



QUALIFICATION FILE

User Experience Designer

☒ 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: 5

Submitted By:

IT-ITeS Sector Skills Council NASSCOM (SSC NASSCOM)

Plot No. – 7, 8, 9 & 10

Sector – 126, Noida, Uttar Pradesh - 201303

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Section 1: Basic Details

1.	Qualification Name	User Experience Designer										
2.	Sector/s	IT/ITeS										
3.	Type of Qualification: ☐ New ☒ Revised ☐ Has Electives/Options ☐ OEM	NQR Code & version of the existing /previous qualification: QG-05-IT-01536-2023-V1.1-NASSCOM & Version 1	Qualification Name of the existing/previous version: User Experience Designer									
4.	a. OEM Name b. Qualification Name (Wherever applicable)	NA										
5.	National Qualification Register (NQR) Code &Version (Will be issued after NSQC approval)	QG-05-IT-03640-2025-V2-NASSCOM & Version 3	6. NCrf/NSQF Level: 5									
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	A User Experience (UX) Designer is responsible for creating intuitive, user-centric digital experiences. This role involves developing UX design guidelines and best practices, crafting style guides, and establishing design systems for developers. UX Designers conduct business analysis, create user personas, and perform competitive analyses to understand user needs and market positioning. They plan solutions through sitemaps, information architecture, user experience maps, and user flows. The role includes designing detailed wireframes, visual screens, and interface assets such as imagery and animations. UX Designers also conduct usability testing throughout the design stages to ensure a seamless and engaging user experience that aligns with customer requirements.										
9.	Eligibility Criteria for Entry for Student/Trainee/Learner/Employee	Entry Qualification & Relevant Experience: * Relevant Field- Software Development (Web and Mobile)/Computer Science/IT The relevant experience would include work, internship and apprenticeship undertaken post completion of relevant educational qualification. ** UG or diploma with courses related to Engg./ Science <table border="1"> <thead> <tr> <th>S. No.</th> <th>Academic/Skill Qualification (with Specialization - if applicable)</th> <th>Required Experience (with Specialization - if applicable)</th> </tr> </thead> <tbody> <tr> <td>1.</td> <td>Completed 2nd year of 3-year/ 4-year UG**</td> <td>With no experience</td> </tr> <tr> <td>2.</td> <td>Completed 3-Year Diploma** after 10th</td> <td>1.5 year of relevant experience*</td> </tr> </tbody> </table>		S. No.	Academic/Skill Qualification (with Specialization - if applicable)	Required Experience (with Specialization - if applicable)	1.	Completed 2nd year of 3-year/ 4-year UG**	With no experience	2.	Completed 3-Year Diploma** after 10 th	1.5 year of relevant experience*
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1.	Completed 2nd year of 3-year/ 4-year UG**	With no experience										
2.	Completed 3-Year Diploma** after 10 th	1.5 year of relevant experience*										

		3.	Previous Relevant qualification of NSQF level 4	3 years of relevant experience*																		
10.	Credits Assigned to this Qualification, Subject to Assessment (as per National Credit Framework (NCrF))	16	11. Common Cost Norm Category (I/II/III) (wherever applicable): II																			
12.	Any Licensing requirements for Undertaking Training on This Qualification (wherever applicable)	NA																				
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																				
		<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>149:00</td><td>271:00</td><td>60:00</td><td>00:00</td><td rowspan="2">480:00</td></tr> <tr> <td>Online</td><td>149:00</td><td>271:00</td><td>60:00</td><td>00:00</td></tr> </tbody> </table>				Training Delivery Modes	Theory (Hours)	Practical (Hours)	OJT Mandatory (Hours)	OJT Recommended (Hours)	Total (Hours)	Classroom (offline)	149:00	271:00	60:00	00:00	480:00	Online	149:00	271:00	60:00	00:00
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Online	149:00	271:00	60:00	00:00																		
		(Refer Blended Learning Annexure for details)																				
14.	Aligned to NCO/ISCO Code/s (if no code is available mention the same)	NCO- 2015/NIL																				
15.	Progression path after attaining the qualification (Please show Professional and Academic progression)	This entry should refer to one or more of the following: Professional progression: NSQF Level 6 – Senior User Experience Designer NSQF Level 7 – Lead User Experience Designer																				
16.	Other Indian languages in which the Qualification & Model Curriculum are being submitted	Hindi																				
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: Visual, Hearing or Speech impairment, Locomotor Disability																				
19.	How Participation of Women will be Encouraged	The Program is gender neutral although to increase women’s participation, organizations are keeping aside a few seats to encourage female candidates.																				
20.	Are Greening/ Environment Sustainability Aspects Covered (Specify the NOS/Module which covers it)	☒ Yes ☐ No NOS: DGT/VSQ/N0101 Employability Skills (30 Hrs)																				

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: Namrata Kapur Email: standards@nasscom.in Contact No.: 0120-4990111 Website: https://nasscom.in	
23.	Final Approval Date by NSQC: 18-Feb-25	24. Validity Duration: 3 years	25. Next Review Date: 18-Feb-28

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 /NS QF 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.	Bridge Module				1	17:00	13:00	00:00	00:00	30:00	-	-	-	-	-	-
2.	Develop User Experience (UX) design guidelines and best practices	SSC/N8453 & V1.0	Core	5	2	10:00	20:00	30:00	00:00	60:00	30	50	-	20	100	8%
3.	Design and define style guide/ design system and specifications for developers	SSC/N8420 & V3.0	Core	5	2	10:00	20:00	30:00	00:00	60:00	30	50	-	20	100	8%

