Qualification Pack

AR VR Producer

QP Code: MES/Q2509

Version: 1.0

NSQF Level: 7

Media & Entertainment Skills Council || Commercial premises No Ja522, 5th Floor, DLF Tower A, Jasola, New Delhi
110025

Contents

MES/Q2509: AR VR Producer

Brief Job Description

Individuals at this job are responsible for designing, maintaining, and evaluating the implementation for AR/VR projects. They ensure the proper usage of tools and delivery and also monitor the process during the testing and deployment phase.

Personal Attributes

The person must be able to work under the Technical Lead supervision and must have the ability to plan and write original theme according to the guidelines provided. The role requires excellent communication skills and collaborative abilities. The AR Developer must be structured and result oriented with focus on quality and deliverables.

Applicable National Occupational Standards (NOS)

Compulsory NOS:

1. MES/N2865: Contribute Creative Ideas for AR VR Production

2. MES/N2866: Develop the XR Production Schedule

3. MES/N2867: Coordinate XR Production Activities

4. MES/N2868: Procure Equipment and Material for XR Production

5. MES/N2869: Setup AR VR Tools and Equipment for Production

6. MES/N2870: Design Production Pipeline for AR VR Content Delivery

7. MES/N2871: Define technical parameters to Monitor and Manage AR VR project

8. MES/N2872: Communicate and Collaborate with Stakeholders and Team Members for Project Delivery and Success

9. MES/N2817: Comply with Applicable Law and Regulation

10. MES/N0104: Maintain Workplace Health & Safety

Qualification Pack (QP) Parameters

Sector	Media & Entertainment

Sub-Sector	Gaming
Occupation	Asset Creation
Country	India
NSQF Level	7
Credits	28
Aligned to NCO/ISCO/ISIC Code	NCO-2015/2641.9900; Production (ARVR, Virtual production, Gaming)
Minimum Educational Qualification & Experience	Graduate with 4 Years of experience OR Diploma with 5 Years of experience OR Certificate-NSQF ((AR-VR Developer at NSQF Level-6)) with 3 Years of experience
Minimum Level of Education for Training in School	
Pre-Requisite License or Training	NA
Minimum Job Entry Age	21 Years
Last Reviewed On	NA
Next Review Date	30/06/2027
NSQC Approval Date	30/06/2022
Version	1.0
Reference code on NQR	2022/ME/MESC/06038
NQR Version	1.0

MES/N2865: Contribute Creative Ideas for AR VR Production

Description

This OS unit is about reviewing and developing creative ideas and finalizing the visual style of the production considering the legal and ethical constraints.

Scope

The scope covers the following :

- Create Visual Styles for AR/VR production

Elements and Performance Criteria

Create Visual Styles for AR/VR Production

To be competent, the user/individual on the job must be able to:

PC1. interpret the visual style of the end-product through a detailed review of the script and through discussions with the producer and director

PC2. devise creative ideas and finalize the visual style of the production

PC3. identify any constraints to successfully realize the idea – including any ethical, legal, regulatory, organizational, or other limitations

PC4. articulate ideas clearly and pitch/ present and defend ideas to an audience

PC5. respond positively to feedback and any changes in creative requirements

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. the vision and motivations of the creative team (scriptwriter, director,production designer among others)

KU2. the target audience for the content and/or the organization/ individual that is commissioning the content

KU3. production limitations including details of shooting locations and any key constraints on budget, resources and time availability

KU4. how to undertake research and collect relevant information to support production concepts, ideas and scripts

KU5. available production techniques and implications for selecting a particular technique on resources, time and budget

KU6. conceptual aspects like character design, set design and concept creation

KU7. available sources of talent (cast and crews), their suitability for the production and implications on time and budget

KU8. available suppliers and service providers, their suitability for the production and implications on time and budget

KU9. how to prepare synopses, plot summaries, proposals, programme outlines and other written material for different audiences (e.g. financers,distributors, platforms etc.)

KU10. how to prepare project proposals and presentations for potential investors/financiers/ partners

KU11. current issues, events, media coverage and any other factual information relating to the production. (this is especially relevant for news, current affairs and other live programming e.g. radio)

KU12. how various types of content can be monetized across platforms (e.g. satellite rights, syndication to other companies, digital media etc.) and the applicability of these platforms to the production

KU13. how to check material (concepts, proposals, scripts etc.) for veracity, ethical concerns, copyright, legal issues and any other potential conflicts

KU14. how to evaluate a production concept for risks including those to the individuals own health and safety and of the production cast and crew

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. prepare synopses, plot summaries, proposals, programme outlines and other written material for different audiences

GS2. document the impact of selecting production techniques, cast, crew, vendors and suppliers on the time, location and budget of the production

GS3. interpret the script and creative brief

GS4. undertake background research, gather references and collect information

GS5. understand the creative vision of the director/ script writer and producer

GS6. understand the brief from the financer and any constraints/ limitations that affect the production (e.g. time, people, materials, location, budget)

GS7. communicate effectively with the entire production unit, propose alternatives and agree on key decisions

GS8. make relevant decisions related to the area of work e.g. choice of cast and crew, production techniques, vendor selection etc.

GS9. plan own work and work for the production unit according to the requirements and agreed timelines

GS10. manage within the agreed budget and minimize overruns

GS11. the consumption patterns and preferences of the target audience (end user/viewer/ listener)

GS12. identify any problems with successful execution of the task and resolve them in consultation with the relevant members of the production unit

GS13. how to assess the impact of selecting production techniques, cast, crew, vendors and suppliers on the time, location and budget of the production

GS14. how to evaluate the revenue potential of a production across platforms

GS15. how to assess the suitability of production concepts/ scripts for the intended target audience

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Create Visual Styles for AR/VR Production	**30**	**70**	-	-
PC1. interpret the visual style of the end-product through a detailed review of the script and through discussions with the producer and director	5	-	-	-
PC2. devise creative ideas and finalize the visual style of the production	10	-	-	-
PC3. identify any constraints to successfully realize the idea – including any ethical, legal, regulatory, organizational, or other limitations	5	-	-	-
PC4. articulate ideas clearly and pitch/ present and defend ideas to an audience	5	-	-	-
PC5. respond positively to feedback and any changes in creative requirements	5	-	-	-
NOS Total	**30**	**70**	-	-

