

QUALIFICATION FILE

AR/VR Consultant

- ☒ 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: 6

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	AR/VR Consultant	
2.	Sector/s	IT/ITeS	
3.	Type of Qualification: ☐ New ☒ Revised ☐ Has Electives/Options ☐ OEM	NQR Code & version of the existing /previous qualification: QG-06-IT-01544-2023-V1.1-NASSCOM & Version 2	Qualification Name of the existing/previous version: AR/VR Consultant
4.	a. OEM b. Qualification Name (Wherever applicable)	AR/VR Consultant	
5.	National Qualification Register (NQR) Code &Version (Will be issued after NSQC approval)	QG-06-IT-00471-2025-V2-NASSCOM & Version 3	6. NCrF/NSQF Level:6
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	An AR/VR Consultant performs a comprehensive analysis of customer requirements, opportunities, costs, and impacts while ensuring data privacy is upheld. It requires creating a functional design for the AR/VR solution that aligns with specified business requirements. Additionally, the consultant must develop project plans and procedures to create solutions and enhance product effectiveness, ensuring that key performance indicators (KPIs) and service goals are met. Setting technical parameters to monitor and manage the performance of the AR/VR architecture and preparing statistical reports on product performance is also essential. Lastly, engaging in innovative research and development within the AR/VR field while staying current with the latest technological trends is crucial to the role. The AR/VR consultant also acts as a strategic advisor and technical expert, guiding businesses through successfully integrating AR/VR technologies into their operations to achieve specific business objectives. Their role is multifaceted, combining business acumen with technical proficiency.	
9.	Eligibility Criteria for Entry for a Student/Trainee/Learner/Employee	a. Entry Qualification & Relevant Experience: *Relevant Experience in job roles related to AR/VR/IT/Computer Science The relevant experience would include work, internship and apprenticeship after completion of relevant educational qualifications.	

		** PG or 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 4th year UG**</td><td>-</td></tr> <tr> <td>2</td><td>Completed 3-Year UG** Degree</td><td>1.5 years of relevant experience*</td></tr> <tr> <td>3</td><td>Previous Relevant qualification of NSQF level 5</td><td>1.5 years of relevant experience*</td></tr> </tbody> </table> b. Age: NA						S. No.	Academic/Skill Qualification (with Specialization - if applicable)	Required Experience (with Specialization - if applicable)	1	Completed 4th year UG**	-	2	Completed 3-Year UG** Degree	1.5 years of relevant experience*	3	Previous Relevant qualification of NSQF level 5	1.5 years of relevant experience*					
S. No.	Academic/Skill Qualification (with Specialization - if applicable)	Required Experience (with Specialization - if applicable)																						
1	Completed 4th year UG**	-																						
2	Completed 3-Year UG** Degree	1.5 years of relevant experience*																						
3	Previous Relevant qualification of NSQF level 5	1.5 years of relevant experience*																						
10.	Credits Assigned to this Qualification, Subject to Assessment (as per National Credit Framework (NCrF))	19 Credits	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 Only ☐ Online Only ☒ Blended																						
		<table border="1"> <thead> <tr> <th>Training Delivery Mode</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>164</td><td>286</td><td>120</td><td>-</td><td>570</td></tr> <tr> <td>Online</td><td>164</td><td>286</td><td>120</td><td>-</td><td>570</td></tr> </tbody> </table> (Refer Blended Learning Annexure for details)					Training Delivery Mode	Theory (Hours)	Practical (Hours)	OJT (Mandatory) Hours	OJT (Recommended) Hours	Total (Hours)	Classroom (offline)	164	286	120	-	570	Online	164	286	120	-	570
Training Delivery Mode	Theory (Hours)	Practical (Hours)	OJT (Mandatory) Hours	OJT (Recommended) Hours	Total (Hours)																			
Classroom (offline)	164	286	120	-	570																			
Online	164	286	120	-	570																			
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, wherever applicable (Please show Professional and Academic progression)	This entry should refer to one or more of the following: Professional progression: access to related qualification(s) at the next NSQF level – Senior AR/VR Consultant, etc. Academic progression: access to other qualifications at the same NSQF level – Associate AR/VR Architect, Senior AR/VR Infrastructure Engineer, etc.																						