S. No	NOS/Module Name	NOS/Module Code & Version (if applicable)	Core/Non-Core	NCrF /NS QF 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)
4.	Conduct Business Analysis and Develop User-Centric Use Cases	SSC/N8454 & V1.0	Core	5	1	10:00	20:00	00:00	00:00	30:00	30	50	-	20	100	8%
5.	Conduct a competitive analysis on strength and weakness of competitors products	SSC/N8422 & V3.0	Core	5	1	10:00	20:00	00:00	00:00	30:00	30	50	-	20	100	8%
6.	Create user personas to encapsulate and communicate user behaviour patterns	SSC/N8423 & V3.0	Core	5	1	10:00	20:00	00:00	00:00	30:00	30	50	-	20	100	8%
7.	Develop sitemap and information architecture for the solution planned for the customer	SSC/N8424 & V3.0	Core	5	1	10:00	20:00	00:00	00:00	30:00	30	50	-	20	100	8%
8.	Develop user experience maps, user journeys and user flows	SSC/N8425 & V3.0	Core	5	1	10:00	20:00	00:00	00:00	30:00	30	50	-	20	100	8%
9.	Develop detailed wireframes to illustrate flow, interactions and interface elements	SSC/N8426 & V3.0	Core	5	1	10:00	20:00	00:00	00:00	30:00	30	50	-	20	100	8%
10.	Develop a visual design/screen for the proposed wireframe	SSC/N8427 & V3.0	Core	5	1	10:00	20:00	00:00	00:00	30:00	30	50	-	20	100	8%
11.	Design the assets such as imagery, graphics and	SSC/N8428 & V3.0	Core	5	1	10:00	20:00	00:00	00:00	30:00	30	50	-	20	100	8%

S. No	NOS/Module Name	NOS/Module Code & Version (if applicable)	Core/Non-Core	NCrF /NS QF 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)
	animations for the user interface															
12.	Conduct usability tests on the planned user experience designs at different stages	SSC/N8429 & V3.0	Core	5	1	10:00	20:00	00:00	00:00	30:00	30	50	-	20	100	8%
13.	Design Accessible and Inclusive User Experiences	SSC/N8455 & V1.0	Core	5	1	10:00	20:00	00:00	00:00	30:00	30	50	-	20	100	8%
14.	Employability Skills (30 Hrs)	DGT/VSQ/N0101 & V1.0	Non-Core	2	1	12:00	18:00	00:00	00:00	30:00	20	30	-	-	50	4%
Duration (in Hours) / Total Marks					16	149:00	271:00	60:00	00:00	480:00	380	630	-	240	1250	100

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.)

Section 3: Training Related

1.	Trainer's Qualification and experience in the relevant sector (in years) <i>(as per NCVET guidelines)</i>	Educational Qualification: Graduate in any discipline, preferably Engineering/Science/Computer Science/Electronics and Engineering /Information Technology. Industry Experience: 2 years of industry experience in the field of User Experience Designer. Certification: "Trainer" mapped to the Qualification Pack "MEP/Q2601" Minimum accepted score is 80% aggregate.
2.	Master Trainer's Qualification and experience in the relevant sector (in years) <i>(as per NCVET guidelines)</i>	Educational Qualification: Graduate in any discipline, preferably Engineering/Science/Computer Science/Electronics and Engineering /Information Technology. Industry & Training Experience: 4 years of industry experience in the field of User Experience Designer. Certification: "Master Trainer" mapped to the Qualification Pack "MEP/Q2602" Minimum accepted score is 90% aggregate
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	NA

Section 4: Assessment Related

1.	Assessor's Qualification and experience in relevant sector (in years) <i>(as per NCVET guidelines)</i>	Educational Qualification: Graduate in any discipline, preferably Engineering/Science/Computer Science/Electronics and Engineering /Information Technology. Industry & Training Experience: 2 years of industry experience in the field of User Experience Designer. Certification: "Assessor" mapped to the Qualification Pack "MEP/Q2701" Minimum accepted score is 80% aggregate.
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2.	Proctor's Qualification and experience in relevant sector (in years) <i>(as per NCVET guidelines)</i>	Educational Qualification: Graduate in any discipline, preferably Engineering/Science/Computer Science/Electronics and Engineering /Information Technology. Industry & Training Experience: 2 years of industry experience in the field of User Experience Designer. Certification: "Proctor" mapped to the Qualification Pack "MEP/Q2701" Minimum accepted score is 80% aggregate.
3.	Lead Assessor's/Proctor's Qualification and experience in relevant sector (in years) <i>(as per NCVET guidelines)</i>	Educational Qualification: Graduate in any discipline, preferably Engineering/Science/Computer Science/Electronics and Engineering /Information Technology. Industry & Training Experience: 4 of industry experience in the field of User Experience Designer. Certification: "Lead Assessor" mapped to the Qualification Pack "MEP/Q2702" Minimum accepted score is 90% aggregate.
4.	Assessment Mode <i>(Specify the assessment mode)</i>	The assessment shall be conducted through an online proctored format, incorporating scenario-based multiple-choice questions designed to effectively evaluate practical understanding and real-world application of concepts. Additionally, it will include a viva-voce and hands-on practical evaluation to comprehensively assess the individual's proficiency in specific learning outcomes.
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): NA
2.	Latest Market Research Reports or any other source (not older than 2 years) (Yes/No): NA
3.	Government /Industry initiatives/ requirement (Yes/No): NA
4.	Number of Industry validation provided: 30
5.	Estimated nos. of persons to be trained and employed: 1000
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 (Mandatory)	Present
2.	Annexure: List of tools and equipment relevant for qualification (Mandatory, except in case of online course)	Present
3.	Annexure: Detailed Assessment Criteria (Mandatory)	Present
4.	Annexure: Assessment Strategy (Mandatory)	Present
5.	Annexure: Blended Learning (Mandatory, in case selected Mode of delivery is “Blended Learning”)	Present
6.	Annexure: Multiple Entry-Exit Details (Mandatory, in case qualification has multiple Entry-Exit)	Present
7.	Annexure: Acronym and Glossary (Optional)	Present
8.	Supporting Document: Model Curriculum (Mandatory – Public view)	Present
9.	Supporting Document: Career Progression (Mandatory - Public view)	Present
10.	Supporting Document: Occupational Map (Mandatory)	Present
11.	Supporting Document: Assessment SOP (Mandatory)	Present
12.	Any other document you wish to submit:	Present

