



QUALIFICATION FILE

Jr. Painting Technician (Simulation Techniques)

☒ 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:

Karnataka Skill Development Corporation

3rd Floor, Kaushalya Bhawan

Dairy Circle, Bangalore - 560029

Table of Contents

Section 1: Basic Details	3
Section 2: Module Summary	5
NOS/s of Qualifications.....	5
Mandatory NOS/s:	5
Elective NOS/s:	6
Optional NOS/s:	6
Assessment - Minimum Qualifying Percentage.....	6
Section 3: Training Related.....	7
Section 4: Assessment Related.....	7
Section 5: Evidence of the need for the Qualification.....	7
Section 6: Annexure & Supporting Documents Check List.....	8
Annexure 1: Evidence of Level.....	9
Annexure 2: Tools and Equipment (Lab Set-Up)	11
Annexure 3: Industry Validations Summary.....	12
Annexure 4: Training & Employment Details	12
Annexure 5: Blended Learning	13
Annexure 6: Detailed Assessment Criteria	14
Annexure 7: Assessment Strategy.....	16
Annexure 8: Acronym and Glossary	17

Section 1: Basic Details

1.	Qualification Name	Jr. Painting Technician (Simulation Techniques)	
2.	Sector/s	Automotive	
3.	Type of Qualification: ☐ New ☐ Revised ☐ Has Electives/Options ☐ OEM	NQR Code & version of existing/previous qualification: <i>(change to previous, once approved)</i> 2022/AUT/KSDC/05934	Qualification Name of existing/previous version: Jr. Painting Technician (Simulation Techniques) _V1
4.	a. OEM Name b. Qualification Name <i>(Wherever applicable)</i>	Advanced Painting Technician Using Simulated Learning Technique	
5.	National Qualification Register (NQR) Code &Version <i>(Will be issued after NSQC approval)</i>	QG-03-AU -05934-2025-V2-KSDC	6. NCrF/NSQF Level: 3
7.	Award (Certificate/Diploma/Advance Diploma/ Any Other <i>(Wherever applicable specify multiple entry/exits also & provide details in annexure)</i>)	Certificate	
8.	Brief Description of the Qualification	This course is designed to develop skills in advance welding. It helps students to develop welding skills using XR station simulator, Augmented Reality & Virtual Reality (AR-VR) in welding technology, various industrial welding technologies and their selection criteria, machine setting, components setting like welding torch, high-pressure cylinder and regulator, welding quality and its inspection process, basic trouble shooting of welding machine setup, servicing, and maintenance. It provides students to work on industrial case studies and project work.	
9.	Eligibility Criteria for Entry for Student/Trainee/Learner/Employee	a. Entry Qualification & Relevant Experience: Grade 10 pass OR Grade 8 pass with two years of (NTC/ NAC) after 8th OR 9th Grade pass with 1.5 -year relevant experience OR 8th Grade pass with 3 -year relevant experience OR 5th grade pass with 7.5-year relevant experience OR Previous relevant Qualification of NSQF Level 2.5 with 1.5-year relevant experience OR Previous relevant Qualification of NSQF Level 2 with 1.5-year relevant experience	

		b. Age: Minimum Age: 16 Years																						
10.	Credits Assigned to this Qualification, Subject to Assessment <i>(as per National Credit Framework (NCrF))</i>	13	11. Common Cost Norm Category (I/II/III) <i>(wherever applicable):</i>																					
12.	Any Licensing requirements for Undertaking Training on This Qualification <i>(wherever applicable)</i>	NA																						
13.	Training Duration by Modes of Training Delivery <i>(Specify Total Duration as per selected training delivery modes and as per requirement of the qualification)</i>	☐ Offline ☐ Online ☐ Blended <table border="1"> <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>103</td><td>227</td><td>60</td><td></td><td>390</td></tr> <tr> <td>Online</td><td></td><td></td><td></td><td></td><td></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)	103	227	60		390	Online					
Training Delivery Modes	Theory (Hours)	Practical (Hours)	OJT Mandatory (Hours)	OJT Recommended (Hours)	Total (Hours)																			
Classroom (offline)	103	227	60		390																			
Online																								
14.	Aligned to NCO/ISCO Code/s <i>(if no code is available mention the same)</i>	7131.0200 – Painter Steel Structure																						
15.	Progression path after attaining the qualification <i>(Please show Professional and Academic progression)</i>	- Jr. Painting Technician (Simulation Techniques) → Painting Technician (Simulation Techniques) → Sr. Painting Technician (Simulation Techniques) - Entrepreneurship																						
16.	Other Indian languages in which the Qualification & Model Curriculum are being submitted	No																						
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:																						
19.	How Participation of Women will be Encouraged																							
20.	Are Greening/ Environment Sustainability Aspects Covered <i>(Specify the NOS/Module which covers it)</i>	☐ 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 <i>(In case of CS or MS, provide details of both Lead AB & Supporting ABs)</i>	Name: Nagaraja NM, IAS Managing Director Karnataka Skill Development Corporation Email: md.ksdc@karnataka.gov.in Website: https://kaushalkar.karnataka.gov.in/en Contact No.: 080 2952 2222																						
23.	Final Approval Date by NSQC:	24. Validity Duration: 3 years		25. Next Review Date																				

