 years) (Yes/No):** Yes, Available at Annexure-B: Evidence of Need
3.	**Government /Industry initiatives/ requirement (Yes/No):** Yes, Available at Annexure-B: Evidence of Need
4.	**Number of Industry validation provided:** 5
5.	**Estimated nos. of persons to be trained and employed:** 1000 persons per year shall be trained.
6.	**Evidence of Concurrence/Consultation with Line Ministry/State Departments:** NIELIT is recognized as AB and AA under Government Category. NIELIT is an HRD arm of MeitY, therefore, the Line Ministry Concurrence is not required.

Section 6: Annexure & Supporting Documents Check List

Specify Annexure Name / Supporting document file name

1.	**Annexure:** NCrF/NSQF level justification based on NCrF level/NSQF descriptors *(Mandatory)*	*Available at Annexure-I:* Evidence of Level
2.	**Annexure:** List of tools and equipment relevant for qualification *(Mandatory, except in case of online course)*	*Available at* Annexure-II: Tools and Equipment
3.	**Annexure:** Industry Validation	Available at Annexure-III: Industry Validation
4.	**Annexure:** Training & Employment Details	Available at Annexure-IV: Training Details

5.	**Annexure:** Blended Learning *(Mandatory, in case selected Mode of delivery is Blended Learning)*	Available at Annexure-V: Blended Learning
6.	**Annexure:** Detailed Assessment Criteria *(Mandatory)*	*Available at* Annexure-VI: Detailed Assessment Criteria
7.	**Annexure:** Assessment Strategy *(Mandatory)*	*Available at* Annexure-VII: Detailed Assessment Strategy
8.	**Supporting Document:** Occupational Map *(Mandatory)*	*Available at Annexure-VIII: Occupational Map*
9.	**Annexure:** Multiple Entry-Exit Details *(Mandatory, in case qualification has multiple Entry-Exit)*	*NA*
10.	**Annexure:** Acronym and Glossary *(Optional)*	*Available at* Annexure-IX: Acronym and Glossary
11.	**Supporting Document:** Model Curriculum *(Mandatory – Public view)*	*Available at Annexure-A: Model Curriculum*
12.	**Supporting Document:** Assessment SOP *(Mandatory)*	*Available at Annexure-C: Examination SoP*
13.	**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	The multimedia developer after acquiring wide range of theoretical & practical skills on processing and editing of multimedia content are capable of providing multimedia post-production solutions to clients.	• Possesses specialized operational knowledge and understanding of the work. • Have complete knowledge of the concept of time required for delivery; and Quality for a range of issues	3
Professional and Technical Skills/ Expertise/ Professional Knowledge	Appreciate the role multimedia content in multimedia post-production activities. Develop competency to use different software tools to generate image and graphics pattern in multimedia contents including audio and video.	• Possesses specialized professional and technical skills; displays clarity of professional knowledge and technical skills in a broad range of activities/ tasks. • Have knowledge of collecting and interpreting the available information, drawing conclusions & communicating the same	3

Employment Readiness & Entrepreneurship Skills & Mind-set/Professional Skill	1. Introduction to Employability Skills 2. Career Development & Goal Setting 3. Becoming a Professional in the 21st Century 4. Constitutional values - Citizenship 5. Basic English Skills 6. Communication Skills 7. Essential Digital Skills 8. Financial and Legal Literacy 9. Customer Service 10. Entrepreneurship 11. Diversity & Inclusion 12. Getting Ready for Apprenticeship & Jobs	• Can explain Entrepreneurial Mindset and describe the importance of it in the context of opportunity curation for future jobs • Can comfortably use most of the basic software with proficiency. • Have the ability to relate to the 5 pillars of Social Emotional Skills and describe the similarities between SES and Emotional Intelligence	3
Broad Learning Outcomes/Core Skill	Multimedia Developers after acquiring skills at this level are able to provide technical solutions in multimedia post-production activities.	• Students are able to use, create, and design Multimedia solutions. • Have knowledge of Multimedia Project Cycle and apply the understanding of Multimedia project Pitfalls in improving solution	3
Responsibility	Assess, predict, and articulate the influence and importance of multimedia development within the human environment from social responsibility, sustainability and interdisciplinary perspectives	• Takes complete responsibility for delivery and quality of own work and output as also the subordinates. • Shares responsibility for the group tasks.	3

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

List of Tools and Equipment

Batch Size: 30

S. No.	Tool / Equipment Name	Specification	Quantity for specified Batch size
1	Classroom	1 (30 Sq.m)	30
2	Student Chair	30	30
3	Student Table	30	30
4	Desktop computer with accessories	Installed with Multimedia Software Minimum 16 GB RAM or Higher	30
5	Desk jet printer	1 Nos.	A4
6	Software Tools	- Adobe Creative Cloud 3D Max - Corel Draw - Sonic Sound Forge - Open source tools in Web Design **Open source software equivalent to the above propitiatory software may also be used.**	-