Annexure: 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
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Professional Theoretical Knowledge/Process	For the qualification of a "User Experience Designer," the Professional Theoretical Knowledge/Process involves mastering a broad range of specialized theoretical and practical skills to adapt in both structured and variable environments. Here's a breakdown: • Develop and implement user-centered design methodologies to create intuitive and user-friendly experiences. • Research and analyze user needs and preferences through interviews, surveys, usability testing, and other research techniques. • Develop personas, scenarios, and use cases to encapsulate user goals, behaviors, and pain points. • Define information architecture and establish a clear and logical structure for the product, ensuring easy navigation and content discoverability. • Design and refine wireframes, mockups, and prototypes to visualize and iterate the user interface design, using tools like Figma, Sketch, or Adobe XD. • Create and maintain design systems or style guides to ensure a consistent visual language and usability standards across the product.	The individual in this role must work in a constantly changing environment where he/she needs to develop applications while actively engage with other stakeholders within the company. To perform his/her role and to collaborate with other stakeholders effectively, the individual requires a vast understanding of the processes used to develop user experience design.	5
Professional and Technical Skills/ Expertise/ Professional Knowledge	Wide-ranging factual and theoretical knowledge in broad contexts within a field of work or study. • Understanding of user-centered design principles and design thinking methodologies. • Knowledge of user research methods, including interviews, surveys, usability testing, and ethnographic research. • Proficiency in information architecture, including content categorization and organization strategies. • Understanding of various user personas, user scenarios, and journey mapping to inform design decisions. • Ability to create and interpret wireframes, mockups, and high-fidelity prototypes using industry-standard tools. • Knowledge of visual design principles, including color theory, typography, layout, and branding guidelines.	The individual in the role must have a vast amount of knowledge across the different aspects of user experience design. This knowledge across various disciplines must be accompanied with an in-depth understanding of each discipline to perform this role effectively.	5

	- Proficiency in accessibility standards and inclusive design practices to ensure universal usability. - Understanding of responsive design principles for creating adaptive user experiences across devices. - Knowledge of style guides, design systems, and component libraries to maintain visual and functional consistency.		
Employment Readiness & Entrepreneurship Skills & Mind-set/Professional Skill	Wide range of cognitive and practical skills required to generate solutions to specific problems in a field of work of study. - Applying feedback and refining designs based on testing and user feedback to create better user experiences. - Using creative and analytical thinking to identify design challenges and develop effective solutions. - Effectively conveying design ideas to stakeholders, clients, and development teams through presentations and visual storytelling. - Working seamlessly with developers, product managers, and other stakeholders, managing project timelines, and ensuring successful delivery. - Structuring and organizing content to ensure users can navigate interfaces effortlessly.	The role demands a skillset that allows the individual to design user experience and interface design. This requires a wide range of skills. The individual therefore needs to be proficient at using several tools must have the	5
Broad Learning Outcomes/Core Skill	Good logical and mathematical skill understanding of social political and natural environment and organising information, communication and presentation skill. - Define the user experience design process - How to develop a style guide, a design system and user interface specifications for developers and designers - How to define business requirements to derive the user experience needs of the customer - How to define user persona and behaviour patterns - How to develop information architecture, site map and navigation system - How to develop wireframes and illustrations of the software	The individual must apply his/her app development skills along with a sound understanding of the larger business, technological and regulatory trends. This would enable him/her to develop user experience across the stack and effectively in line with industry best practices.	5

	product - How to design the user interface elements for the software product - Conduct usability test of the software product		
Responsibility	Full responsibility for output of group and development - How to develop your knowledge, skills and competence - How to build and maintain relationships at the workplace - How to convince others to take appropriate action in different situations - How to manage and collaborate with stakeholders for project success	The role demands working in a team to create and maintain applications. This may involve helping peers with their work from time to time and providing feedback and advice to help improve the quality of their work. Since this role is likely to have people reporting to it, the individual performing this role is supposed to take responsibility for the output and the development of the entire team.	5

Annexure: 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	1. Design and Prototyping - Penpot - Inkscape 2. Wireframing Tools - Pencil Project 3. User Testing Tools (open source) - Lookback.io - SessionCam		As per requirements

Classroom Aids

The aids required to conduct sessions in the classroom are:

1. White Board
2. Projector
3. Laptop
4. Training hand book

Annexure: Industry Validations Summary

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

S. No	Organization Name	Representative Name	Designation	Contact Address	Contact Phone No	E-mail ID	LinkedIn Profile (if available)
1	PWC	Mahbub Khan	Human Capital Lead	Pine Valley 4th Floor, Village, Intermediate Ring Rd, Embassy Golf Links Business Park, Challaghatta, Bengaluru, Karnataka 560071			
2	Mindtree	Rosalee M Kombial	Vice President- People Function	LTIMindtree Ltd, Global Village, RVCE Post, Mysore Road, Bengaluru-560059, Karnataka.			
3	Tech Mahindra	Krishna Ramaswami	Head- Human Resources	Gateway Building, Apollo Bunder, Mumbai- 400001			

4	Capital Numbers	Mrs. Paromita Biswas Panja	HR	Mani Casadona- IT Building, unit Number 8E4, 8 th Floor, Plot 2 F/4, Action Area # 2 F New Town, Rajarhat, Kolkata: 700156, West Bengal, India	033 6799 2222	info@capitalnumbers.com	
5	Merce Technologies	Mr Jayant Bhatt	Operation Head	301 Technocity, X-5/3, T.T.C. Industrial Area, MIDC Industrial Area, Mahape, Navi Mumbai, Maharashtra 400710		accounts@remiges.tech	
6	eSquare	Md.Ali	Director Operation	5, AC- 709, 5 th A Cross Road, Balachandra Layout, HRBR Layout 2 nd Block, HRBR Layout, Kalyan Nagar, Bengaluru, Karnataka-560043			
7	Senrysa Technologies Private Limited	Triparna Mukherjee	HR Business Partner & Leadership Acquisition	6th Floor, TOWER-1, GODREJ WATERSIDE, DP Block, Sector V, Bidhannagar, Kolkata, West Bengal 700091	033 66212222	mail.senrysa.com	
8	MaxMobility	Arijeet Mukherjee	CEO	2nd Floor, Unit, Block-2b, ECOSPACE BUSINESS PARK, 202B, AA II, Newtown, Kolkata, Chakpachuria, West Bengal 700156		infomaxmibilty.in	
9	Prerogative Business Solution Pvt.Ltd.	Sujit Singha Roy	Director	9 Victoria Park, GN Block, Sector V, Bidhannagar, Kolkata, West Bengal 700091			
10	DXC Technology	Lokendra Sethi	Vice President- Human Resources	Hosur Rd, near to THE OTTERA HOTEL, Konappana Agrahara, Electronic City, Bengaluru, Karnataka 560100			
11	Mass Mutual India	Ravi Tangirala	Head GCC	7th Floor, Block I, BSR IT SEZ, Financial District Nanakramguda Village, Serilingampalle (M),			

				Hyderabad, Telangana 500008			
12	PI-Square Tech	Ananya Varma	HR Executive	3a, Mindspace Madhapur Rd, Mindspace, Vittal Rao Nagar, HITEC City, Hyderabad, Telangana 500081			
13	TeckValley India Pvt. Ltd	Chandrika Prasad	Assistant Manager- HR	J-38, Block J, Sector 63, Noida, Uttar Pradesh 201301			
14	ALLSEC Technologies	Aarav Sharma	Human Resources Department	Khykha Castle, 3rd floor, Ashok Nagar, Bengaluru, Karnataka. Lifestyle busstop to come straight take right Empire hotel walk, 25, Castle St, Ashok Nagar, Bengaluru, Karnataka 560025			
15	Virtusa	Janardhan S	Global Head- Talent Development	Sy No.115, Nanakramguda Rd, Financial District, Serilingampalle (M), Hyderabad, Telangana 500032			

Annexure: 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
2021-2024	1000					

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. PMKVY

Content availability for previous versions of qualifications:

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

Languages in which Content is available:

1. English
2. Hindi

Annexure: 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	• Handbooks • PowerPoint presentations slides • Reference material (books, online articles, websites, etc.)	
2	☒ Imparting Soft Skills, Life Skills, and Employability Skills / Mentorship to Learners	• Video conferencing and collaboration tools	
3	☒ Showing Practical Demonstrations to the learners		
4	☒ Imparting Practical Hands-on Skills/ Lab Work/ workshop/ shop floor training		
5	☒ Tutorials/ Assignments/ Drill/ Practice	• MCQ based tests	
6	☒ Proctored Monitoring/ Assessment/ Evaluation/ Examinations		

7	☐ On the Job Training (OJT)/ Project Work Internship/ Apprenticeship Training		
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Annexure: Detailed Assessment Criteria

Proctored online assessment case study based questions also included in the assessment.

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
SSC/N8453: Develop User Experience (UX) design guidelines and best practices	PC 1. apply fundamental design principles consistently throughout the user experience design process, ensuring relevance to current trends and best practices	3	6	-	2
	PC 2. design research strategies to gather user requirements and analyze behavior patterns	4	6	-	3
	PC 3. integrate Abhram's methodologies into user research, persona development, and journey mapping activities	3	5	-	2
	PC 4. drive the empathy mapping process to understand users' needs, goals, expectations, behaviour, habits	3	5	-	2
	PC 5. integrate Abhram's methodologies, such as contextual inquiry, into the user research process to gather in-depth insights into user behavior and motivations	4	6	-	3
	PC 6. create structured frameworks for brainstorming, envisioning, and evaluating potential solution outcomes	3	6	-	2
	PC 7. facilitate the prototyping process by leading activities in sketching, visualization, and the development of beta versions	4	5	-	2
	PC 8. ensure that Abhram's methodologies align with the overall UX goals and objectives	3	6	-	2