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.	Comply with workshop health and safety guidelines		Non core	3	1	5	25			30	2	5		5	12	12
2.	Able to make a paint by mixing of various ingredient as per the applicability.		Core	3	1	8	22			30	2	4		4	10	10
3.	Able to understand the spray painting and powder coating technology.		Core	3	2	5	10			30	2	4		4	10	10
4.	Able to work on advanced painting technological tools like AR-VR painting,		Core	3		15	30			60	2	5		5	12	12
5.	Able to understand XR Station, Paint booth and relevant safety precautions.		Core	3	2	20	40			60	3	4		5	12	12
6.	Able to understand metal surface painting and use of other tools		Core	3	2	20	40			60	2	4		4	10	10
7.	Assignments (Based on case studies and Industrial application)		core	3	2	20	40			60	2	4		4	10	10
8.	Mini Project (Based on Industrial application)		core	3	2	..	...	60		60	3	5		4	12	12
9.	Employability Skills		Non core	3	1	10	20			30	2	5		5	12	12

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)
Duration (in Hours) / Total Marks					13	103	227	60	0	390	20	40	0	40	100	100

Elective NOS/s:

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)
1.																
2.																
Duration (in Hours) / Total Marks																

Optional NOS/s:

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)
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: 70 % (Every Trainee should score specified minimum aggregate passing percentage at qualification level to successfully clear the assessment.)

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.)

Section 3: Training Related

1.	Trainer's Qualification and experience in the relevant sector (in years) <i>(as per NCVET guidelines)</i>	Graduate in Engineering with 2-year experience in relevant field and domain certification.
2.	Master Trainer's Qualification and experience in the relevant sector (in years) <i>(as per NCVET guidelines)</i>	Graduate in Engineering with 4-year experience in relevant field and domain certification.
3.	Tools and Equipment Required for Training	☒ Yes ☐ No <i>(If "Yes", details to be provided in Annexure)</i>
4.	In Case of Revised Qualification, Details of Any Upskilling Required for Trainer	

Section 4: Assessment Related

1.	Assessor's Qualification and experience in relevant sector (in years) <i>(as per NCVET guidelines)</i>	Graduate in Engineering with 4-year experience in relevant field.
2.	Proctor's Qualification and experience in relevant sector (in years) <i>(as per NCVET guidelines)</i>	Graduate in Engineering with 2-year experience in relevant field.
3.	Lead Assessor's/Proctor's Qualification and experience in relevant sector (in years) <i>(as per NCVET guidelines)</i>	Graduate in Engineering with 6-year experience in industry or training experience.
4.	Assessment Mode <i>(Specify the assessment mode)</i>	Offline
5.	Tools and Equipment Required for Assessment	☒ Same as for training ☐ Yes ☐ No <i>(details to be provided in Annexure-if it is different for Assessment)</i>

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
2.	Latest Market Research Reports or any other source (not older than 2 years) (Yes/No): Yes
3.	Government /Industry initiatives/ requirement (Yes/No): Yes
4.	Number of Industry validation provided:
5.	Estimated nos. of persons to be trained and employed:
6.	Evidence of Concurrence/Consultation with Line Ministry/State Departments: NA If "No", why:

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 <i>(Mandatory)</i>	<i>Annexure 1</i>
2.	Annexure: List of tools and equipment relevant for qualification <i>(Mandatory, except in case of online course)</i>	<i>Annexure 2</i>
3.	Annexure: Detailed Assessment Criteria <i>(Mandatory)</i>	<i>Annexure 6</i>
4.	Annexure: Assessment Strategy <i>(Mandatory)</i>	<i>Annexure 7</i>
5.	Annexure: Blended Learning <i>(Mandatory, in case selected Mode of delivery is "Blended Learning")</i>	<i>NA</i>
6.	Annexure: Multiple Entry-Exit Details <i>(Mandatory, in case qualification has multiple Entry-Exit)</i>	<i>NA</i>
7.	Annexure: Acronym and Glossary <i>(Optional)</i>	<i>Annexure 8</i>
8.	Supporting Document: Model Curriculum <i>(Mandatory – Public view)</i>	<i>Model Curriculum</i>
9.	Supporting Document: Career Progression <i>(Mandatory - Public view)</i>	
10.	Supporting Document: Occupational Map <i>(Mandatory)</i>	
11.	Supporting Document: Assessment SOP <i>(Mandatory)</i>	
12.	Any other document you wish to submit:	