Classroom Aids

The aids required to conduct sessions in the classroom are:

1. LCD Projector

2. Pin-up Board

3. White Board

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
1	B.G. Infotech	Amal Das	Executive Director	Kakdihi, Mecheda , Purba Mednipur	9434996748	bginfotech2007@gmail.com
2	United Computer	Subhasis Choudhury	Chief Executive	Chotonilpur, Pirtala ,Burdwan-3	9475653044	united_computer@rediffmail.com
3	Friends Electronics Institute India	Biswajit Roy Choudhury	President	I.G.M. Hospital Lane (Near Rabindra Pali & Geetanjali Apartment), Agartala, Tripura (W)	9436591056	mailme.feii@rediffmail.com
4	Swarupananda Printing Press	Dipak Debnath	Proprietor	Motorstand, Sanitala, A.A. Road, Agartala, Tripura-799001	9862116573	spp.com2015@gmail.com
5	Bada Biplab Power Solutions LLP	Iduli Debbarma	Designated Partner	Udaipur, Sonamura, Silchar, Guwahati, Sivsagar, Mizoram	9436740983	bbpsiip@gmail.com

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
2025	1000	100	200	100	10	2
2026	1000	100	200	100	10	2
2027	1000	100	200	100	10	2

Data to be provided year-wise for next 3 years

Annexure-V: Blended Learning

Blended Learning Estimated Ratio & 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	☐Theory/ Lectures - Imparting theoretical and conceptual knowledge	Online interaction platforms like JitSi Meet, Bharat VC, Google Meet, MS Teams, etc.	60:40
2	☐Imparting Soft Skills, Life Skills, and Employability Skills /Mentorship to Learners	Online interaction platforms like JitSi Meet, Bharat VC, Google Meet, MS Teams, etc.	60:40
3	☐Showing Practical Demonstrations to the learners	Online interaction platforms like JitSi Meet, Bharat VC, Google Meet, MS Teams, etc.	60:40
4	☐Imparting Practical Hands-on Skills/ Lab Work/ workshop/ shop floor training	NA	100:0
5	☐Tutorials/ Assignments/ Drill/ Practice	Online interaction platforms like JitSi Meet, Bharat VC, Google Meet, MS Teams, etc.	50:50
6	☐Proctored Monitoring/ Assessment/ Evaluation/ Examinations	NIELIT Remote Proctored Software	Online: 100% Theory Offline: 100% Practical
7	☐On the Job Training (OJT)/ Project Work Internship/ Apprenticeship Training	Simulated Platform	Either 100% online on virtual environment Or 100% offline in the Industry.

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
NOS 1: Learn Image Editing & Graphic Designing Techniques	**Understanding Multimedia Concepts:** ● Define multimedia systems, multimedia objects, and their components. ● Explain the applications of multimedia in education, entertainment, and advertising. ● Describe desirable features and requirements of multimedia systems and communication. **Image Editing and Graphic Designing Techniques:** ● Demonstrate skills in photo editing, masks, channels, retouching, and repairing techniques. ● Apply graphic designing tools, including painting, editing, and special effects creation. **Advanced Digital Design and 3D Modeling:** ● Create digital illustrations, page layouts, and interactive designs. ● Develop 3D models and apply texturing, compositing, and animation techniques.	50	22
NOS2: Audio Editing Techniques using open source tools	**Understanding Audio Editing Basics and Tools:** ● Explain the fundamental concepts of sound editing, its applications, and the importance of sound effects in audio production. ● Describe the features, interface, and setup process of open-source audio editing tools for recording and editing audio. **Audio Enhancement and Optimization:** ● Define audio compression, noise cancellation, and their use cases. ● List common compression techniques, their impact on audio quality, and the principles of enhancing audio through noise reduction and filters. **Advanced Editing Techniques and Multi-Track Production** ● Define multi-track editing, its advantages, and the fundamentals of audio mixing for cohesive outputs.	25	11

NOS3: Create Movie clips using 2D Animation Techniques	**Understanding 2D Animation Principles and Techniques:** ● Explain 2D animation concepts, including sprite animation, rendered animation, and frame-by-frame techniques. ● Demonstrate knowledge of tweening, morphing, warping, and walk cycles in creating animations. **Application of Animation Tools and Processes:** ● Create animations using shapes, objects, transformation tools, masking, and frame-by-frame methods. ● Develop animations like head rotation, whiteboard animation, and creature animation using advanced techniques.	25	12
NOS4: Apply Video Editing and Special Effects in Multimedia Presentations	**Understanding Video Editing and Effects:** ● Explain video editing principles, transitions, titles, and techniques for adding video and motion effects. ● Describe concepts of multiple exposure, computer-generated imagery, and the use of alpha channels and mattes. **Application of Editing Tools and Special Effects:** ● Demonstrate basic to advanced video editing, including colour correction, compositing, and green screen effects. ● Integrate mechanical and optical effects, such as animatronics, pyrotechnics, and atmospheric effects, into video projects.	20	9
NOS5: Animate Characters and Environments using 3D Animation Techniques	**Understanding 3D Animation Concepts:** ● Explain the principles of 3D animation and its applications. ● Describe 3D coordinate systems, viewport concepts, and navigation in 3D space. **Modeling and Transformation Tools:** ● Demonstrate the use of transformation tools for modeling 3D objects in space. ● Explain viewing transformations and camera models for setting up scenes. **Animation Techniques:** ● Create simple animations like ball bounce and walk cycles. ● Apply basic texturing to 3D models for visual enhancement.	40	18