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
	PC 9. conduct research on user behavior, develop user personas, and map out user journeys and flows to enhance the overall user experience	3	5	-	2
	Total Marks	30	50	-	20
SSC/N8420: Design and define style guide/ design system and specifications for developers	PC 1. establish typography systems by organizing titles, subtitles, headings (H1, H2, H3), body text, and captions for use in design	2	4	-	1
	PC 2. define specifications and provide examples for the spacing, padding, and placement of design elements	2	3	-	2
	PC 3. address interface layouts across screen sizes	2	3	-	1
	PC 4. establish the color palette, specifications, and combinations, and illustrate with relevant examples	2	3	-	1
	PC 5. specify the dimensions, styles, colors, positioning, spacing, and typography of various buttons for the solution based on the contextual requirements	2	3	-	1
	PC 6. create a centralized repository of reusable UI components (e.g., buttons, forms, icons) to ensure consistency and efficiency in development	2	3	-	1
	PC 7. develop a collection of common design patterns (e.g., navigation, error handling) to guide design decisions and maintain coherence	1	4	-	2
	PC 8. work closely with developers, product managers, and other stakeholders to gather requirements and ensure alignment	2	3	-	1
	PC 9. create comprehensive guidelines for various UI components, including iconography, tooltips, modals, form elements, data tables, navigation menus, charts, tabs, switches, dialogs, content grids, lists, toolbars, date and time pickers, loading indicators, checkboxes, alerts, dropdowns, sliders, steppers, and pagination	2	3	-	1

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
	PC 10. document the design rationale used in the design system	2	3	-	1
	PC 11. break down the design system into smaller, reusable components to enhance flexibility and maintainability	2	3	-	2
	PC 12. design the system to accommodate future growth and changes in requirements	2	3	-	1
	PC 13. implement a version control system to track changes, manage different iterations, and collaborate efficiently	2	3	-	2
	PC 14. adhere to the Web Content Accessibility Guidelines (WCAG) to make the design system accessible to users with disabilities	2	3	-	1
	PC 15. conduct regular accessibility testing to identify and address potential barriers	1	3	-	1
	PC 16. consider the needs of diverse users, including those with visual, auditory, motor, or cognitive impairments	2	3	-	1
	Total Marks	30	50	-	20
SSC/N8454: Conduct Business Analysis and Develop User-Centric Use Cases	PC 1. identify potential business challenges and opportunities for developing business cases	2	4	-	2
	PC 2. evaluate organisational capability to deliver identified business cases	2	4	-	1
	PC 3. present findings and recommendations of business cases to key stakeholders	3	4	-	1
	PC 4. involve stakeholders in project initiation to capture their needs, expectations, and constraints	2	4	-	2
	PC 5. gather stakeholder support to develop solutions for identified business cases	2	5	-	2
	PC 6. develop new use cases for identified business cases	3	4	-	2

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
	PC 7. assist in establishing business objectives and outlining the technical specifications of the solution based on the identified requirements	3	4	-	2
	PC 8. collect stakeholder feedback to gain insights into their expectations and challenges	3	4	-	1
	PC 9. balance the needs of different stakeholders while keeping the project's goals in mind	3	4	-	2
	PC 10. develop and maintain connections with essential stakeholders, including design teams, business managers, product managers, and others	3	5	-	2
	PC 11. regularly seek feedback from stakeholders to validate design concepts and ensure they align with their needs	2	4	-	1
	PC 12. determine processes for user behaviour research, user persona development, user journeys and user flows	2	4	-	2
	Total Marks	30	50	-	20
SSC/N8422: Conduct a competitive analysis on strength and weakness of competitors products	PC 1. gather and analyse intelligence about products, customers, competitors and landscapes	3	5	-	2
	PC 2. identify standard and emerging UI/UX trends, design principles and best practices	4	6	-	2
	PC 3. stay up to date with latest industry trends	3	6	-	2
	PC 4. observe user interactions with competitor products to identify pain points and areas for improvement	3	5	-	2
	PC 5. monitor the performance of different design elements and features on competitor websites	4	6	-	3
	PC 6. analyze the differences between your product and competitors' offerings	3	5	-	2
	PC 7. ensure product complies with the latest accessibility guidelines	3	6	-	2

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
	PC 8. evaluate solutions based on criteria such as tone, features, user reviews, wait/load times, customer service, overall design, etc.	3	5	-	2
	PC 9. track competitors' financial performance to assess their market position and investment in UX	4	6	-	3
	Total Marks	30	50	-	20
SSC/N8423: Create user personas to encapsulate and communicate user behaviour patterns	PC 1. identify research methods to gather data on user behavior	1	2	-	-
	PC 2. recruit a diverse group of unbiased participants for research, taking into account demographic and psychographic factors	1	2	-	1
	PC 3. incorporate the impact of new technologies like AI, VR, AR, and IoT on user behaviors and expectations	2	2	-	1
	PC 4. collect user behavior data using various methods such as questionnaires, online and offline interviews, face-to-face interviews, and group discussions	1	5	-	1
	PC 5. evaluate user behaviour data gathered in user interviews	1	5	-	1
	PC 6. track conversations and trends on platforms like X formerly named Twitter, Facebook, and Instagram	2	5	-	-
	PC 7. conduct usability testing to observe how users interact with the product and identify areas for improvement	2	4	-	1
	PC 8. identify and label the key insights and issues gathered from user interviews	2	4	-	1
	PC 9. verify that the data accurately reflects the current conditions of the interviewees rather than their future expectations	2	1	-	1
	PC 10. look for specific and repeatable metrics and patterns across users	1	2	-	1