Annexure 1: 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	- Industrial Painter or Painting Assistant is expected to perform task as per the direction of the respective Team Leader on Shop Floor. Apply knowledge of painting, paint selection, mixing, part preparation for painting, various paint coats and finish coats. - He / She must have knowledge of all the tools included in the paint shop and use appropriate safety measures by using precaution kits.	- Advanced painting Assistant is expected to identify the team leader, and paint accordingly. Ability to paint in a uniform thickness and evenly layered. - Ability to make shades as per specification. Understanding of colour codes. Knowledge of different types and sizes of brushes. Knowledge of touch up technique to minimize rework. - Able to perform surface treatment prior to paint. Post painting treatment knowledge also required.	NSQF Level 3
Professional and Technical Skills/ Expertise/ Professional Knowledge	- Industrial Painter or Painting Assistant is expected to have basic knowledge of Painting, Tools used, know how the equipment works and its operation. - Basic knowledge on visual inspection of paint quality with the use of available tools. Understand colour codes. Knowledge and importance of post process and pre-process treatments of surfaces - Follow Paint Shop Safety precaution and understand the importance of safety instruments and devices.	The job holder understands the basic of painting techniques, selection of different types of paint, understand their specification. Paint Material knowledge and techniques of painting.	NSQF Level 3
Employment Readiness & Entrepreneurship Skills & Mind-set/Professional Skill	- Working as a member of a team/ within a team. Display Personal Motivation. Positive Attitude & Passion for Work - Good skills in written and oral communication with some clarity, basic knowledge of Language to support such communication. - Intermediate literacy and Numeracy skills - Skills for workshop calculations and basic of arithmetic and algebraic principles. - Good logical and analytical reasoning skills.	- Industrial Painter or Painting Assistant is expected to apply his professional skills during painting in paint shop as per the work plan prepared. - He / She should ensure that the coating is as per the required standard used in the industry and perform quality inspection after the process is completed.	NSQF Level 3
Broad Learning Outcomes/Core Skill	Industrial Painter or Painting Assistant is expected to have basic knowledge of Paints, mixing and its	The Job holder will be able to complete the work with specified precision and accuracy.	NSQF Level 3

	composition. He / She should know where to store the paints after completion of the task. • Discuss the work plan with supervisor for the work execution. • Perform the task and make required report.	The work will be within the tolerances as per the drawings provided	
Responsibility	• The job holder works under the supervision of his superior, as per his/her directions. He/ She is responsible for his designated task as and when given by the superior	• The job holder works under the supervision of his superiors like drafting as per the instructions provided and is responsible for his own limited work assigned.	NSQF Level 3

Annexure 2: Tools and Equipment (Lab Set-Up)

List of Tools and Equipment

Batch Size:

S. No.	Tool / Equipment Name	Specification	Quantity for specified Batch size
1	Painting Spray Booth, JV Tech		1
2	DB 15 Dry type technology, ground mounted, side draft type		1
3	Painting Booth		1
4	Suction Chamber		1
5	Hood & Damper for Velocity control		1
6	Illumination System		1
7	Electrical controls		1
8	Pressure feed Spray Gun		1
9	Spray Painting Gun and system JV Tech		1
10	Pressure feed container with stirrer		1
11	Paint hose and air hose		1

Classroom Aids

The aids required to conduct sessions in the classroom are:

1. Laptop
2. Whiteboard and Markers
3. Projector
4. Screen
5. Stationary

Annexure 3: 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)

Annexure 4: 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

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

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.
2.

Content availability for previous versions of qualifications:

☐ Participant Handbook ☐ Facilitator Guide ☐ Digital Content ☐ Qualification Handbook ☐ Any Other:

Languages in which Content is available:

Annexure 5: 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		
2	☐ Imparting Soft Skills, Life Skills, and Employability Skills /Mentorship to Learners		
3	☐ Showing Practical Demonstrations to the learners		
4	☐ Imparting Practical Hands-on Skills/ Lab Work/ workshop/ shop floor training		
5	☐ Tutorials/ Assignments/ Drill/ Practice		
6	☐ Proctored Monitoring/ Assessment/ Evaluation/ Examinations		
7	☐ On the Job Training (OJT)/ Project Work Internship/ Apprenticeship Training		