National Occupational Standards (NOS) Parameters

NOS Code	MES/N2865
NOS Name	Contribute Creative Ideas for AR VR Production
Sector	Media & Entertainment
Sub-Sector	Gaming
Occupation	Production, Asset Creation
NSQF Level	7
Credits	TBD
Version	1.0
Last Reviewed Date	NA
Next Review Date	30/06/2027
NSQC Clearance Date	30/06/2022

MES/N2866: Develop the XR Production Schedule

Description

This OS unit is about knowledge and skills to apply XR technologies to the process of designing and manufacturing products

Scope

The scope covers the following :

- Develop XR production schedule

Elements and Performance Criteria

Develop XR Production Schedules

To be competent, the user/individual on the job must be able to:

PC1. evaluate ideas for their suitability and deconstruct them as modules

PC2. analyse the corresponding modules with consideration to budget, time schedule and resource requirements

PC3. assess and evaluate interdepartmental dependency and plan for buffer time

PC4. create a tracker tool for tracking project progress

PC5. plan and finalize the day-wise shoot plan, keeping in mind the impact on the production budget. timelines and technical viability

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. the vision and motivations of the creative team (scriptwriter, director,production designer among others)

KU2. the target audience for the content and/or the organization/ individual that is commissioning the content

KU3. production limitations including details of shooting locations and any key constraints on budget, resources and time availability

KU4. how to undertake research and collect relevant information to support production concepts, ideas and scripts

KU5. available production techniques and implications for selecting a particular technique on resources, time and budget

KU6. conceptual aspects like character design, set design and concept creation

KU7. available sources of talent (cast and crews), their suitability for the production and implications on time and budget

KU8. available suppliers and service providers, their suitability for the production and implications on time and budget

KU9. how to prepare synopses, plot summaries, proposals, programme outlines and other written material for different audiences (e.g. financers,distributors, platforms etc.)

KU10. how to prepare project proposals and presentations for potential investors/financiers/ partners

KU11. current issues, events, media coverage and any other factual information relating to the production. (this is especially relevant for news, current affairs and other live programming e.g. radio)

KU12. how various types of content can be monetized across platforms (e.g. satellite rights, syndication to other companies, digital media etc.) and the applicability of these platforms to the production

KU13. how to check material (concepts, proposals, scripts etc.) for veracity, ethical concerns, copyright, legal issues and any other potential conflicts

KU14. how to evaluate a production concept for risks including those to the individuals own health and safety and of the production cast and crew

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. prepare synopses, plot summaries, proposals, programme outlines and other written material for different audiences

GS2. document the impact of selecting production techniques, cast, crew, vendors and suppliers on the time, location and budget of the production

GS3. interpret the script and creative brief

GS4. undertake background research, gather references and collect information

GS5. understand the creative vision of the director/ script writer and producer

GS6. understand the brief from the financer and any constraints/ limitations that affect the production (e.g. time, people, materials, location, budget)

GS7. communicate effectively with the entire production unit, propose alternatives and agree on key decisions

GS8. make relevant decisions related to the area of work e.g. choice of cast and crew, production techniques, vendor selection etc.

GS9. plan own work and work for the production unit according to the requirements and agreed timelines

GS10. manage within the agreed budget and minimize overruns

GS11. the consumption patterns and preferences of the target audience (end user/viewer/ listener)

GS12. identify any problems with successful execution of the task and resolve them in consultation with the relevant members of the production unit

GS13. how to assess the impact of selecting production techniques, cast, crew, vendors and suppliers on the time, location and budget of the production

GS14. how to evaluate the revenue potential of a production across platforms

GS15. how to assess the suitability of production concepts/ scripts for the intended target audience

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Develop XR Production Schedules	**30**	**70**	-	-
PC1. evaluate ideas for their suitability and deconstruct them as modules	5	-	-	-
PC2. analyse the corresponding modules with consideration to budget, time schedule and resource requirements	5	-	-	-
PC3. assess and evaluate interdepartmental dependency and plan for buffer time	5	-	-	-
PC4. create a tracker tool for tracking project progress	10	-	-	-
PC5. plan and finalize the day-wise shoot plan, keeping in mind the impact on the production budget. timelines and technical viability	5	-	-	-
NOS Total	**30**	**70**	-	-

National Occupational Standards (NOS) Parameters

NOS Code	MES/N2866
NOS Name	Develop the XR Production Schedule
Sector	Media & Entertainment
Sub-Sector	Gaming
Occupation	Production, Asset Creation
NSQF Level	7
Credits	TBD
Version	1.0
Last Reviewed Date	NA
Next Review Date	30/06/2027
NSQC Clearance Date	30/06/2022

MES/N2867: Coordinate XR Production Activities

Description

This OS unit is about knowledge and skills to apply XR technologies to the coordinate activities of a project

Scope

The scope covers the following :

- Apply XR Technology to Coordinate Production Activities

Elements and Performance Criteria

Apply XR technology to Coordinate Production Activities

To be competent, the user/individual on the job must be able to:

PC1. ascertain the number of people required and duration of involvement for each role

PC2. shortlist profiles and conduct interviews and practical tests to establish a fit for each role

PC3. execute contracts and documentation required for the project

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. the vision and motivations of the creative team (scriptwriter, director,production designer among others)

KU2. the target audience for the content and/or the organization/ individual that is commissioning the content

KU3. production limitations including details of shooting locations and any key constraints on budget, resources and time availability

KU4. how to undertake research and collect relevant information to support production concepts, ideas and scripts

KU5. available production techniques and implications for selecting a particular technique on resources, time and budget

KU6. conceptual aspects like character design, set design and concept creation

KU7. available sources of talent (cast and crews), their suitability for the production and implications on time and budget

KU8. available suppliers and service providers, their suitability for the production and implications on time and budget

KU9. how to prepare synopses, plot summaries, proposals, programme outlines and other written material for different audiences (e.g. financers,distributors, platforms etc.)

KU10. how to prepare project proposals and presentations for potential investors/financiers/ partners

KU11. current issues, events, media coverage and any other factual information relating to the production. (this is especially relevant for news, current affairs and other live programming e.g. radio)

KU12. how various types of content can be monetized across platforms (e.g. satellite rights, syndication to other companies, digital media etc.) and the applicability of these platforms to the production

KU13. how to check material (concepts, proposals, scripts etc.) for veracity, ethical concerns, copyright, legal issues and any other potential conflicts

KU14. how to evaluate a production concept for risks including those to the individuals own health and safety and of the production cast and crew

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. prepare synopses, plot summaries, proposals, programme outlines and other written material for different audiences

GS2. document the impact of selecting production techniques, cast, crew, vendors and suppliers on the time, location and budget of the production

GS3. interpret the script and creative brief

GS4. undertake background research, gather references and collect information

GS5. understand the creative vision of the director/ script writer and producer

GS6. understand the brief from the financer and any constraints/ limitations that affect the production (e.g. time, people, materials, location, budget)

GS7. communicate effectively with the entire production unit, propose alternatives and agree on key decisions

GS8. make relevant decisions related to the area of work e.g. choice of cast and crew, production techniques, vendor selection etc.

