

QUALIFICATION FILE

XR 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	XR 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-01510-2023-V1.1-NASSCOM & Version 2	Qualification Name of the existing/previous version: AR/VR Designer			
4.	a. OEM Name b. Qualification Name (Wherever applicable)	XR Designer				
5.	National Qualification Register (NQR) Code &Version (Will be issued after NSQC approval)	QG-05-IT-03660-2025-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	The XR Designer role involves understanding user requirements and behaviors through ethnographic research, creating wireframes that detail features and user flows, and defining storytelling elements to enhance the user journey. Designers establish standards for user experience, drive the prototyping process, and conduct usability testing to gather feedback for refining interactions and visual design. They also create and optimize 3D models for AR/VR applications, ensuring high-quality visuals while addressing data privacy by drafting relevant policies. Collaboration and iteration are key as designers refine prototypes based on user insights to deliver a seamless immersive experience.				
9.	Eligibility Criteria for Entry for a Student/Trainee/Learner/Employee	a. Entry Qualification & Relevant Experience: **Relevant Experience in job roles related in Graphic Designing/Animation/AR/VR The relevant experience would include work, internship, and apprenticeship after completing relevant educational qualifications. *PG/UG/Degree/Diploma in (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> </tbody> </table>		S. No.	Academic/Skill Qualification (with Specialization - if applicable)	Required Experience (with Specialization - if applicable)
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		<table border="1"> <tr> <td>1</td><td>Completed 2nd year of 3-year/ 4-year UG*</td><td>-</td></tr> <tr> <td>2</td><td>Completed 3-Year Diploma* after 10th</td><td>3 Years of relevant experience**</td></tr> <tr> <td>3</td><td>Previous Relevant qualification of NSQF level 4</td><td>1.5 years of relevant experience**</td></tr> </table>	1	Completed 2nd year of 3-year/ 4-year UG*	-	2	Completed 3-Year Diploma* after 10 th	3 Years of relevant experience**	3	Previous Relevant qualification of NSQF level 4	1.5 years of relevant experience**										
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3	Previous Relevant qualification of NSQF level 4	1.5 years of relevant experience**																			
		b. Age: NA																			
10.	Credits Assigned to this Qualification, Subject to Assessment (as per National Credit Framework (NCrF))	16 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>139</td><td>251</td><td>90</td><td>-</td><td>480</td></tr> <tr> <td>Online</td><td>139</td><td>251</td><td>90</td><td>-</td><td>480</td></tr> </tbody> </table>		Training Delivery Mode	Theory (Hours)	Practical (Hours)	OJT (Mandatory) Hours	OJT (Recommended) Hours	Total (Hours)	Classroom (offline)	139	251	90	-	480	Online	139	251	90	-	480
Training Delivery Mode	Theory (Hours)	Practical (Hours)	OJT (Mandatory) Hours	OJT (Recommended) Hours	Total (Hours)																
Classroom (offline)	139	251	90	-	480																
Online	139	251	90	-	480																
		(Refer Blended Learning Annexure for details)																			
14.	Aligned to NCO/ISCO Code/s (if no code is available mention the same)	NCO-2015/2166																			
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 Designer, Lead AR/VR Designer Academic progression: access to other qualifications at the same NSQF level – XR Developer 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.	Design user experience for AR/VR solution	SSC/N8810, V2.0	Core	5	06	55:00	95:00	30:00	00:00	180:00	30	50	-	20	100	30
2.	Develop Content and generate concept ideas for AR/VR experiences, considering user needs and project objectives.	SSC/N8811, V2.0	Core	5	05	40:00	80:00	30:00	00:00	150:00	30	50	-	20	100	30
3.	Build prototypes to visualize and test AR/VR concepts, allowing for iterations based on user feedback.	SSC/N8823, V1.0	Core	5	03	20:00	40:00	30:00	00:00	90:00	30	50	-	20	100	30
4.	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					16	139:00	251:00	90:00	00:00	480:00	110	180	-	60	350	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) Industry & training experience: 2 years of industry experience in AR/VR. The industry experience would include work, internship, and apprenticeships undertaken after regular graduation.
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		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 apprenticeships 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 <i>(Specify the assessment mode)</i>	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 <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):
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:
6.	Evidence of Concurrence/Consultation with Line/State Departments: 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
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2.	Annexure: List of tools and equipment relevant for NOS (Mandatory, except in case of online course)	Tools and Equipment (lab set-up)
3.	Annexure: Detailed Assessment criteria (Mandatory)	Performance Criteria Details
4.	Annexure: Assessment Strategy (Mandatory)	Assessment Strategy
5.	Annexure: Blended Learning (Mandatory, in case selected Mode of delivery is Blended Learning)	NA
6.	Annexure: Multiple Entry Exit Details (Mandatory, in case qualification has multiple entry-exit)	Acronym and Glossary
7.	Annexure: Acronym and Glossary (Optional)	Acronym and Glossary
8.	Supporting Document: Model Curriculum (Mandatory-Public View)	MC_SSC8803_XR Designer_V3
9.	Supporting Document: Career Progression (Mandatory- Public View)	Occupation Map-AR/VR
10.	Supporting Document: Occupational Map (Mandatory)	Occupation Map-AR/VR
11.	Supporting Document: Assessment SOP (Mandatory)	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	- Document user requirement and behavior patterns. - Processes involved in designing visualization, custom object detection, 3D models, special FX, and environment for AR/VR experience. - Assist in creating wireframes and developing user journey and flows.	The individual in this role must work in a constantly changing environment where he/she needs to help in developing 3D assets/content while actively engage with stakeholders.	5