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
	PC 11. segment users into distinct categories based on recognized metrics and trends	1	1	-	1
	PC 12. refine the search by limiting and narrowing down the potential user groups	1	2	-	1
	PC 13. update demographic information to reflect changes in age distribution, population growth, and geographic shifts	1	2	-	1
	PC 14. stay informed about emerging design trends and user preferences, such as minimalist interfaces, personalized experiences, and ethical design	1	2	-	1
	PC 15. develop appropriate personas to represent each user group	1	2	-	1
	PC 16. develop an identity name and select a suitable image to symbolize the individual	2	1	-	1
	PC 17. develop a detailed persona that includes the individual's age, educational background, profession, skills, attitudes, preferences, aversions, habits, and other relevant characteristics	2	1	-	1
	PC 18. verify that personas accurately represent the data and findings from investigations	2	1	-	1
	PC 19. address concerns related to data privacy and security, and how they impact user behavior and trust	1	1	-	1
	PC 20. assess situations where the personas require the use of the solution	1	1	-	1
	PC 21. continuously gather feedback from users through surveys, usability testing, and other methods to inform persona updates	1	2	-	1
	PC 22. leverage user personas to enhance functional design during the entire development process	1	2	-	1
	Total Marks	30	50	-	20
SSC/N8424:	PC 1. create a detailed inventory of information components for each page of the solution	1	2	-	-

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Develop sitemap and information architecture for the solution planned for the customer	PC 2. gather and arrange media assets, such as images, videos, and audio files	1	2	-	-
	PC 3. compile and include pertinent documents such as Word files, PDFs, and PowerPoint presentations	1	2	-	-
	PC 4. design primarily for mobile devices, ensuring optimal user experience across different screen sizes and orientations	1	2	-	1
	PC 5. verify that all relevant URL links are correctly included and documented for easy access and reference	1	2	-	1
	PC 6. create a Taxonomy to Structure Unstructured Information and Offer Descriptive Details	2	2	-	1
	PC 7. optimize information architecture for natural language queries and conversational interactions	1	2	-	1
	PC 8. structure content components according to users' mental frameworks	3	2	-	-
	PC 9. explore the use of AI-driven content generation tools to streamline content creation	1	2	-	-
	PC 10. provide seamless, native-like experiences with offline capabilities	1	2	-	1
	PC 11. develop a user-friendly navigation system that allows visitors to effortlessly find the information they are seeking	1	2	-	1
	PC 12. create a navigation system that includes features such as buttons, menus, and a table of contents	2	2	-	1
	PC 13. adhere to WCAG (Web Content Accessibility Guidelines) and other accessibility standards	1	2	-	1
	PC 14. design for users with disabilities, considering factors like color contrast, font size, and keyboard navigation	1	2	-	1
	PC 15. choose the suitable navigation style for the solution (e.g., hierarchical, global, local, etc.)	1	2	-	1

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
	PC 16. follow Web Content Accessibility Guidelines to promote inclusivity for users with disabilities	1	2	-	1
	PC 17. design effective labels that capture user attention and clearly communicate what to expect when clicking a link	1	2	-	1
	PC 18. utilize advanced analytics tools to track user behavior and measure performance	2	2	-	1
	PC 19. select the appropriate site map pattern (e.g., single page model, flat structure, index pages, strict hierarchy, or co-existing hierarchies) based on project requirements	1	2	-	1
	PC 20. develop a comprehensive content strategy that aligns with the overall business goals and target audience	1	2	-	1
	PC 21. conduct regular user testing to gather feedback and identify areas for improvement	1	2	-	1
	PC 22. deconstruct UI components into smaller, reusable elements	1	2	-	1
	PC 23. utilize tools like Google Analytics to track user behavior and measure performance	1	2	-	1
	PC 24. develop sitemaps to visualize content structure and outline navigation pathways	1	2	-	1
	PC 25. communicate Information Architecture and Site Maps to Key Stakeholders and Development Teams	1	2	-	1
	Total Marks	30	50	-	20
SSC/N8425: Develop user experience maps, user journeys and	PC 1. define the boundaries of the user experience map	3	5	-	2
	PC 2. determine the expectations that a user persona has regarding their interaction with the solution	3	4	-	2
	PC 3. outline the phases that users go through when interacting with the solution	3	4	-	2

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
user flows	PC 4. create detailed and realistic personas that represent different user segments, considering factors like demographics, psychographics, and motivations	1	4		1
	PC 5. clearly outline the process by which customers find your solution, assess your services, choose you over competitors, complete their purchase, and interact with your brand	3	5	-	2
	PC 6. incorporate touchpoints beyond traditional channels (e.g., social media, chatbots, voice assistants) to reflect modern user behaviors	3	5		2
	PC 7. identify customer interaction touchpoints with the solution	2	4	-	1
	PC 8. design small, meaningful interactions that enhance the overall user experience and contribute to brand identity	3	4		2
	PC 9. map out the journey in a step-by-step interaction format	3	5	-	2
	PC 10. assess user objectives and the different user pathways available to accomplish a specific user goal	3	5	-	2
	PC 11. ensure that the workflows accurately capture complexities, including multiple users, scenarios, touchpoints, and mediums	3	5	-	2
	Total Marks	30	50	-	20
SSC/N8426: Develop detailed wireframes to illustrate flow, interactions and interface elements	PC 1. create wireframes to illustrate the user flow, interactions, functionalities, features, and fundamental design elements tailored to the device's form factor or screen size	3	4	-	2
	PC 2. verify that wireframe transitions are clear and follow a logical flow	1	4	-	2
	PC 3. adhere to accessibility guidelines (e.g., WCAG) to create inclusive designs that cater to users with disabilities	3	4		2
	PC 4. regularly collect and assess data regarding user behavior and preferences	3	4	-	2