GS9. plan own work and work for the production unit according to the requirements and agreed timelines

GS10. manage within the agreed budget and minimize overruns

GS11. the consumption patterns and preferences of the target audience (end user/viewer/ listener)

GS12. identify any problems with successful execution of the task and resolve them in consultation with the relevant members of the production unit

GS13. how to assess the impact of selecting production techniques, cast, crew, vendors and suppliers on the time, location and budget of the production

GS14. how to evaluate the revenue potential of a production across platforms

GS15. how to assess the suitability of production concepts/ scripts for the intended target audience

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Apply XR technology to Coordinate Production Activities	**30**	**70**	-	-
PC1. ascertain the number of people required and duration of involvement for each role	10	-	-	-
PC2. shortlist profiles and conduct interviews and practical tests to establish a fit for each role	10	-	-	-
PC3. execute contracts and documentation required for the project	10	-	-	-
NOS Total	**30**	**70**	-	-

National Occupational Standards (NOS) Parameters

NOS Code	MES/N2867
NOS Name	Coordinate XR Production Activities
Sector	Media & Entertainment
Sub-Sector	Gaming
Occupation	Production, Asset Creation
NSQF Level	7
Credits	TBD
Version	1.0
Last Reviewed Date	NA
Next Review Date	30/06/2027
NSQC Clearance Date	30/06/2022

MES/N2868: Procure Equipment and Material for XR Production

Description

This OS unit is about knowledge and skills to Identify & select the required hardware, software and platform for XR production

Scope

The scope covers the following :

- Select the Prerequisitew Technology for XR Production

Elements and Performance Criteria

Identify and select the required hardware, software and platform required

To be competent, the user/individual on the job must be able to:

PC1. comprehend and explore the nature of the AR VR & MR projects

PC2. identify and select the required hardware, software and platform required for the project

PC3. conduct feasibility test of the AR/ VR/ MR production tools

PC4. validate requirements with appropriate stakeholders, both internal and external to the organization

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. the vision and motivations of the creative team (scriptwriter, director,production designer among others)

KU2. the target audience for the content and/or the organization/ individual that is commissioning the content

KU3. production limitations including details of shooting locations and any key constraints on budget, resources and time availability

KU4. how to undertake research and collect relevant information to support production concepts, ideas and scripts

KU5. available production techniques and implications for selecting a particular technique on resources, time and budget

KU6. conceptual aspects like character design, set design and concept creation

KU7. available sources of talent (cast and crews), their suitability for the production and implications on time and budget

KU8. available suppliers and service providers, their suitability for the production and implications on time and budget

KU9. how to prepare synopses, plot summaries, proposals, programme outlines and other written material for different audiences (e.g. financers,distributors, platforms etc.)

KU10. how to prepare project proposals and presentations for potential investors/financiers/ partners

KU11. current issues, events, media coverage and any other factual information relating to the production. (this is especially relevant for news, current affairs and other live programming e.g. radio)

KU12. how various types of content can be monetized across platforms (e.g. satellite rights, syndication to other companies, digital media etc.) and the applicability of these platforms to the production

KU13. how to check material (concepts, proposals, scripts etc.) for veracity, ethical concerns, copyright, legal issues and any other potential conflicts

KU14. how to evaluate a production concept for risks including those to the individuals own health and safety and of the production cast and crew

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. prepare synopses, plot summaries, proposals, programme outlines and other written material for different audiences

GS2. document the impact of selecting production techniques, cast, crew, vendors and suppliers on the time, location and budget of the production

GS3. interpret the script and creative brief

GS4. undertake background research, gather references and collect information

GS5. understand the creative vision of the director/ script writer and producer

GS6. understand the brief from the financer and any constraints/ limitations that affect the production (e.g. time, people, materials, location, budget)

GS7. communicate effectively with the entire production unit, propose alternatives and agree on key decisions

GS8. make relevant decisions related to the area of work e.g. choice of cast and crew, production techniques, vendor selection etc.

GS9. plan own work and work for the production unit according to the requirements and agreed timelines

GS10. manage within the agreed budget and minimize overruns

GS11. the consumption patterns and preferences of the target audience (end user/viewer/ listener)

GS12. identify any problems with successful execution of the task and resolve them in consultation with the relevant members of the production unit

GS13. how to assess the impact of selecting production techniques, cast, crew, vendors and suppliers on the time, location and budget of the production

GS14. how to evaluate the revenue potential of a production across platforms

GS15. how to assess the suitability of production concepts/ scripts for the intended target audience

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Identify and select the required hardware, software and platform required	**30**	**70**	**-**	**-**
PC1. comprehend and explore the nature of the AR VR & MR projects	5	-	-	-
PC2. identify and select the required hardware, software and platform required for the project	10	-	-	-
PC3. conduct feasibility test of the AR/ VR/ MR production tools	10	-	-	-
PC4. validate requirements with appropriate stakeholders, both internal and external to the organization	5	-	-	-
NOS Total	**30**	**70**	**-**	**-**

National Occupational Standards (NOS) Parameters

NOS Code	MES/N2868
NOS Name	Procure Equipment and Material for XR Production
Sector	Media & Entertainment
Sub-Sector	Gaming
Occupation	Production, Asset Creation
NSQF Level	7
Credits	TBD
Version	1.0
Last Reviewed Date	NA
Next Review Date	30/06/2027
NSQC Clearance Date	30/06/2022

MES/N2869: Setup AR VR Tools and Equipment for Production

Description

This OS unit is about knowledge and skills to set up AR VR tools and preparing the environment for AR VR MR content development by using external trackers, markers, etc

Scope

The scope covers the following :

- Prepare for the AR/VR solution
- Apply the AR/VR solution

Elements and Performance Criteria

Prepare for the AR/VR Solution

To be competent, the user/individual on the job must be able to:

PC1. validate and select the right delivery platform as per delivery specifications

PC2. prepare the environment for AR VR MR content development by using external trackers, markers, etc