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 Amenable to Persons with Disability	☐ Yes ☒ No If "Yes", specify applicable type of Disability:	
19.	How participation of women will be encouraged?	The Program is gender neutral although to increase the women participation, organizations are keeping aside few seats to encourage the female candidates	
20.	Are Greening/Environment Sustainability Aspects covered (Specify the NOS/Module which Covers it)	☒ Yes ☐ No, DGT/VSQ/N0102: Employability Skills (60 Hours)	
21.	Is Qualification suitable to be offered in Schools/Colleges	Schools: ☐ Yes ☒ No Colleges ☒ Yes ☐ No	
22.	Name and Contact Details 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://www.sscnasscom.com/	
23.	Final Approval Date by NSQC: 07/10/2025	24. Validity Duration: 3 Years	25. Next Review Date: 07/10/2028

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/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.	Conduct a thorough customer requirement analysis, opportunity analysis, cost analysis, and impact analysis and ensure data privacy	SSC/N8801, V2.0	Core	6	04	40:00	50:00	30:00	00:00	120:00	30	50	-	20	100	18
2.	Establish a functional design of the AR/VR solution based on the defined business requirements.	SSC/N8803, V2.0	Core	6	04	30:00	60:00	30:00	00:00	120:00	30	50	-	20	100	18
3.	Define project plans and processes to develop solutions and drive product effectiveness, ensuring essential	SSC/N8804, V2.0	Core	6	03	20:00	40:00	30:00	00:00	90:00	30	50	-	20	100	18

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)
	KPIs/service goals are met															
4.	Define technical parameters to monitor and manage the performance of the AR/VR architecture and develop statistical reports on product performance.	SSC/N8809, V2.0	Core	6	04	30:00	75:00	15:00	00:00	120:00	30	50	-	20	100	18
5.	Conduct cutting-edge research and development in AR/VR and other related fields and be updated with the latest trends in technology.	SSC/N8818, V2.0	Core	6	02	20:00	25:00	15:00	00:00	60:00	30	50	-	20	100	18
6.	Employability Skills (60 Hours)	DGT/VSQ/N0102, V1.0	Non-Core	4	02	24:00	36:00	00:00	00:00	60:00	20	30	-	-	50	10
Duration (in Hours)/Total Marks					19	164:00	286:00	120:00	00:00	570:00	170	280	-	100	550	100

Elective NOS/s:

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.																
2.																
Duration (in Hours) / Total Marks																

Optional NOS/s:

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.																
2.																
Duration (in Hours) / Total Marks																

Assessment - Minimum Qualifying Percentage

Assessment - Minimum Qualifying Percentage:

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) (as per NCVET guidelines)	Educational Qualification: Graduate (Engineering/ Technology/ Computer Science)
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		Industry & training experience: 2 years of industry experience in AR/VR. The industry experience would include work, internship, and apprenticeships undertaken after regular graduation. 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) (as per NCVET guidelines)	Educational Qualification: Graduate (Engineering/ Technology/ Computer Science) Industry & training experience: 4 years of industry experience in AR/VR. The full-time experience would include work, internship, and apprenticeship undertaken after regular graduation. Certification: “Master Trainer” mapped to the Qualification Pack “MEP/Q2602” Minimum accepted score is 90% aggregate
3.	Tools and Equipment Required for the Training	☒ Yes ☐ No (If “Yes”, details to be provided in Annexure)
4.	In Case of Revised Qualification, details of Any Upskilling Required for Trainer	NA