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
	PC 5. assess the customer's objectives and determine their desired outcomes from utilizing the solution	1	5	-	2
	PC 6. design for a wide range of users, including those from different cultural backgrounds, age groups, and socioeconomic statuses	3	4		2
	PC 7. determine the user's intent throughout different stages of the customer journey	3	4	-	2
	PC 8. identify customer pain points and assess the user journey to enhance overall experience	1	4	-	2
	PC 9. design for mobile devices as the primary platform, ensuring a seamless user experience across different screen sizes	3	4		1
	PC 10. create and assess a wireframe prototype to analyze user flow and interactions	3	5	-	1
	PC 11. assess the customer's overall experience and gather their feedback	3	4	-	1
	PC 12. regularly analyze insights from usability testing sessions and application analytics to enhance the user journey	3	4	-	1
	Total Marks	30	50	-	20
SSC/N8427: Develop a visual design/screen for the proposed wireframe	PC 1. analyse the most common and important tasks customers must complete using the interface	2	3	-	1
	PC 2. identify the various device groups for the product such as mobile devices, tablets, desktops, smart TVs, smartwatches, etc.	2	3	-	1
	PC 3. adhere to standards like WCAG (Web Content Accessibility Guidelines) to make your designs inclusive	1	3		1
	PC 4. identify the various modes of interaction that depend on the particular device group	1	3	-	1
	PC 5. adapt user experience based on the various modes of interaction	2	3	-	2

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
	PC 6. create engaging AR and VR experiences that blend the digital and physical worlds seamlessly	2	2		1
	PC 7. use micro interactions to provide subtle feedback and delight users	2	3		1
	PC 8. design for smallest screens by prioritizing most essential features and elements only	1	3	-	2
	PC 9. ensure that big screens are not developed only by scaling up small screen designs	2	3	-	1
	PC 10. design interfaces that accommodate intuitive interactions within 3D spaces	2	3		1
	PC 11. pay attention to image quality as screens are scaled up	2	3	-	1
	PC 12. provide consistent experience over various device groups	2	3	-	1
	PC 13. provide seamless experience as users move across various device groups	1	3	-	1
	PC 14. incorporate physical sensations to enhance user experiences, especially in mobile devices	2	3		2
	PC 15. perform usability tests for solution with real users across various device groups	2	3	-	1
	PC 16. protect user data and ensure transparency in data collection and usage	2	3		1
	PC 17. uncover UX issues to resolve prior to release	2	3	-	1
	Total Marks	30	50	-	20
SSC/N8428: Design the assets such as imagery, graphics and animations for the user interface	PC 1. drive the UI asset development process for imagery, graphics and animations for the user interface	4	6	-	2
	PC 2. define final theme, specs, and guidelines required for implementation	4	6	-	3
	PC 3. prepare and share design specifications to the development team	3	7	-	2

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
	PC 4. engage with development teams to implement solutions	4	6	-	2
	PC 5. apply principles of human-centered design to create intuitive and engaging interfaces	4	6	-	3
	PC 6. communicate complex ideas effectively through visuals and animations	3	7	-	2
	PC 7. use animation to guide users, provide feedback, and enhance interactions	4	6	-	3
	PC 8. ensure that UI assets are accessible to users with disabilities (e.g., color contrast, alt text, keyboard navigation)	4	6	-	3
	Total Marks	30	50	-	20
SSC/N8429: Conduct usability tests on the planned user experience designs at different stages	PC 1. develop limited-functionality prototypes of the designs to test relevant design concepts	2	4	-	1
	PC 2. finalize the list of features, functionalities and tasks to be tested	2	3	-	1
	PC 3. develop appropriate KPIs/metrics to measure prototype performance	2	3	-	2
	PC 4. recruit diverse unbiased users to participate in tests considering both demographic and psychographic factors	2	3	-	1
	PC 5. finalize the format for the usability tests (e.g., laboratory usability testing, remote usability testing, etc.)	2	3	-	1
	PC 6. ensure test environments are kept as realistic as possible	2	4	-	1
	PC 7. shape network bandwidth and limit bandwidth according to test needs	2	4	-	2
	PC 8. document test results using confidential test artefacts such as spreadsheets, surveys, audio recordings, screen recordings, participant recordings, etc.	2	4	-	1
	PC 9. analyse test results, evaluate trends, note possible problems and identify potential solutions	2	3	-	2

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
	PC 10. evaluate quantitative information such as time on tasks, success and failure rates, number of clicks, etc.	2	3	-	2
	PC 11. evaluate qualitative information such as stress responses, subjective satisfaction, perceived effort or difficulty	2	4	-	1
	PC 12. prepare a summary of what was tested, details of the testing team and the goal of the session with descriptions of all findings	2	3	-	1
	PC 13. describe methodology used for the sessions including the tasks or scenarios that were tested, the KPIs/metrics selected and brief descriptions of user profiles and segments	2	3	-	1
	PC 14. list all negative findings and provide potential solutions to solve them	2	3	-	2
	PC 15. list all positive findings and ensure development is on the right track	2	3	-	1
	Total Marks	30	50	-	20
SSC/N8455: Design Accessible and Inclusive User Experiences	PC1. identify accessibility standards and guidelines (e.g., WCAG, ADA, Section 508) relevant to the project requirements	2	4	-	1
	PC2. collaborate with stakeholders to define accessibility goals and benchmarks for the user experience	2	3	-	1
	PC3. conduct accessibility audits of existing designs and systems using automated tools and manual testing methods	2	3	-	2
	PC4. recruit users with diverse abilities, including those with disabilities, to participate in accessibility tests	2	3	-	1
	PC5. finalize the format for accessibility tests (e.g., in-person, remote, or hybrid) based on the target user group and test objectives	2	3	-	1