PC3. define the stages of product/solution development and deployment

Apply the AR/VR Solution

To be competent, the user/individual on the job must be able to:

PC4. define best practices, standards, and architecture guidelines for the AR/VR solution

PC5. setup iterative design tools for continuous iteration of project

PC6. document and share version maintenance policies and change tracking methodologies for the project

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. the vision and motivations of the creative team (scriptwriter, director,production designer among others)

KU2. the target audience for the content and/or the organization/ individual that is commissioning the content

KU3. production limitations including details of shooting locations and any key constraints on budget, resources and time availability

KU4. how to undertake research and collect relevant information to support production concepts, ideas and scripts

KU5. available production techniques and implications for selecting a particular technique on resources, time and budget

KU6. conceptual aspects like character design, set design and concept creation

KU7. available sources of talent (cast and crews), their suitability for the production and implications on time and budget

KU8. available suppliers and service providers, their suitability for the production and implications on time and budget

KU9. how to prepare synopses, plot summaries, proposals, programme outlines and other written material for different audiences (e.g. financers,distributors, platforms etc.)

KU10. how to prepare project proposals and presentations for potential investors/financiers/ partners

KU11. current issues, events, media coverage and any other factual information relating to the production. (this is especially relevant for news, current affairs and other live programming e.g. radio)

KU12. how various types of content can be monetized across platforms (e.g. satellite rights, syndication to other companies, digital media etc.) and the applicability of these platforms to the production

KU13. how to check material (concepts, proposals, scripts etc.) for veracity, ethical concerns, copyright, legal issues and any other potential conflicts

KU14. how to evaluate a production concept for risks including those to the individuals own health and safety and of the production cast and crew

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. prepare synopses, plot summaries, proposals, programme outlines and other written material for different audiences

GS2. document the impact of selecting production techniques, cast, crew, vendors and suppliers on the time, location and budget of the production

GS3. interpret the script and creative brief

GS4. undertake background research, gather references and collect information

GS5. understand the creative vision of the director/ script writer and producer

GS6. understand the brief from the financer and any constraints/ limitations that affect the production (e.g. time, people, materials, location, budget)

GS7. communicate effectively with the entire production unit, propose alternatives and agree on key decisions

GS8. make relevant decisions related to the area of work e.g. choice of cast and crew, production techniques, vendor selection etc.

GS9. plan own work and work for the production unit according to the requirements and agreed timelines

GS10. manage within the agreed budget and minimize overruns

GS11. the consumption patterns and preferences of the target audience (end user/viewer/ listener)

GS12. identify any problems with successful execution of the task and resolve them in consultation with the relevant members of the production unit

GS13. how to assess the impact of selecting production techniques, cast, crew, vendors and suppliers on the time, location and budget of the production

GS14. how to evaluate the revenue potential of a production across platforms

GS15. how to assess the suitability of production concepts/ scripts for the intended target audience

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Prepare for the AR/VR Solution	**15**	**70**	**-**	**-**
PC1. validate and select the right delivery platform as per delivery specifications	5	-	-	-
PC2. prepare the environment for AR VR MR content development by using external trackers, markers, etc	5	-	-	-
PC3. define the stages of product/solution development and deployment	5	-	-	-
Apply the AR/VR Solution	**15**	**-**	**-**	**-**
PC4. define best practices, standards, and architecture guidelines for the AR/VR solution	5	-	-	-
PC5. setup iterative design tools for continuous iteration of project	5	-	-	-
PC6. document and share version maintenance policies and change tracking methodologies for the project	5	-	-	-
NOS Total	**30**	**70**	**-**	**-**

National Occupational Standards (NOS) Parameters

NOS Code	MES/N2869
NOS Name	Setup AR VR Tools and Equipment for Production
Sector	Media & Entertainment
Sub-Sector	Gaming
Occupation	Production, Asset Creation
NSQF Level	7
Credits	TBD
Version	1.0
Last Reviewed Date	NA
Next Review Date	30/06/2027
NSQC Clearance Date	30/06/2022

MES/N2870: Design Production Pipeline for AR VR Content Delivery

Description

This OS unit is about knowledge and skills to Design Production Pipeline For AR VR Content Delivery

Scope

The scope covers the following :

- Plan and Prepare Production Pipeline For AR VR Content Delivery
- Design Production Pipeline For AR VR Content Delivery

Elements and Performance Criteria

Plan and Prepare Production Pipeline For AR VR Content Delivery

To be competent, the user/individual on the job must be able to:

PC1. define the security requirements of the product / solution

PC2. define optimisation models for content in 3D and 2D

PC3. define end user goals and related components of action

PC4. define audio subsystem and its importance for feedback, realisation and augmentation in VR, AR & MR

Design Production Pipeline for AR VR Content Delivery

To be competent, the user/individual on the job must be able to:

PC5. define business goals and test them against intended outcomes

PC6. define the user interface goals and schema for overall application

PC7. comprehend and define dependency on cloud, data science, blockchain, or other technologies to make solution interoperable

PC8. prepare documentation on future roadmaps, project scalability and capture technical specification used for record keeping

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. the vision and motivations of the creative team (scriptwriter, director,production designer among others)

KU2. the target audience for the content and/or the organization/ individual that is commissioning the content

KU3. production limitations including details of shooting locations and any key constraints on budget, resources and time availability

KU4. how to undertake research and collect relevant information to support production concepts, ideas and scripts

KU5. available production techniques and implications for selecting a particular technique on resources, time and budget

KU6. conceptual aspects like character design, set design and concept creation

KU7. available sources of talent (cast and crews), their suitability for the production and implications on time and budget

KU8. available suppliers and service providers, their suitability for the production and implications on time and budget

KU9. how to prepare synopses, plot summaries, proposals, programme outlines and other written material for different audiences (e.g. financers,distributors, platforms etc.)