Annexure 6: 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
Comply with workshop health and safety guidelines	PC 1. Comply with safety, health, security, and environment related regulations/ guidelines as per organizational/ manufacturer's policy.				
	PC 2. Carry out maintenance operations as per the manufacturers and workshop related health and safety guidelines/ standard operating procedures.				
	PC 3. Follow safety regulations and procedures regarding service workshop hazards and risks.				
	PC 4. Use appropriate protective clothing/ equipment for specific tasks and work conditions as per service manual.				
	PC 5. Record and report details related to operations, incidents, or accidents, as applicable.				
	Total Marks	2	5		5
Able to make a paint by mixing of various ingredient as per the applicability.	PC 1. Application of painting and its importance.				
	PC 2. Types of Industrial Paints used in Aerospace, Automotive, Manufacturing Industries				
	PC 3. Selection and mixing of paint ingredients				
	PC 4. Preparation of Paint coating mixture				
	PC 5. Safety Precautions related to Painting				
	PC 6. spraying practice on complex surface like as edges, corner, square, round & curved area to understanding Coverage level, Dry areas, Defect areas, Drips Areas, Travel Lines etc.				
	Total Marks	2	4		4
Able to understand the spray painting and powder coating technology.	PC 1. Adhesives and Varnishing				
	PC 2. Spray painting using spray gun and paint booth				
	PC 3. Selection of powder coating technology				
	PC 4. Selection and application of primer.				
	Total Marks	2	4		4
Able to work on advanced painting technological tools like AR-VR painting,	PC 1. Study of effect of Corrosion and types of emery papers				
	PC 2. Paint Procedure – Priming, Sealing, Baking, Coating etc.,				
	PC 3. Use of Augmented Reality and Video Reality in Painting Application				
	Total Marks	2	5		5
Able to understand XR Station, Paint booth and relevant safety precautions.	PC 1. Types of Hand Tools used in paint industry and its appropriate usage during practice.				
	PC 2. Assembly & Connection of spray-painting device Perform settings for spray				

	painting by using XR station & gun holding techniques.				
	• PC 3. Paint Shop Design, Storage and Oven				
	• PC 4. Use of XR Station and Simulator.				
	Total Marks	3	4		5
Able to understand metal surface painting and use of other tools	• PC 1. Pre-Preparation or Part Preparation of metal surfaces.				
	• PC 2. Method of selection of paints, purpose & its effects on metal surface.				
	• PC 3. Safety tips for handling spray painting guns				
	• PC 4. Comply with OSHA/MSDS guidelines with respect to the use of hazardous chemicals.				
	• PC 5. Storage and disposal laws, regulations, codes, etc.				
	Total Marks	2	4		4
Assignments	• PC1 Based on case studies and Industrial application				
	Total Marks	2	4		4
Mini Projects (Based on case studies and Industrial application)	• PC1 Paint on small auto components.				
	• PC2 Refinishing of automobile components. Sign board painting in different media, chart, poster & models.				
	• PC3 Drawing of signals, nameplates, and advertisements.				
	• PC4 Set of new small Powder Coating shop.				
	• PC5 Set of small paint shop.				
	Total Marks	3	5		4
Employability Skills	• PC1 Understanding the Significance of Employability skills				
	• PC2 Identification the Constitutional values				
	• PC3 Explaining Becoming a professional in the 21st century				
	• PC4 Speak with Others in Basic English skills				
	• PC5 Significance of Career development and goal setting				
	• PC6 Etiquette of Communication skills				
	• PC7 Use Various Financial and legal literacy				
	• PC8 Awareness to Essential Digital Skills				
	Total Marks	2	5		5
Grand Total		20	40		40

Annexure 7: 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 assigned to the assessment agencies for conducting the assessment on SIP or email
- Assessment agencies send the assessment confirmation to VTP/TC looping SSC
- Assessment agency deploys the ToA certified Assessor for executing the assessment
- SSC monitors the assessment process & records

2. Testing Environment:

- Check the Assessment location, date and time
- If the batch size is more than 30, then there should be 2 Assessors.
- Check that the allotted time to the candidates to complete Theory & Practical Assessment is correct.

3. Assessment Quality Assurance levels/Framework:

- Question bank is created by the Subject Matter Experts (SME) are verified by the other SME
- Questions are mapped to the specified assessment criteria
- Assessor must be ToA certified & trainer must be ToT Certified

4. Types of evidence or evidence-gathering protocol:

- Time-stamped & geotagged reporting of the assessor from assessment location
- Centre photographs with signboards and scheme specific branding

5. Method of verification or validation:

- Surprise visit to the assessment location

6. Method for assessment documentation, archiving, and access

- Hard copies of the documents are stored

On the Job:

1. Each module will be assessed separately.
2. The candidate must score 60% in each module to successfully complete the OJT.
3. Tools of Assessment that will be used for assessing whether the candidate is having desired skills and etiquette of dealing with customers, understanding needs & requirements, assessing the customer and perform Soft Skills effectively:
 - Videos of Trainees during OJT
 -
4. Assessment of each Module will ensure that the candidate is able to:
 - Effective engagement with the customers
 - Understand the working of various tools and equipment

Annexure 8: 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