NSQF QUALIFICATION FILE
Approved in 16th NSQC meeting – NCVET- Dated: 24th February, 2022

CONTACT DETAILS OF THE BODY SUBMITTING THE QUALIFICATION FILE

Name and address of submitting body:

National Institute of Electronics and Information Technology
NIELIT Bhawan, Plot No. 3, PSP Pocket, Sector-8,
Dwarka, New Delhi-110077

Name and contact details of individual dealing with the submission

Name: Bhaskar Banerjee
Position in the organisation: Scientist-C
Address if different from above: NIELIT Kolkata, Jadavpur University Campus,
Kolkata 700032
E-mail address: b.banerjee@nielit.gov.in

List of documents submitted in support of the Qualifications File
Annexure 1: Detailed Syllabus of the course
Annexure 2: Trainee Details
Annexure 3: Evidence of Course requirement in the industry
Annexure 4: Evidence of Job requirement from the industry
Annexure 5: Evidence of validation from industries

Model Curriculum to be added which will include the following:
  • **Indicative list of tools/equipment to conduct the training**
    Attached in section 2 of Annexure 1
  • **Trainers qualification**
    Attached in section 3 of Annexure 1
  • **Lesson Plan**
    Attached in section 1 of Annexure 1
  • **Distribution of training duration into theory/practical/OJT component**

Theory	50 Hrs
Practical	150 Hrs

SUMMARY

1	Qualification Title	Certified Multimedia Developer
2	Qualification Code, if any	**Code : Code : NIELIT/IT/L5/017-2**
3	NCO code and occupation	2513.0302 Media Developer-Application Development
4	Nature and purpose of the qualification (Please specify whether qualification is short term or long term)	This is a Qualification Pack (QP) and it is a short term course. 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, Modelling, 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)
5	Body/bodies which will award the qualification	National Institute of Electronics and Information Technology NIELIT Bhawan, Plot No. 3, PSP Pocket, Sector-8, Dwarka, New Delhi-110077
6	Body which will accredit providers to offer courses leading to the qualification	National Institute of Electronics and Information Technology NIELIT Bhawan, Plot No. 3, PSP Pocket, Sector-8, Dwarka, New Delhi-110077
7	Whether accreditation/affiliation norms are already in place or not , if applicable (if yes, attach a copy)	NIELIT accreditation / affiliation norms for NSQF Courses are as par guidelines given in NIELIT Training Partners Handbook. It is a comprehensive guideline/norms which can be accessed by visiting the link: https://www.nielit.gov.in/content/nsqf

8	Occupation(s) to which the qualification gives access	• Multimedia Developer • Graphic Designer • 2D Animator • Audi & Video Editor • Web Developer
9	Job description of the occupation	Job that requires well developed skill, with clear choice of procedures in familiar context. A range of cognitive and practical skills required to accomplish tasks and solve problems by selecting and applying basic methods, tools, materials and information
10	Licensing requirements	Adobe Creative Cloud 3D Max Corel Draw Sonic Sound Forge
11	Statutory and Regulatory requirement of the relevant sector (documentary evidence to be provided)	NA
12	Level of the qualification in the NSQF	Level 4
13	Anticipated volume of training/learning required to complete the qualification	200 Hours
14	Indicative list of training tools required to deliver this qualification	Attached in section 2 of Annexure I
15	Entry requirements and/or recommendations and minimum age	*12th pass and above* *OR* *10th pass with pass in NSQF Level 3 IT/ITeS Course in IT/Multimedia discipline*
16	Progression from the qualification (Please show Professional and academic progression)	1) In Academic After completion of this course, the students may take up specialised courses on Multimedia Technologies

		to further enhance their skills and job prospects 2) 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
17	**Arrangements for the Recognition of Prior learning (RPL)**	Presently only candidates who undergo training shall be assessed. It will be incorporated once RPL strategy is finalized
18	**International comparability Where known (research evidence to be provided)**	Will be made available when established
19	**Date of planned review of the Qualification.**	After Every 4 years
20	**Formal structure of qualification** **Mandatory Components**	

	Title of component and identification code/NOSs/Learning out comes	Estimated Size (Learning Hours)	Level
1	Multimedia Fundamentals	10 Hours	Level 4
2	Image Editing & Graphic Designing	25 Hours	Level 4
3	Audio Editing	20 Hours	Level 4
4	2D Animation	30 Hours	Level 4
5	Video Editing & Special Effects	25 Hours	Level 4
6	3D Animation	30 Hours	Level 4
7	Introduction to Web Page Development	20 Hours	Level 4
8	Project Work	40 Hours	Level 4

	Total	200 Hours	

SECTION 1
ASSESSMENT

21	**Body/Bodies which will carry out assessment:** The Examination Section National Institute of Electronics and Information Technology NIELIT Bhawan, Plot No. 3, PSP Pocket, Sector-8, Dwarka, New Delhi-110077
22	**How will RPL assessment be managed and who will carry it out?** RPL Policy will be described as and when available
23	**Describe the overall assessment strategy and specific arrangements which have been put in place to ensure that assessment is always valid, reliable and fair and show that these are in line with the requirements of the NSQF.** A. One theory paper will be conducted for duration of ninety (90) minutes and the total marks would be 100.Theory examination will be conducted in the ONLINE Mode. B. One practical examination for two hours duration and sixty (60) marks would be conducted .The emphasis will be on the practical demonstration of skills and knowledge based on the performance criteria. Laboratory / Practical Work will be conducted at Institutions/Organizations which are running the course. C. Project: The project is carried out by the student under the guidance and support of management of the respective organization.