KU10. how to prepare project proposals and presentations for potential investors/financiers/partners

KU11. current issues, events, media coverage and any other factual information relating to the production. (this is especially relevant for news, current affairs and other live programming e.g. radio)

KU12. how various types of content can be monetized across platforms (e.g. satellite rights, syndication to other companies, digital media etc.) and the applicability of these platforms to the production

KU13. how to check material (concepts, proposals, scripts etc.) for veracity, ethical concerns, copyright, legal issues and any other potential conflicts

KU14. how to evaluate a production concept for risks including those to the individuals own health and safety and of the production cast and crew

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. prepare synopses, plot summaries, proposals, programme outlines and other written material for different audiences

GS2. document the impact of selecting production techniques, cast, crew, vendors and suppliers on the time, location and budget of the production

GS3. interpret the script and creative brief

GS4. undertake background research, gather references and collect information

GS5. understand the creative vision of the director/ script writer and producer

GS6. understand the brief from the financer and any constraints/ limitations that affect the production (e.g. time, people, materials, location, budget)

GS7. communicate effectively with the entire production unit, propose alternatives and agree on key decisions

GS8. make relevant decisions related to the area of work e.g. choice of cast and crew, production techniques, vendor selection etc.

GS9. plan own work and work for the production unit according to the requirements and agreed timelines

GS10. manage within the agreed budget and minimize overruns

GS11. the consumption patterns and preferences of the target audience (end user/viewer/ listener)

GS12. identify any problems with successful execution of the task and resolve them in consultation with the relevant members of the production unit

GS13. how to assess the impact of selecting production techniques, cast, crew, vendors and suppliers on the time, location and budget of the production

GS14. how to evaluate the revenue potential of a production across platforms

GS15. how to assess the suitability of production concepts/ scripts for the intended target audience

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Plan and Prepare Production Pipeline For AR VR Content Delivery	**20**	**60**	**-**	**-**
PC1. define the security requirements of the product / solution	5	-	-	-
PC2. define optimisation models for content in 3D and 2D	5	-	-	-
PC3. define end user goals and related components of action	5	-	-	-
PC4. define audio subsystem and its importance for feedback, realisation and augmentation in VR, AR & MR	5	-	-	-
Design Production Pipeline for AR VR Content Delivery	**20**	**-**	**-**	**-**
PC5. define business goals and test them against intended outcomes	5	-	-	-
PC6. define the user interface goals and schema for overall application	5	-	-	-
PC7. comprehend and define dependency on cloud, data science, blockchain, or other technologies to make solution interoperable	5	-	-	-
PC8. prepare documentation on future roadmaps, project scalability and capture technical specification used for record keeping	5	-	-	-
NOS Total	**40**	**60**	**-**	**-**

National Occupational Standards (NOS) Parameters

NOS Code	MES/N2870
NOS Name	Design Production Pipeline for AR VR Content Delivery
Sector	Media & Entertainment
Sub-Sector	Gaming
Occupation	Production, Asset Creation
NSQF Level	7
Credits	TBD
Version	1.0
Last Reviewed Date	NA
Next Review Date	30/06/2027
NSQC Clearance Date	30/06/2022

MES/N2871: Define technical parameters to Monitor and Manage AR VR project

Description

This OS unit is about knowledge and skills to defining technical parameters to monitor and manage AR VR project

Scope

The scope covers the following :

- Define Technical Parameters
- Carry out Monitoring of Project

Elements and Performance Criteria

Define Technical Parameters

To be competent, the user/individual on the job must be able to:

PC1. create a list of optimisations to be carried in the project for business goals

PC2. create a list of optimisations to be carried in the project for 3D content

PC3. create a list of optimisations to be carried in the project for audio

PC4. create a list of optimisations to be carried in the project for interactions

PC5. create a list of optimisations to be carried in the project for code optimisation

Carry out Monitoring of Project

To be competent, the user/individual on the job must be able to:

PC6. create various stages of the project to monitor progress and publish it to stake holders

PC7. define calibration and test methods for the solution

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. the vision and motivations of the creative team (scriptwriter, director,production designer among others)

KU2. the target audience for the content and/or the organization/ individual that is commissioning the content

KU3. production limitations including details of shooting locations and any key constraints on budget, resources and time availability

KU4. how to undertake research and collect relevant information to support production concepts, ideas and scripts

KU5. available production techniques and implications for selecting a particular technique on resources, time and budget

KU6. conceptual aspects like character design, set design and concept creation

KU7. available sources of talent (cast and crews), their suitability for the production and implications on time and budget

KU8. available suppliers and service providers, their suitability for the production and implications on time and budget

KU9. how to prepare synopses, plot summaries, proposals, programme outlines and other written material for different audiences (e.g. financers,distributors, platforms etc.)

KU10. how to prepare project proposals and presentations for potential investors/financiers/ partners

KU11. current issues, events, media coverage and any other factual information relating to the production. (this is especially relevant for news, current affairs and other live programming e.g. radio)

KU12. how various types of content can be monetized across platforms (e.g. satellite rights, syndication to other companies, digital media etc.) and the applicability of these platforms to the production

KU13. how to check material (concepts, proposals, scripts etc.) for veracity, ethical concerns, copyright, legal issues and any other potential conflicts

KU14. how to evaluate a production concept for risks including those to the individuals own health and safety and of the production cast and crew

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. prepare synopses, plot summaries, proposals, programme outlines and other written material for different audiences

GS2. document the impact of selecting production techniques, cast, crew, vendors and suppliers on the time, location and budget of the production

GS3. interpret the script and creative brief

GS4. undertake background research, gather references and collect information

GS5. understand the creative vision of the director/ script writer and producer

GS6. understand the brief from the financer and any constraints/ limitations that affect the production (e.g. time, people, materials, location, budget)

GS7. communicate effectively with the entire production unit, propose alternatives and agree on key decisions

GS8. make relevant decisions related to the area of work e.g. choice of cast and crew, production techniques, vendor selection etc.

GS9. plan own work and work for the production unit according to the requirements and agreed timelines

GS10. manage within the agreed budget and minimize overruns

GS11. the consumption patterns and preferences of the target audience (end user/viewer/ listener)

GS12. identify any problems with successful execution of the task and resolve them in consultation with the relevant members of the production unit

GS13. how to assess the impact of selecting production techniques, cast, crew, vendors and suppliers on the time, location and budget of the production

GS14. how to evaluate the revenue potential of a production across platforms

GS15. how to assess the suitability of production concepts/ scripts for the intended target audience

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Define Technical Parameters	**20**	**70**	**-**	**-**
PC1. create a list of optimisations to be carried in the project for business goals	4	-	-	-
PC2. create a list of optimisations to be carried in the project for 3D content	4	-	-	-
PC3. create a list of optimisations to be carried in the project for audio	4	-	-	-
PC4. create a list of optimisations to be carried in the project for interactions	4	-	-	-
PC5. create a list of optimisations to be carried in the project for code optimisation	4	-	-	-
Carry out Monitoring of Project	**10**	**-**	**-**	**-**
PC6. create various stages of the project to monitor progress and publish it to stake holders	5	-	-	-
PC7. define calibration and test methods for the solution	5	-	-	-
NOS Total	**30**	**70**	**-**	**-**

National Occupational Standards (NOS) Parameters

NOS Code	MES/N2871
NOS Name	Define technical parameters to Monitor and Manage AR VR project
Sector	Media & Entertainment
Sub-Sector	Gaming
Occupation	Production, Asset Creation
NSQF Level	7
Credits	TBD
Version	1.0
Last Reviewed Date	NA
Next Review Date	30/06/2027
NSQC Clearance Date	30/06/2022

MES/N2872: Communicate and Collaborate with Stakeholders and Team Members for Project Delivery and Success

Description

This OS unit is about knowledge and skills to analyse performance of the team and communicating effectively with team members and other stakeholders to ensure the success of the project.