NOS6: Design Websites using open source tools	**Understanding Web Development Fundamentals:** ● Explain the basics of web page development, the Internet, and the World Wide Web. ● Describe hypertext theory, node-link diagrams, and content types for web design. **Planning and Designing Websites:** ● Plan a website structure and layout based on design guidelines. ● Demonstrate website design and development using modern open-source tools. **Advanced Website Development Techniques:** ● Implement web page design using latest technologies like MERN and MEAN stacks. ● Build and test responsive, functional websites using open-source frameworks.	40	18
NOS7: Employability Skills	Explanation of the following: 1. Need for employability skills 2. Various constitutional and personal values. 3. Different environmentally sustainable practices and their importance 4. 21st-century skills and their importance 5. How to use the basic spoken English language 6. Do's and don'ts of effective communication 7. Inclusivity and its importance 8. Different types of disabilities and appropriate communication and behavior towards PwD 9. Different types of financial products and services 10. How to compute income and expenses 11. Importance of maintaining safety and security in financial transactions 12. Different legal rights and laws 13. How to operate digital devices and applications safely and securely 14. Ways to identify business opportunities 15. Types of customers and their needs 16. How to apply for a job and prepare for an interview 17. Apprenticeship scheme and the process of registering on apprenticeship portal	30	

NOS8: OJT/Project	Demonstrate solutions through Multimedia projects capturing industrial or social impact.	30
Grand Total		**350**

Annexure-VII: Assessment Strategy

Assessment of the qualification evaluates candidates to ascertain that they can integrate knowledge, skills and values for carrying out relevant tasks as per the defined learning outcomes and assessment criteria.

The underlying principle of assessment is fairness and transparency. The evidence of the outcomes and assessment criteria. Competence acquired by the candidate can be obtained by conducting Theory (Online), Practical assessment, Internal assessment, Project/Presentation/ Assignment, Major Project. The emphasis is on the practical demonstration of skills & knowledge gained by the candidate through the training. Each OUTCOME is assessed & marked separately. A candidate is required to pass all OUTCOMES individually based on the passing criteria.

About Examination Pattern:

1. The question papers for the theory and practical exams are set by the Examination wing (assessor) of NIELIT HQS.
2. The assessor assigns roll number.
3. The assessor carries out theory online assessments through remote proctoring methodology. Theory examination would be conducted online and the paper comprise of MCQ. Conduct of assessment are through trained proctors. Once the test begins, remote proctors have full access to candidate's video feeds and computer screens. Proctors authenticate the candidate based on registration details, pre-test image captured and I- card in possession of the candidate. Proctors can chat with candidates or give warnings to candidates. Proctors can also take screenshots, terminate a specific user's test session, or re-authenticate candidates based on video feeds.
4. An External Examiner/ Observer may be deployed including NIELIT officials for evaluation of Practical examination/ internal assessment / Project/ Presentation/. Major Project (if applicable) would be evaluated preferably by external/ subject expert including NIELIT officials.
5. Pass percentage would be 50% marks in each component.
6. Candidates may apply for re-examination within the validity of registration (only in the assessment component in which the candidate failed).
7. For re-examination prescribed examination fee is required to be paid by the candidate only for the assessment component in which the candidate wants to reappear.
8. There would be no exemption for any paper/module for candidates having similar qualifications or skills.
9. The examination will be conducted in English language only.

Quality assurance activities: A pool of questions is created by a subject matter expert and moderated by other SME. Test rules are set beforehand. Random set of questions which are according to syllabus appears which may differ from candidate to candidate. Confidentiality and impartiality are maintained during all the examination and evaluation processes.

Annexure-VIII: Occupational Map

| Multimedia Developer | Web Developer

Film & Video Editor

Animation Specialist/ Multimedia Specialist

Graphic Designer

Multimedia Designer

Game Designer

Animator

Audio Engineer | | Advertising Manager

Marketing Manager

Media Director

Creative Director

Product Development Manager | Multimedia Research Scientist |

Annexure-IX: 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. https://ncvet.gov.in/sites/default/files/NCVET.pdf