Section 4: Assessment Related

1.	Assessor’s Qualification and experience in relevant sector (in years) (as per NCVET guidelines)	Educational Qualification: Graduate (Engineering/ Technology/ Computer Science) Industry & Training Experience: 2 years of industry experience in AR/VR. The full-time experience would include work, internship, and apprenticeship undertaken after regular graduation. Certification: “Assessor” mapped to the Qualification Pack “MEP/Q2701” Minimum accepted score is 80% aggregate.
2.	Proctor’s Qualification and experience in relevant sector (in years) (as per NCVET guidelines), (wherever applicable)	Educational Qualification: Graduate (Engineering/ Technology/ Computer Science) Industry & Training Experience: 2 years of industry experience in AR/VR. The full-time experience would include work, internship, and apprenticeship undertaken after regular graduation. Certification: “Assessor” 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) (as per NCVET guidelines)	Educational Qualification: Graduate (Engineering/ Technology/ Computer Science) Industry & Training Experience: 4 years of industry experience in AR/VR. The full-time experience would include work, internship, and apprenticeship undertaken after regular graduation. Certification: "Lead Assessor" mapped to the Qualification Pack "MEP/Q2702" Minimum accepted score is 90% aggregate.
4.	Assessment Mode (Specify the assessment mode)	The assessment will consist of a blend of hands-on practical evaluations, viva-voce, and online proctored scenario-based multiple-choice questions ensuring a thorough evaluation of the individual's proficiency in learning outcomes, practical understanding, and real-world application of concepts.
5.	Tools and Equipment Required for Assessment	☒ Same as for training ☐ Yes ☐ No (details to be provided in Annexure-if it is different for Assessment)

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):
2.	Latest Market Research Reports or any other source (not older than 2 years) (Yes/No):
3.	Government/Industry initiatives/requirement (Yes/No):
4.	Number of industry validations provided:18
5.	Estimated number of people to be trained and employed:500
6.	Evidence of Concurrence/Consultation with Line/State Departments: Applied 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/NSQF descriptors (<i>Mandatory</i>)	Evidence of Level
2.	Annexure: List of tools and equipment relevant for NOS (<i>Mandatory, except in case of online course</i>)	Tools and Equipment (lab set-up)
3.	Annexure: Detailed Assessment criteria (<i>Mandatory</i>)	Performance Criteria Details
4.	Annexure: Assessment Strategy (<i>Mandatory</i>)	Assessment Strategy
5.	Annexure: Blended Learning (<i>Mandatory, in case selected Mode of delivery is Blended Learning</i>)	NA
6.	Annexure: Multiple Entry Exit Details (<i>Mandatory, in case qualification has multiple entry-exit</i>)	Acronym and Glossary
7.	Annexure: Acronym and Glossary (<i>Optional</i>)	Acronym and Glossary
8.	Supporting Document: Model Curriculum (<i>Mandatory-Public View</i>)	MC_SSC8801_AR/VR Consultant_V3
9.	Supporting Document: Career Progression (<i>Mandatory-Public View</i>)	Occupation Map-AR/VR
10.	Supporting Document: Occupational Map (<i>Mandatory</i>)	Occupation Map-AR/VR
11.	Supporting Document: Assessment SOP (<i>Mandatory</i>)	NA
12.	Any Other document you wish to submit:	NA

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
Professional Theoretical Knowledge/Process	- Identify business problems/opportunities. - Suggest solutions which can serve as potential business opportunities. - Suggest plan for implementing solutions. - Assist in sales and marketing activities. - Create customer proposals.	The individual in this role needs to have a comprehensive understanding of the solution and collaborate with both internal and external stakeholders to develop mechanisms for continuous integration and delivery of the solution. To perform his/her role effectively, the individual needs to combine a knowledge of the processes	6

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
	Assist in developing cost models of customers	used within the organization, the tools used across the industry and develop mechanisms accordingly.	
Professional and Technical Skills/ Expertise/ Professional Knowledge	- Knowledge of organizational policies, procedures, and guidelines - Knowledge of creating solution roadmaps and prototypes. - Knowledge of performing competitive analysis. - Knowledge of calculating and estimating the cost of implementation. - Knowledge of different types of business and revenue models - Knowledge of developing go-to-marketing strategy - Knowledge of forward and backward traceability	The individual in the role must have a vast amount of factual & theoretical knowledge regarding AR/VR technology and tools for assessing the impact of the solution. He/she needs to have deep theoretical knowledge of these processes.	6
Employment Readiness & Entrepreneurship Skills & Mind-set/Professional Skill	- Define the metrics to determine the performance of the AR/VR solution. - Define roadmap for building prototypes. - Assess implementation cost of the solution. - Identify revenue generating streams	The role demands that the individual has acquired the practical skills to establish a functional design for the solution. The individual needs the analytical ability to apply these skills effectively to generate optimal solutions.	6
Broad Learning Outcomes/Core Skill	- Assess the impact analysis of the AR/VR implementation on the business. - Develop technical capabilities roadmap for new solution.	The individual must possess in depth knowledge of the technology trends, products and methodologies used both within the organization and outside it. He/she should be able to undertake impact analysis of the AR/VR implementations.	6