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
	PC6. ensure test environments simulate realistic conditions, including device diversity, network constraints, and physical settings	2	4	-	1
	PC7. document accessibility test results using tools like spreadsheets, annotated visuals, recordings, and transcripts while maintaining confidentiality	2	4	-	2
	PC8. analyze qualitative and quantitative test data to identify accessibility barriers and evaluate user interactions	2	4	-	1
	PC9. recommend design adjustments or solutions to address identified accessibility challenges	2	3	-	2
	PC10. Assess how design choices impact the overall revenue strategy by considering customer experience, brand alignment, and conversion metrics	1	3	-	2
	PC11. Translate customer insights and business objectives into user-centered product solutions, ensuring that the final design meets both user expectations and company goals	2	4	-	1
	PC12. Conduct user research (e.g., interviews, surveys, user testing) to gather customer insights and define user personas	1	1	-	1
	PC13. Incorporate data privacy principles (e.g., GDPR, CCPA) into the user experience design process, ensuring that personal data is handled responsibly	2	3	-	1
	PC14. collaborate with developers to implement accessible design solutions and validate their effectiveness through iterative testing	2	3	-	1
	PC15. create accessible design assets, including typography, color schemes, and interaction elements, to ensure inclusivity	2	3	-	1
	PC16. educate team members and stakeholders on the importance of accessibility and best practices for inclusive design	2	2	-	1

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
	Total Marks	30	50	-	20
12. DGT/VSQ/ N0101 Employability Skills (30 Hrs)	PC1. Introduction to Employability Skills	1	1	-	-
	PC2. Constitutional values – Citizenship	1	1	-	-
	PC3. Becoming a Professional in the 21st Century	1	3	-	-
	PC4. Basic English Skills	2	3	-	-
	PC5. Communication Skills	1	1	-	-
	PC6. Diversity & Inclusion	1	1	-	-
	PC7. Financial and Legal Literacy	3	4	-	-
	PC8. Essential Digital Skills	4	6	-	-
	PC9. Entrepreneurship	3	5	-	-
	PC10. Customer Service	2	2	-	-
	PC11. Getting ready for apprenticeship & Jobs	1	3	-	-
	Total Marks	20	30	-	-
Grand Total Marks		380	630	-	240

Annexure: Assessment Strategy

Assessment Process Overview

Batch Creation & Assessment Request:

Training Providers (TP) or Training Centers (TC), including any other authorized partner of Ministry/ Department create batches / push batches on the SIDH portal. Assessment requests are submitted through the SIDH portal or via email or other media as authorized from time to time. For NON-SIDH schemes, assessment requests are received electronically or through respective State Skill Mission portals. TP/TC initiates the assessment request through the InSDMS portal and processes the payment (where applicable).

Batch Alignment & Confirmation:

Upon payment confirmation, batches are assigned to the Assessment Agency based on factors like:

- Assessment readiness
- Availability of certified assessors for the specific job role
- Assessment capping to an assessment agency as prescribed from time to time for an AB An email communication / prescribed mode communication is sent to TP/TC for confirmation of the assessment date, with IT-ITeS SSC in the loop. Once confirmation is received, the Assessment Agency designates a TOA-certified assessor to conduct or facilitate the assessment.
- Batches are only formed when the Qualification is active.

Candidate Verification & Assessment Execution:

Candidate details are verified and documented at the beginning of the assessment by a certified assessor. A Quality Assurance (QA) mechanism is enforced, requiring an undertaking from the TC. Regular feedback is collected from TP/TC to ensure continuous improvement.

Evidence Collection & Validation:

Proctors or assessors capture date/time-stamped and geo-tagged photographs of the assessment location during the process. Attendance is also ensured offline. A PC-wise result analysis is conducted to refine assessment standards.

Monitoring & Compliance:

Batch monitoring follows established protocols, ensuring adherence to assessment guidelines. Sample based surprise visits are conducted at TC locations during both training and assessments to verify compliance. This structured approach ensures transparency, quality control, and validation throughout the assessment process.

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.

Assessment Quality Assurance levels/Framework:

IT-ITeS SSC nasscom is responsible for the development and periodic review of the question bank developed for a specific job role. We publish an openly accessible sample /model question paper on our website for all stakeholders. The quality of the Question Bank created by the assessment designer is validated by a Subject matter experts on the following parameters:

- Appropriateness of the Question Bank in terms of facts, data and information.
- Checks for grammar, spellings, scripting and formatting.
- The information provided should be specific enough to remove any ambiguity in answers/solutions to the question.
- Relevance – Assessing the topic well w.r.t. the job role.
- Check if the difficulty level of each question is as per the matrix.
- Check if the images used in the question are clear and relevant.
- All variables, symbols and abbreviations used must be declared.
- The correct answer option should be unique, and the options should not be overlapping

Annexure: 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