Scope

The scope covers the following :

- Define Key Performance Indicators
- Communicate with Team members and other Stakeholders

Elements and Performance Criteria

Define Key Performance Indicators

To be competent, the user/individual on the job must be able to:

PC1. generate a report to communicate the KPIs when monitoring the performance of the AR/VR solution

PC2. define the frequency of measuring KPIs and report format for communication to stakeholders

PC3. define the plan to review technical performance and improve the process efficiency

PC4. identify the larger business and organizational context behind the requirements of the stakeholder

Communicate with Team members and other Stakeholders

To be competent, the user/individual on the job must be able to:

PC5. keep stakeholders updated on changes in the project requirements

PC6. respond to request, feature request and data insight in a timely and accurate manner

PC7. use formal communication methods to collaborate with internal teams & stakeholders (such as meetings, conference calls, emails etc.)

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. the vision and motivations of the creative team (scriptwriter, director,production designer among others)

KU2. the target audience for the content and/or the organization/ individual that is commissioning the content

KU3. production limitations including details of shooting locations and any key constraints on budget, resources and time availability

KU4. how to undertake research and collect relevant information to support production concepts, ideas and scripts

KU5. available production techniques and implications for selecting a particular technique on resources, time and budget

KU6. conceptual aspects like character design, set design and concept creation

KU7. available sources of talent (cast and crews), their suitability for the production and implications on time and budget

KU8. available suppliers and service providers, their suitability for the production and implications on time and budget

KU9. how to prepare synopses, plot summaries, proposals, programme outlines and other written material for different audiences (e.g. financers, distributors, platforms etc.)

KU10. how to prepare project proposals and presentations for potential investors/financiers/ partners

KU11. current issues, events, media coverage and any other factual information relating to the production. (this is especially relevant for news, current affairs and other live programming e.g. radio)

KU12. how various types of content can be monetized across platforms (e.g. satellite rights, syndication to other companies, digital media etc.) and the applicability of these platforms to the production

KU13. how to check material (concepts, proposals, scripts etc.) for veracity, ethical concerns, copyright, legal issues and any other potential conflicts

KU14. how to evaluate a production concept for risks including those to the individuals own health and safety and of the production cast and crew

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. prepare synopses, plot summaries, proposals, programme outlines and other written material for different audiences

GS2. document the impact of selecting production techniques, cast, crew, vendors and suppliers on the time, location and budget of the production

GS3. interpret the script and creative brief

GS4. undertake background research, gather references and collect information

GS5. understand the creative vision of the director/ script writer and producer

GS6. understand the brief from the financer and any constraints/ limitations that affect the production (e.g. time, people, materials, location, budget)

GS7. communicate effectively with the entire production unit, propose alternatives and agree on key decisions

GS8. make relevant decisions related to the area of work e.g. choice of cast and crew, production techniques, vendor selection etc.

GS9. plan own work and work for the production unit according to the requirements and agreed timelines

GS10. manage within the agreed budget and minimize overruns

GS11. the consumption patterns and preferences of the target audience (end user/viewer/ listener)

GS12. identify any problems with successful execution of the task and resolve them in consultation with the relevant members of the production unit

GS13. how to assess the impact of selecting production techniques, cast, crew, vendors and suppliers on the time, location and budget of the production

GS14. how to evaluate the revenue potential of a production across platforms

GS15. how to assess the suitability of production concepts/ scripts for the intended target audience

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Define Key Performance Indicators	**20**	**70**	**-**	**-**
PC1. generate a report to communicate the KPIs when monitoring the performance of the AR/VR solution	5	-	-	-
PC2. define the frequency of measuring KPIs and report format for communication to stakeholders	5	-	-	-
PC3. define the plan to review technical performance and improve the process efficiency	5	-	-	-
PC4. identify the larger business and organizational context behind the requirements of the stakeholder	5	-	-	-
Communicate with Team members and other Stakeholders	**10**	**-**	**-**	**-**
PC5. keep stakeholders updated on changes in the project requirements	3	-	-	-
PC6. respond to request, feature request and data insight in a timely and accurate manner	3	-	-	-
PC7. use formal communication methods to collaborate with internal teams & stakeholders (such as meetings, conference calls, emails etc.)	4	-	-	-
NOS Total	**30**	**70**	**-**	**-**

National Occupational Standards (NOS) Parameters

NOS Code	MES/N2872
NOS Name	Communicate and Collaborate with Stakeholders and Team Members for Project Delivery and Success
Sector	Media & Entertainment
Sub-Sector	Gaming
Occupation	Production, Asset Creation
NSQF Level	7
Credits	TBD
Version	1.0
Last Reviewed Date	NA
Next Review Date	30/06/2027
NSQC Clearance Date	30/06/2022

MES/N2817: Comply with Applicable Law and Regulation

Description

This NOS covers identifying instances where either one's own or someone else's work may not comply fully with the framework and applying the applicable legal and regulatory framework that apply to one's work using the respective source documents and training material

Scope

The scope covers the following :

- Describe various legal frameworks being applicable at workplace
- Explain the risks of non-compliance for oneself and the organization

Elements and Performance Criteria

Ensure legal and regulatory requirements

To be competent, the user/individual on the job must be able to:

PC1. Analyse the applicable legal and regulatory framework that apply to one's work using the respective source documents and training material

PC2. Identify instances where either one's own or someone else's work may not comply fully with the framework

PC3. Measure the risks of non-compliance for oneself and the organization

PC4. Ensure that the legal and regulatory requirements specific to the organization are being adhered to

PC5. Escalate instances of non-compliance to one's editorial supervisor and/ or compliance officer as applicable

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. wide range of skills such as fighting, falling, horseback riding and others.