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 prototypes designs.	To perform his/her role effectively, the individual needs to collaborate with various stakeholders to enhance the AR/VR experience.	
Professional and Technical Skills/ Expertise/ Professional Knowledge	- Understand wireframing tools. - Process of developing storyboard and 3D models - How to incorporate continuous improvement based on feedback. - Different types of tools and techniques used to build 3D models, special FX and animations. - Identify various add on features to enhance experience. - Different types of tools and techniques for customization, upgradation, integration, and release management	The individual in the role must have a vast amount of knowledge regarding the different aspects of experiences and content required of the AR/VR solution.	5
Employment Readiness & Entrepreneurship Skills & Mind-set/Professional Skill	- Knowledge of user behavior patterns - Knowledge of user journey and flows - Knowledge of how to enhance user experiences through 3D modelling, special FX, and music. - How to efficiently integrate 3Dmodels, various tools and features on multiple platforms and end-user devices for seamless experience.	The role demands a skillset that allows the individual to build applications. This requires a wide range of skills. The individual therefore needs to be proficient at using several tools must have the analytical ability to use them effectively.	5
Broad Learning Outcomes/Core Skill	How to design and customize the solution based on user experience and feedback	The individual must apply his/her domain skills along with a sound understanding of the larger business and technological requirements.	5

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
	- How to develop high-performance graphics and implement 3D models, special FX, and environment. - How to develop wireframes and user journey and flows.		
Responsibility	- How to develop your knowledge, skills, and competence. - How to build and maintain relationships at the workplace. - Learn how to build and maintain client satisfaction. - 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. The individual performing in this role is somewhat responsible for the output and the development of the project.	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	PC/Laptop with internet	-	-
2	AR/VR Hardware	a. VR Headsets (Oculus Rift, HTC Vive, Meta Quest etc.) b. VR Controller	-
3	3D Modelling Software	Blender	Installed/Access to Each System
4	VFX Software	Blender	Installed/Access to Each System
5	Prototyping Tool	Figma (Free Tier)	Installed/Access to Each System
6	Visual Design Tools	Adobe Illustrator (Free Tier)	Installed/Access to Each System
7	AR/VR Development Kits	ARKit/ARCore	Installed/Access to Each System
8	Game Engines	Unity (Free Tier)	Installed/Access to Each System

9	Usability Testing Tools	UsabilityHub (Free Tier)	Installed/Access to Each System
10	Audio/Visual Editing Tools	Audacity	Installed/Access to Each System
11	Version Control Systems	Git	Installed/Access to Each System
12	Project Management Software	Jira (Free Tier)	Installed/Access to Each System
13	Collaboration Platforms	Slack (Free Tier)	Installed/Access to Each System