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
	- Develop processes and metrics that track and measure the product effectiveness and usability patterns. - Develop go-to-marketing strategy. - Apply balanced judgments to different situations	They should be aware of the latest technological advancements and trends in the AR/VR field.	
Responsibility	- Follow rule-based decision-making processes. - Complete accurate well written work with attention to detail - Plan and organize your own work to achieve targets and deadlines. - Provide suggestions on suitable courses. - Convey relevant information to teams that implement solution architecture	The role also requires the individual to work with and support teams that are responsible for the development and deployment of the solution.	6

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	PC/Laptop with internet	-	
2	AR/VR Hardware	a) VR Headsets (Oculus Rift, HTC Vive, Meta Quest etc.) b) AR devices (e.g., Microsoft HoloLens, various mobile AR applications) c) 3D scanners (for creating 3D models) d) Motion capture equipment (depending on the scope of the curriculum)-	
3	3D Modelling Software	Blender	
4	Game Engines	Unity (Free tier)	

5	Software Development Kits (SDKs)	ARKit, ARCore etc.	
6	PM Software	Jira (Free Tier)	
7	Workflow Management Tools for project organization and tracking.	Evernote (Free Tier)	
8	BI Tools for data analysis and reporting.	Tableau (Free public version)	
9	Prototype Design Tools for creating interactive prototypes.	Adobe XD (Free Tier)	
10	Documentation Tools: for creating reports and documentation.	Google Docs	
11	Monitoring Tools: for system performance monitoring (relevant for the performance modules).	Prometheus	
12	Testing Tools for testing AR/VR applications.	Selenium	
13	Version Control System	Git etc.	
14	Programming Languages	C, C++, Python etc.	
15	Python libraries and algorithms	OpenCV, Pytorch etc. &SIFT and SURF algorithms	

*Tools are open source

Classroom Aids

The aids required to conduct sessions in the classroom are:

1. White Board
2. White Board Marker
3. Projector
4. Sketch pens & Chart papers

Annexure: Industry Validations Summary

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

S. N o	Organization Name	Representative Name	Designation	Contact Address	Contact Phone No	E-mail ID	LinkedIn Profile (if available)
1	Imaginate	Hemanth Kumar Satyanarayana	CEO of Imaginate XR		9966010133	hemanth@imagine.in	https://www.linkedin.com/in/hemanths/
2	Acolyte	Saranya Varun	Research Analyst		9944313170	saranyakathir128@gmail.com	
3	Amazon	Asvin Ragav R	Data Associate		9994308478	asvinragav16@gmail.com	
4	Data Switch	Thilak hariharaSudhan A	Product Engineer	DataSwitch, Chennai	6393798750	thilakhariharan@gmail.com	https://www.linkedin.com/in/thilak-hariharasudhan-43a89b269/
5	Forbes	Naveenkumar Janakiraman	Senior Associate		9976773109	naveenkumarj4997@gmail.com	https://www.linkedin.com/in/naveenkumar-janakiraman
6	Imaneo	Raj Suriya	Digital Marketer & media specialist	1205/A, 3rd Floor, SPA SRR Towers, Avinashi Rd, Pappanaickenpalayam, Coimbatore, Tamil Nadu 641037	9600953249	rajsurya13@gmail.com	https://in.linkedin.com/in/raj-suriya-896221180
7	Impekable	sreepathi.D	Lead Market Research and Business Development		9655036999	sanjeevsree22@gmail.com	
8	Kornferry	Ragul	Data analyst	-	9659964881	ragulbloopier143@gmail.com	https://www.linkedin.com/in/ragul-kumar-b2297a171/
9	Rndsoft	Tamilselvan	Software developer	274/4, Anna Private Industrial Estate Villankurichi, Road, Coimbatore	9361784871	dtamilselvan1004@gmail.com	