KU2. relevance of conducting research on the role to be played.

KU3. importance of analyzing the expectation of Stunt Coordinator / Director / Producer

KU4. relevance of proper training to perform daring acts

KU5. related insurance covered, social security and terms of the filming

KU6. ways to adopt changes in stunt requirement

KU7. how to identify the character as per the script

KU8. importance of working and rehearsing with other actors using background of the role in an artform

KU9. how to scale a performance in accordance with the frame of the shot, controlling movement, gesture, voice levels, emotional intensity and energy levels

KU10. how to analyze the character background to portray similar role as desired

KU11. how to Portray the character based on the script

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. prepare portfolio, recording, show reel, etc.,

GS2. use different social media platforms for promotion

GS3. importance of being punctual and be in suggested dress for audition /presentation

GS4. approach clients and associations

GS5. negotiate for remuneration of contract / work order aligned with the assignments

GS6. Comply with procedures in the event of an emergency

GS7. escalate instances of noncompliance to the concerned authority

GS8. identify risks of non-compliance for oneself and the organization

GS9. Practice safe working practices for own job role

GS10. use Personal Protective Equipment (PPE) appropriately

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Ensure legal and regulatory requirements	**50**	**50**	**-**	**-**
PC1. Analyse the applicable legal and regulatory framework that apply to one's work using the respective source documents and training material	10	-	-	-
PC2. Identify instances where either one's own or someone else's work may not comply fully with the framework	10	-	-	-
PC3. Measure the risks of non-compliance for oneself and the organization	10	-	-	-
PC4. Ensure that the legal and regulatory requirements specific to the organization are being adhered to	10	-	-	-
PC5. Escalate instances of non-compliance to one's editorial supervisor and/ or compliance officer as applicable	10	-	-	-
NOS Total	**50**	**50**	**-**	**-**

National Occupational Standards (NOS) Parameters

NOS Code	MES/N2817
NOS Name	Comply with Applicable Law and Regulation
Sector	Media & Entertainment
Sub-Sector	Film, Television, Advertising, Film, Television, Radio, Advertising
Occupation	Production, Ad Sales/Account Management/Scheduling/Traffic
NSQF Level	4
Credits	TBD
Version	1.0
Last Reviewed Date	NA
Next Review Date	31/03/2027
NSQC Clearance Date	31/03/2022

MES/N0104: Maintain Workplace Health & Safety

Description

This OS unit is about contributing towards maintaining a healthy, safe and secure working environment

Elements and Performance Criteria

Understanding the health, safety and security risks prevalent in the workplace

To be competent, the user/individual on the job must be able to:

PC1. understand and comply with the organizations current health, safety and security policies and procedures

PC2. understand the safe working practices pertaining to own occupation

PC3. understand the government norms and policies relating to health and safety including emergency procedures for illness, accidents, fires or others which may involve evacuation of the premises

PC4. participate in organization health and safety knowledge sessions and drills

Knowing the people responsible for health and safety and the resources available

To be competent, the user/individual on the job must be able to:

PC5. identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency

PC6. identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms

Identifying and reporting risks

To be competent, the user/individual on the job must be able to:

PC7. identify aspects of your workplace that could cause potential risk to own and others health and safety

PC8. ensure own personal health and safety, and that of others in the workplace though precautionary measures

PC9. identify and recommend opportunities for improving health, safety, and security to the designated person

PC10. report any hazards outside the individuals authority to the relevant person in line with organizational procedures and warn other people who may be affected

Complying with procedures in the event of an emergency

To be competent, the user/individual on the job must be able to:

PC11. follow organizations emergency procedures for accidents, fires or any other natural calamity in case of a hazard

PC12. identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individuals authority

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. Organizations norms and policies relating to health and safety

KU2. Government norms and policies regarding health and safety and related emergency procedures

KU3. Limits of authority while dealing with risks/ hazards

KU4. The importance of maintaining high standards of health and safety at a workplace

KU5. The different types of health and safety hazards in a workplace

KU6. Safe working practices for own job role

KU7. Evacuation procedures and other arrangements for handling risks

KU8. Names and contact numbers of people responsible for health and safety in a workplace

KU9. How to summon medical assistance and the emergency services, where necessary

KU10. Vendors or manufacturers instructions for maintaining health and safety while using equipment, systems and/or machines

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. how to write and provide feedback regarding health and safety to the concerned people

GS2. how to write and highlight potential risks or report a hazard to the concerned people

GS3. read instructions, policies, procedures and norms relating to health and safety

GS4. highlight potential risks and report hazards to the designated people

GS5. listen and communicate information with all anyone concerned or affected

GS6. make decisions on a suitable course of action or plan

GS7. plan and organize people and resources to deal with risks/ hazards that lie within the scope of ones individual authority

GS8. apply problem solving approaches in different situations

GS9. understand hazards that fall within the scope of individual authority and report all hazards that may supersede ones authority

GS10. apply balanced judgments in different situations

GS11. How to write and provide feedback regarding health and safety to the concerned people

GS12. How to write and highlight potential risks or report a hazard to the concerned people

GS13. Read instructions, policies, procedures and norms relating to health and safety

GS14. Highlight potential risks and report hazards to the designated people

GS15. Listen and communicate information with all anyone concerned or affected

GS16. Make decisions on a suitable course of action or plan

GS17. Plan and organize people and resources to deal with risks/ hazards that lie within the scope of ones individual authority

GS18. Apply problem solving approaches in different situations

GS19. build and maintain positive and effective relationships with colleges and customers

GS20. analyze data and activites

GS21. Understand hazards that fall within the scope of individual authority and report all hazards that may supersede ones authority

GS22. Apply balanced judgments in different situations

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Understanding the health, safety and security risks prevalent in the workplace	**15**	**15**	**-**	**-**
PC1. understand and comply with the organizations current health, safety and security policies and procedures	5	5	-	-
PC2. understand the safe working practices pertaining to own occupation	5	5	-	-
PC3. understand the government norms and policies relating to health and safety including emergency procedures for illness, accidents, fires or others which may involve evacuation of the premises	3	2	-	-
PC4. participate in organization health and safety knowledge sessions and drills	2	3	-	-
Knowing the people responsible for health and safety and the resources available	**10**	**10**	**-**	**-**
PC5. identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency	5	5	-	-
PC6. identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms	5	5	-	-
Identifying and reporting risks	**18**	**17**	**-**	**-**
PC7. identify aspects of your workplace that could cause potential risk to own and others health and safety	5	5	-	-
PC8. ensure own personal health and safety, and that of others in the workplace though precautionary measures	5	5	-	-
PC9. identify and recommend opportunities for improving health, safety, and security to the designated person	3	2	-	-