	Title of the component and Identification	Max Marks	Pass Marks
1	Multimedia Development	100	50 % in each of the Assessment Component
2	Practical	60	
3	Project	20	
4	Internal Assessment	20	
	Total	**200**	

The following grading pattern will be followed:

Grade	S	A	B	C	D	Fail
Marks Range (in %)	>=85%	>=75% to <85%	>=65% to <75%	>=55% to <65%	>=50% to <55%	<50%

NSQF QUALIFICATION FILE
Approved in 16th NSQC meeting – NCVET- Dated: 24th February, 2022

ASSESSMENT EVIDENCE

24. Assessment evidences

Sl. No	Title of Component and Identification Code/NOSs/Learning Outcomes	Estimated Size (Learning Hours)		
		Theory	Lab	Total
1.	Multimedia Fundamentals	10	-	10
2.	Image Editing & Graphic Designing	05	20	25
3.	Audio Editing	05	15	20
4.	2D Animation	10	20	30
5.	Video Editing & Special Effects	05	20	25
6.	3D Animation	10	20	30
7.	Introduction to Web Page Development	05	15	20
8.	Project Work	-	40	40
	Total (A)	**50**	**150**	**200**

Means of assessment

SI No	Examination Pattern	Modules Covered	Duration in Minutes	Maximum Marks
1	Theory Paper	1,2,3,4,5,6,7	90	100
2	Practical	1,2,3,4,5,6,7	120	60
3	Internal Assessment		-	20
4	Project		-	20
	Total			**200**

Note:

1. Pass percentage would be 50% marks in each component, with aggregate pass percentage of 50% and above.
2. Grading will be as under:

Grade	S	A	B	C	D	Fail
Marks Range (in %)	>=85%	>=75% to <85%	>=65% to <75%	>=55% to <65%	>=50% to <55%	<50%

3. Theory examination would be conducted online and the paper comprises of MCQ and each question will carry 1 marks.
4. Practical examination, Internal Assessment and Project would be evaluated internally.
5. Candidate may apply for re-examination within the validity of registration.
6. The examinations would be conducted in English Language only.

SECTION 2
25. EVIDENCE OF LEVEL

Title/Name of qualification: Certified Multimedia Developer - Level 4			
NSQF Domain	**Key requirement of job role**	**How the job role relates to the NSQF level descriptors**	**NSQF Level**
Process Required	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	Job that requires well developed skill, with clear choice of procedures in familiar context.	4
Professional Knowledge	Appreciate the role multimedia content in	Knowledge of facts, principles, processes and	4

	multimedia post-production activities. Develop competency to use different software tools to generate image and graphics pattern in multimedia contents including audio and video .	general concepts, in a field of work or study.	
Professional Skill	Acquire skill on editing multimedia contents image editing, sound editing and video editing with different software tools	A range of cognitive and practical skills required to accomplish tasks and solve problems by selecting and applying basic methods, tools, materials and information	4
Core Skill	Multimedia Developers after acquiring skills at this level are able to provide technical solutions in multimedia post-production activities	Desired mathematical skill; understanding of social, political; and some skill of collecting and organising information, communication.	4
Responsibility	Assess, predict, and articulate the influence and importance of multimedia development within the human environment from social responsibility, sustainability and interdisciplinary perspectives	Responsibility for own work and learning and some responsibility for others works and learning.	4

NSQF QUALIFICATION FILE

SECTION 3
EVIDENCE OF NEED

26	**What evidence is there that the qualification is needed? What is the estimated uptake of this qualification and what is the basis of this estimate?** **Need of the Qualification and industry relevance** Based on the survey reports (Annexure 3) about the job market and the interaction with employers it was revealed that there is huge skill gap in the academic programs in the field of Multimedia Development and there is a better job market for Multimedia trained professionals. This course is framed to facilitate skill development in Multimedia Development sector focusing on students/unemployed youth at Diploma, Engineering graduates, etc. to increase their employability to work in Multimedia Design & Development **Estimated uptake:** 20 students / Batch – 4 Batches / Year for each NIELIT Centre implementing the course. NIELIT is having 43 Centres and 900+ accredited Centres spread all over India.
27	**Recommendation from the concerned Line Ministry of the Government/Regulatory Body. To be supported by documentary evidences** This qualification is run by National Institute of Electronics & Information Technology (NIELIT). It is an Autonomous Scientific Society under the administrative control of Ministry of Electronics & Information Technology (MoE&IT), Government of India.
28	**What steps were taken to ensure that the qualification(s) does (do) not duplicate already existing or planned qualifications in the NSQF? Give justification for presenting a duplicate qualification** As the understanding and adoption models of QPs evolve in the industry and across its sub-sectors, we foresee consolidation of qualification packs as a natural progression. The Qualification does not exist as per information available in public domain.

29	What arrangements are in place to monitor and review the qualification(s)? What data will be used and at what point will the qualification(s) be revised or updated? Specify the review process here
	The Qualification is to be monitored and reviewed every 4 years. The following data will be used:
	Results of assessments
	Employer feedback will be sought post-placement
	Student feedbacks
	Workshops and seminar for reviewing the qualifications
	Industry Requirements
	Consultation/ Tie-up with Industries or Expert for review of the Curriculum

SECTION 4
EVIDENCE OF PROGRESSION

30	**What steps have been taken in the design of this or other qualifications to ensure that there is a clear path to other qualifications in this sector?**
	This qualification that is based on the foundation of acquiring basic skills on Interactive Multimedia Development can be linked to any qualification higher than this one, existing or yet to come.