10	TCS	Sree Karthikeyan	System Engineer		9626165768	sreekarthikeyan0898@gmail.com	
11	Wipro	Abdul Rahim	Senior Associate		7339471256	Abdul.rahims@wipro.com/	https://in.linkedin.com/in/abdul-rahim-bb428b1a1
12	Draup	MD Mahabub Alam	Software Architect		9731517171	mahabubalam@draup.com	https://in.linkedin.com/in/mdmahabubalam
13	IBM	Arpita Majumder	Tech Consultant	IBM DLF Park 1 New Town Kolkata West Bengal-700156	7894369677	Arpita.majumder@ibm.com	https://www.linkedin.com/in/arpita-majumder-85612a67/
14	Infosys	Vivek Pilaniya	Program Manager	Infosys, delhi	9718423687	vivek.pilania@infosys.com	https://www.linkedin.com/in/vivekpilania-iimc/?originalSubdomain=in
15	Intellibren	Kailash PD	Director, Technology	Intellibren services LLP Unit 101, Oxford Towers, 139 HAL OLD Airport Rd. Kodihalli Bengaluru-560008	6374700185	kailash@intellibren.com	-
16	Mindshare	Pamindar Singh	Team Lead		8713901984	paminder.singh@themindshare.in	https://www.linkedin.com/in/paminder-singh-7990b8101/
17	Upgrad	Samneesh Sharma	Sr Manager-project delivery		8679334000	shamneesh.sharma@upgrad.com	https://www.linkedin.com/in/shamneeshsharma1987/
18	FLAM	Shaurya Agarwal	Founder FLAM	-	9460652333	shourya@flamapp.com	https://www.linkedin.com/in/shourya-agarwal-015947b5/

Annexure: Training & Employment Details

Training & Employment Projections:

Year	Total Candidates		Women		People with Disability	
	Estimated Training #	Estimated Employed Opportunities	Estimated Training #	Estimated Employed Opportunities	Estimated Training #	Estimated Employed 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	Trained	Assessed	Certified	Trained	Assessed	Certified

Applicable for revised qualifications only, data to be provided year-wise for the next 3 years.

List Schemes in which the previous version of qualification was implemented:

1.

Content availability for previous version of qualifications:

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

Language in which content is available:

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	NA	NA
2	☐ Imparting Soft Skills, Life Skills, and Employability Skills /Mentorship to Learners	NA	NA
3	☐ Showing Practical Demonstrations to the learners	NA	NA
4	☐ Imparting Practical Hands-on Skills/ Lab Work/ workshop/ shop floor training	NA	NA

5	☐ Tutorials/ Assignments/ Drill/ Practice	NA	NA
6	☐ Proctored Monitoring/ Assessment/ Evaluation/ Examinations	NA	NA
7	☐ On the Job Training (OJT)/ Project Work Internship/ Candidate Training	NA	NA

NSQC Approved

Annexure: 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
SSC/N8801: Conduct a thorough customer requirement analysis, opportunity analysis, cost analysis, and impact analysis and ensure data privacy	PC1. Evaluate and define the business requirements of the client	1	3	-	1
	PC2. Utilize available studies (market research, internal) and competitive analysis to refine customer needs	1	3	-	1
	PC3. Define a product/solution differentiation strategy that is aligned with customer requirements	1	3	-	1
	PC4. Coordinate with internal teams (R&D, Design, etc.) to understand user requirements and define user engagement goals	1	3	-	1
	PC5. Identify and assess other competitors and providers of similar products/ solutions in the market	1	3	-	1
	PC6. Determine new opportunities by highlighting specific areas in the market that are upcoming or underserved	1	3	-	1
	PC7. Identify a suitable type of product/solution offering for the customer (or new market opportunity)	1	3	-	1
	PC8. Determine if the solution requires the addition of AR/VR features to existing products in the organization	1	3	-	1
	PC9. Assess the initialization cost for the AR/VR solution	1	3	-	1
	PC10. Evaluate execution cost for the AR/VR solution covering various aspects such as licensing cost, cost of devices/ hardware, content creation cost (including costs for model creation, customization, and outsourcing), resources cost, etc.	1	3	-	1
	PC11. Calculate Total Cost of Ownership (TCO) including implementation cost, transition cost, operational cost, and retirement cost	2	2	-	1
	PC12. Evaluate various business models (subscription, bundling, etc.) to select the best revenue-generating model	2	2	-	1
	PC13. Define the margins for profit	2	2	-	1
	PC14. Outline the impact that can be achieved in terms of quality, scalability, and resources by AR/VR implementation	2	2	-	1
	PC15. Evaluate the risks associated with AR/VR implementation	2	2	-	1
	PC16. Analyse and interpret the impact of adoption and roll-out costs on the AR/VR implementation	2	2	-	1
	PC17. Understand the practical implications of data privacy issues and encourage peer learning.	2	2		1