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC10. report any hazards outside the individuals authority to the relevant person in line with organizational procedures and warn other people who may be affected	5	5	-	-
Complying with procedures in the event of an emergency	**7**	**8**	**-**	**-**
PC11. follow organizations emergency procedures for accidents, fires or any other natural calamity in case of a hazard	5	5	-	-
PC12. identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individuals authority	2	3	-	-
NOS Total	**50**	**50**	**-**	**-**

National Occupational Standards (NOS) Parameters

NOS Code	MES/N0104
NOS Name	Maintain Workplace Health & Safety
Sector	Media & Entertainment
Sub-Sector	Film, Television, Animation, Gaming, Radio, Advertising
Occupation	Ad sales/Account Management/Scheduling/Traffic
NSQF Level	5
Credits	TBD
Version	1.0
Last Reviewed Date	30/12/2021
Next Review Date	27/01/2027
NSQC Clearance Date	27/01/2022

Assessment Guidelines and Assessment Weightage

Assessment Guidelines

1. Criteria for assessment for each Qualification Pack will be created by the Sector Skill Council. Each Performance Criteria (PC) will be assigned marks proportional to its importance in NOS. SSC will also lay down proportion of marks for Theory and Skills Practical for each PC.

2. The assessment for the theory part will be based on knowledge bank of questions created by the SSC.

3. Assessment will be conducted for all compulsory NOS, and where applicable, on the selected elective/option NOS/set of NOS.

4. Individual assessment agencies will create unique question papers for theory part for each candidate at each examination/training center (as per assessment criteria below).

5. Individual assessment agencies will create unique evaluations for skill practical for every student at each examination/training center based on this criterion.

6. To pass the Qualification Pack, every trainee should score a minimum of 70% of aggregate marks to successfully clear the assessment.

7. In case of unsuccessful completion, the trainee may seek reassessment on the Qualification Pack.

Minimum Aggregate Passing % at QP Level : 70

(**Please note**: Every Trainee should score a minimum aggregate passing percentage as specified above, to successfully clear the Qualification Pack assessment.)

Assessment Weightage

Compulsory NOS

National Occupational Standards	Theory Marks	Practical Marks	Project Marks	Viva Marks	Total Marks	Weightage
MES/N2865.Contribute Creative Ideas for AR VR Production	30	70	0	0	100	10
MES/N2866.Develop the XR Production Schedule	30	70	0	0	100	15
MES/N2867.Coordinate XR Production Activities	30	70	0	0	100	15
MES/N2868.Procure Equipment and Material for XR Production	30	70	0	0	100	5
MES/N2869.Setup AR VR Tools and Equipment for Production	30	70	0	0	100	10
MES/N2870.Design Production Pipeline for AR VR Content Delivery	40	60	0	0	100	10
MES/N2871.Define technical parameters to Monitor and Manage AR VR project	30	70	0	0	100	10
MES/N2872.Communicate and Collaborate with Stakeholders and Team Members for Project Delivery and Success	30	70	0	0	100	10

National Occupational Standards	Theory Marks	Practical Marks	Project Marks	Viva Marks	Total Marks	Weightage
MES/N2817.Comply with Applicable Law and Regulation	50	50	0	0	100	10
MES/N0104.Maintain Workplace Health & Safety	50	50	-	-	100	5
Total	**350**	**650**	**0**	**0**	**1000**	**100**

Acronyms

NOS	National Occupational Standard(s)
NSQF	National Skills Qualifications Framework
QP	Qualifications Pack
TVET	Technical and Vocational Education and Training

Glossary

Sector	Sector is a conglomeration of different business operations having similar business and interests. It may also be defined as a distinct subset of the economy whose components share similar characteristics and interests.
Sub-sector	Sub-sector is derived from a further breakdown based on the characteristics and interests of its components.
Occupation	Occupation is a set of job roles, which perform similar/ related set of functions in an industry.
Job role	Job role defines a unique set of functions that together form a unique employment opportunity in an organisation.
Occupational Standards (OS)	OS specify the standards of performance an individual must achieve when carrying out a function in the workplace, together with the Knowledge and Understanding (KU) they need to meet that standard consistently. Occupational Standards are applicable both in the Indian and global contexts.
Performance Criteria (PC)	Performance Criteria (PC) are statements that together specify the standard of performance required when carrying out a task.
National Occupational Standards (NOS)	NOS are occupational standards which apply uniquely in the Indian context.
Qualifications Pack (QP)	QP comprises the set of OS, together with the educational, training and other criteria required to perform a job role. A QP is assigned a unique qualifications pack code.
Unit Code	Unit code is a unique identifier for an Occupational Standard, which is denoted by an 'N'
Unit Title	Unit title gives a clear overall statement about what the incumbent should be able to do.
Description	Description gives a short summary of the unit content. This would be helpful to anyone searching on a database to verify that this is the appropriate OS they are looking for.
Scope	Scope is a set of statements specifying the range of variables that an individual may have to deal with in carrying out the function which have a critical impact on quality of performance required.

Knowledge and Understanding (KU)	Knowledge and Understanding (KU) are statements which together specify the technical, generic, professional and organisational specific knowledge that an individual needs in order to perform to the required standard.
Organisational Context	Organisational context includes the way the organisation is structured and how it operates, including the extent of operative knowledge managers have of their relevant areas of responsibility.
Technical Knowledge	Technical knowledge is the specific knowledge needed to accomplish specific designated responsibilities.
Core Skills/ Generic Skills (GS)	Core skills or Generic Skills (GS) are a group of skills that are the key to learning and working in today's world. These skills are typically needed in any work environment in today's world. These skills are typically needed in any work environment. In the context of the OS, these include communication related skills that are applicable to most job roles.
Electives	Electives are NOS/set of NOS that are identified by the sector as contributive to specialization in a job role. There may be multiple electives within a QP for each specialized job role. Trainees must select at least one elective for the successful completion of a QP with Electives.
Options	Options are NOS/set of NOS that are identified by the sector as additional skills. There may be multiple options within a QP. It is not mandatory to select any of the options to complete a QP with Options.