*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. No	Organization Name	Representative Name	Designation	Contact Address	Contact Phone No	E-mail ID	LinkedIn Profile (if available)
1	Imaginate	Hemanth Kumar Satyanarayana	CEO of Imagine 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	Iamneo	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	ragulblooper143@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	Paminder 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 the 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

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/N8810 Design user experience for AR/ VR solution	PC1. Understand user requirements and user behavior patterns using various ethnographic research methods.	3	5	-	2
	PC2. Create wireframes to define the features to be included in the solution (visual, sound, motion, etc.), the general layout of visuals, and user flows	3	5	-	2
	PC3. Define the story-telling aspects to be included in the solution to enhance the user journey	3	5	-	2
	PC4. Identify the no. of users (single or multiple) and define how they would interact	3	5	-	2
	PC5. Set up the environment for designing the interface by identifying suitable canvas size and software tools	3	5	-	2
	PC6. Define the specifications of various visual objects to be created in the solution (dimensions, resolution, intended viewing distance, etc.)	3	5	-	2
	PC7. Define standards for various factors affecting user experience (e.g., range of motion, viewing zones, brightness, synchronization between physical and visual motion cues, etc.)	3	5	-	2
	PC8. Implement core design principles throughout the user experience design process (relevant to current time)	3	5	-	2
	PC9. Drive the prototyping process by facilitating wireframing, visualization, and beta version development processes	3	5	-	2
	PC10. Conduct user interviews to test the product/solution hypothesis for prototype design	3	5	-	2
	Total Marks	30	50	-	20
SSC/N8811: Develop Content and generate concept ideas for AR/VR experiences, considering user needs and project objectives.	PC1. Develop storyboards that illustrate the flow of the user experience, including key interactions, transitions, and emotional beats, allowing for a visual representation of the proposed content.	4	6	-	3
	PC2. Create and optimize 3D models and scenes for the development of AR/VR solutions	4	6	-	3
	PC3. Evaluate resources that have pre-existing 3D models	4	6	-	2
	PC4. Develop texturing, animation, and lighting features of the created/optimized 3D model	3	6	-	2
	PC5. Test 3D model on appropriate platforms to gather feedback on the content and experience	3	6	-	2
	PC6. Render 3D model in the AR/VR solution.	3	5	-	2
	PC7. Ensure that the visual is crisp using suitable editing and post-processing techniques	3	5	-	2
	PC8. Add compositing, special FX, and music to the solution	3	5	-	2
	PC9. Export the solution to the required formats	3	5	-	2
	Total Marks	30	50	-	20
SSC/N8823: Build prototypes to visualize and test AR/VR concepts,	PC1. Understand the purpose of prototypes	4	6	-	3
	PC2. Understand different types of prototypes (Low, Medium & High-Fidelity Prototypes)	4	6	-	3
	PC3. Brainstorm and outline the core functionalities and features of the AR/VR application. Use sketches or storyboards to map user journeys and identify key interactions.	4	6	-	2

NOS/Module Name	Assessment Criteria for Performance Criteria/Learning Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
allowing for iterations based on user feedback.	PC4. Develop the prototype using chosen tools and technologies. Ensure the prototype reflects the conceptual design and intended user experience.	3	6	-	2
	PC5. Incorporate visual assets (3D models, animations) and interaction scripts to simulate the environment and user interactions.	3	6	-	2
	PC6. Conduct usability testing sessions with actual users to observe interactions with the prototype. Focus on gathering qualitative and quantitative feedback regarding usability, navigation etc.	3	5	-	2
	PC7. Use techniques like think-aloud protocols, where users express their thoughts while interacting with the prototype, to capture their impressions and frustrations	3	5	-	2
	PC8. Analyze the data collected during user testing. Identify common pain points, feature requests, and areas of confusion to inform the next iteration of the prototype	3	5	-	2
	PC9. Based on feedback, make necessary adjustments to the prototype. This may involve refining user flows, improving interactions, enhancing visual design, or fixing usability issues.	3	5	-	2
	Total Marks	30	50	-	20
DGT/VSQ/N0102 Employability Skill (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		110	180	-	60

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

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.

NSQC Approved