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
	PC18. ensure that participants learn the components and language necessary for creating compliant consent documents.	2	2	-	1
	PC19. Encourage basic data protection measures, such as creating encryption protocols for sensitive data.	2	2	-	1
	PC20. Create a draft data privacy policy for a specific AR/VR project. This includes key sections like data collection, user rights, and security measures.	2	2	-	1
	Total Marks	30	50	-	20
SSC/N8803: Establish a functional design of the AR/VR solution based on the defined business requirements	PC1. Outline the requirements of various experiences to be included in the AR/VR product/solution	3	5	-	2
	PC2. Define acceptance criteria/KPIs for the product/solution	3	5	-	2
	PC3. Define roadmap for building prototypes for the product/solution	3	5	-	2
	PC4. Evaluate and list down the types of devices/ target devices and platforms for rolling out the AR/VR solution	3	5	-	2
	PC5. Review demos with the technology team and validate acceptance criteria for all products	3	5	-	2
	PC6. Identify customer segment and experiment with different versions to identify optimum product/solution as per customer requirement	3	5	-	2
	PC7. Define the milestones to be achieved as well- as responsibilities of various teams during the product lifecycle	3	5	-	2
	PC8. Define plans for UAT and iteration cycles and outline the acceptance criteria for each phase.	3	5	-	2
	PC9. Define migration strategy, business continuity, and disaster management plans (if required) for the AR/VR solution	3	5	-	2
	PC.10 Plan collaboration strategy for IT, R&D, and operations groups to develop, test, and deploy new products/solutions.	3	5	-	2
	Total Marks	30	50	-	20
SSC/N8804: Define project plans and processes to develop solutions and drive product effectiveness, ensuring essential KPIs/service goals are met	PC1. Clarify goals and engage stakeholders to gather requirements.	1	2	-	0.5
	PC2. Analyze industry trends and understand user needs.	1	2	-	0.5
	PC3. Outline project inclusions and key features.	1	2	-	0.5
	PC4. Break the project into manageable tasks.	1	2	-	0.5
	PC5. Estimate task durations and set milestones.	1	2	-	0.5
	PC6. Identify and assign necessary resources and team roles.	1	2	-	0.5
	PC7. Estimate costs and allocate funds for contingencies.	1	2	-	0.5
	PC8. Identify potential risks and plan mitigation strategies.	1	2	-	0.5

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
	PC9. Plan updates for stakeholders and team members.	1	2	-	0.5
	PC10. Establish feedback loops and adjust plans as necessary.	1	2	-	0.5
	PC11. Evaluate the business goals to be achieved from the product/solution	1	2	-	1
	PC12. Gather and define KPIs to monitor the performance of the product/solution in collaboration with the other teams	1	2	-	1
	PC13. Create a structure for reporting product usage and performance data to relevant stakeholders	1	2	-	1
	PC14. Share regular reports on product usage and performance with relevant stakeholders	1	2	-	1
	PC15. Develop a feedback loop to continuously collect, implement, and report feedback on product performance, adoption, usability, and conversion	1	2	-	1
	PC16. Define strategy for smoother user onboarding and user training to increase user engagement	1	2	-	1
	PC17. Create a user maturity model to understand user engagement patterns and measure the lifetime value of the user	1	2	-	1
	PC18. Define methods to gather data on user engagement (surveys, questionnaires, etc.)	1	2	-	1
	PC19. Define metrics and KPIs to measure satisfactory user engagement	1	2	-	1
	PC20. Develop test strategy for the solution and outline the techniques to follow while testing various modules.	1	2	-	1
	PC21. Plan and develop automation strategy for testing various units and modules	2	2	-	1
	PC22. Define general guidelines for various stages of testing (test plan, test case design and running, documentation and reporting)	2	2	-	1
	PC23. Create forward traceability to check the progress of development and integration in the desired direction and for the right product	2	2	-	1
	PC24. Develop reverse traceability to ensure whether the current product remains on the right track	2	2	-	1
	PC25. Assess product performance, user behavior, and product/solution engagement and interaction through analytics	2	2	-	1
	Total Marks	30	50	-	20
SSC/N8809: Define technical parameters to monitor and manage the performance of the AR/VR architecture &	PC1. Define the possible methods and tools to analyze the technical and operational performance of the AR/VR solution	2	3	-	1
	PC2. Define the KPIs for monitoring the performance of the AR/VR solution, and integrate with the KPIs of existing infrastructure, whenever applicable	2	3	-	1
	PC3. Define the frequency of measuring KPIs	2	3	-	1

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
develop statistical reports for product performance	PC4. Define methods for monitoring application and hardware resource usage	2	3	-	1
	PC5. Draw map of possible bottlenecks (related to memory, I/O, etc.) in the AR/VR solution to evaluate if there is a need for deeper code and design changes	2	3	-	1
	PC6. Monitor analytics using appropriate tools to obtain technical, operational, and business insights such as accuracy, success rate, duration, outcomes, etc	3	4	-	1
	PC7. Define methods for monitoring feedback from the user	3	4	-	2
	PC8. Define the plan to review technical performance and improve the process efficiency	3	4	-	2
	PC9. Collaborate with appropriate stakeholders to identify the methods and tools for monitoring product performance	3	4	-	2
	PC10. Monitor overall utilization pattern of the product and calculate estimated vs. actual effort utilized	2	4	-	2
	PC11. Evaluate KPIs and analyze the product's performance using suitable analytics tools	2	5	-	2
	PC12. Report the metrics and evaluation results to appropriate stakeholders	2	5	-	2
	PC13. Perform continuous reviews and obtain feedback on product improvement from appropriate stakeholders	2	5	-	2
	Total Marks	30	50	-	20
SSC/N8818: Conduct cutting edge research and development in AR/VR and other related fields and be updated with the latest trends in technology	PC1. Gather information regarding new use cases and market opportunities in AR/VR	2	3	-	2
	PC2. Track latest software and hardware tools and other technological developments related to AR/VR	3	5	-	2
	PC3. Conduct research on challenges in AR/VR adoption based on user experience and user expectations	3	5	-	2
	PC4. Drive impact through a range of research approaches and tools, including internal and external literature review, qualitative methods (observation, contextual inquiry, interview), and usability	3	5	-	2
	PC5. Research on user behavior and adaptations (i.e. how the end goal can be delivered through different actions within the interface) to identify new use cases of AR/VR	3	5	-	2
	PC6. Study various industry-specific or region-specific regulatory compliance policies associated with AR/VR solutions	4	6	-	2
	PC7. Engage in prototyping, validation, and debugging of early proof-of-concept work with cross-functional teams.	4	7	-	2
	PC8. Develop cutting edge algorithms and spatial models to be used in AR/VR products	4	7	-	3
	PC9. Participate in research and incubation activities related to AR/VR input and interaction devices	4	7	-	3
	Total Marks	30	50	-	20

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
DGT/VSQ/N0102: Employability Skills (60 Hours)	PC1. Introduction to Employability Skills	1	1	-	-
	PC2. Constitutional values – Citizenship	1	1	-	-
	PC3. Becoming a Professional in the 21st Century	2	4	-	-
	PC4. Basic English Skills	2	3	-	-
	PC5. Career Development & Goal Setting	1	2	-	-
	PC6. Communication Skills	2	2	-	-
	PC7. Diversity & Inclusion	1	2	-	-
	PC8. Financial and Legal Literacy	2	3	-	-
	PC9. Essential Digital Skills	3	4	-	-
	PC10. Entrepreneurship	2	3	-	-
	PC11. Customer Service	1	2	-	-
	PC12. Getting Ready for Apprenticeship & Jobs	2	3	-	-
	Total Marks	20	30	-	-
Grand Total		170	280	-	100

Annexure: Assessment Strategy

Assessment System 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

NSQC Approved

Annexure: Acronym and Glossary

Acronym

Acronym	Description
AA	Assessment Agency
AB	Awarding Body
NCrF	National Credit Framework
NOS	National Occupational Standard(s)
NQR	National Qualification Register
NSQF	National Skills Qualifications Framework
OJT	On 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 based on their main economic function, product, service or technology.