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QP Name: AR VR Producer

QP Code: MES/Q 2509

QP Version: 1.0

NSQF Level: 7

Model Curriculum Version: 1.0

Media & Entertainment Skills Council, 522-524, DLF Tower-A, Jasola, New Delhi - 110025

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Training Parameters

Sector	**Media and Entertainment**
Sub-Sector	**Game**
Occupation	**Game Development**
Country	**India**
NSQF Level	**7**
Aligned to NCO/ISCO/ISIC Code	NCO-2015/2641.0300
Minimum Educational Qualification and Experience	Graduate with four years of relevant experience **OR** Diploma with five years of relevant experience **OR** AR-VR Developer at NSQF Level-6 with three years of relevant experience
Pre-Requisite License or Training	NA
Minimum Job Entry Age	21 Years
Last Reviewed On	12/06/2022
Next Review Date	29/06/2025
NSQC Approval Date	30/06/2022
QP Version	1.0
Model Curriculum Creation Date	12/06/2022
Model Curriculum Valid Up to Date	29/06/2025
Model Curriculum Version	1.0
Minimum Duration of the Course	840 Hours
Maximum Duration of the Course	840 Hours

Program Overview

This section summarizes the end objectives of the program along with its duration.

Training Outcomes

At the end of the program, the learner should have acquired the listed knowledge and skills.

- Contribute Creative Ideas for AR VR Production
- Develop the XR Production Schedule
- Coordinate XR Production Activities
- Procure Equipment and Material for XR Production
- Setup AR VR tools and equipment for production
- Design production pipeline for AR VR content delivery
- Define technical parameters to monitor and manage AR VR project
- Communicate and collaborate with stakeholders and team members for project delivery and success
- Comply with Applicable Law and Regulation
- Maintain workplace health and Safety

Compulsory Modules

The table lists the modules and their duration corresponding to the Compulsory NOS of the QP.

NOS and Module Details	Theory Duration	Practical Duration	On-the-Job Training Duration (Mandatory)	On-the-Job Training Duration (Recommended)	Total Duration
MES/N2865: Contribute Creative Ideas for AR VR Production	30:00	30:00			60:00
MES/N2866: Develop the XR Production Schedule	30:00	45:00			75:00
MES/N2867: Coordinate XR Production Activities	20:00	40:00			60:00
MES/N2868: Procure Equipment and Material for XR Production	20:00	20:00			40:00
MES/N2869: Setup AR VR Tools and Equipment for Production	50:00	90:00			140:00
MES/N2870: Design production pipeline for AR VR content delivery	50:00	90:00			140:00
MES/N2871: Define technical parameters to monitor and manage AR VR project	50:00	90:00			140:00
MES/N2872: Communicate and collaborate with stakeholders and team members for project	35:00	30:00			65:00

delivery and success					
MES/N2817: Comply with Applicable Law and Regulation	**20:00**	**40:00**			**60:00**
MES/N0104: Maintain workplace health and Safety	**25:00**	**35:00**			**60:00**
Total	**330:00**	**510:00**			**840:00**

Module Details

Module 1: Contribute Creative Ideas for Production

Terminal Outcomes: After the successful completion of this module, the Participant will be able to:

- Understand and discuss abut visual style of the project and intended business goals
- Prepare concept and pitch ideas for the execution of the AR VR MR project

Duration: *30:00*	**Duration**: *30:00*
Theory – Key Learning Outcomes After the successful completion of this module, the Participant will be able to:	**Practical – Key Learning Outcomes After the successful completion of this module, the Participant will be able to :**
• Interpret the visual style of the end-product through a detailed review of the script and through discussions with the producer and director • Identify any constraints to successfully realize the idea – including any ethical, legal, regulatory, organizational, or other limitations	• Devise creative ideas and finalize the visual style of the production • Articulate ideas clearly and pitch/ present and defend ideas to an audience • Respond positively to feedback and any changes in creative requirements
Classroom Aids:	
Laptop, whiteboard, marker, projector	
Tools, Equipment and Other Requirements	
Related software PowerPoint or any presentation tool	

Module 2: Develop the XR Production Schedule

Terminal Outcomes: After the successful completion of this module, the Participant will be able to:

- Evaluate and Gather information through various sources to support the ideas
- Plan and schedule the production schedule
- Create a tracker sheet for project tracking

Duration: 3*0:00*	**Duration**: *45:00*
Theory – Key Learning Outcomes After the successful completion of this module, the Participant will be able to:	**Practical – Key Learning Outcomes After the successful completion of this module, the Participant will be able to :**
• Discuss ideas and how to deconstruct them as modules • Explain the corresponding modules with consideration to budget, time schedule and resource requirements	• Create a tracker tool for tracking project progress • Show how to assess and evaluate interdepartmental dependency and plan for buffer time • Demonstrate the planning and finalizing the day-wise shoot plan considering the impact on the production budget, timelines and technical viability
Classroom Aids:	
Laptop, whiteboard, marker, projector	
Tools, Equipment and Other Requirements	
Related software MS Project/Excel or any spreadsheet program	

Module 3: Coordinate Production Activities

Terminal Outcomes: After the successful completion of this module, the Participant will be able to:

- Decide number of people and departments involved for coordination

Duration: 20:00	**Duration**: *40:00*
Theory – Key Learning Outcomes After the successful completion of this module, the Participant will be able to:	**Practical – Key Learning Outcomes After the successful completion of this module, the Participant will be able to :**
• Discuss the number of people required and duration of involvement for each role • Discuss the shortlisting of profiles	• Perform execution of contracts and documentation required for the project • Conduct interviews and practical tests to establish a fit for each role

Classroom Aids:
Laptop, whiteboard, marker, projector
Tools, Equipment and Other Requirements
MS word or any word processing software

Module 4: Procure Equipment and Material for XR Production

Terminal Outcomes: After the successful completion of this module, the Participant will be able to:

- Understand the variety of equipment, materials and other resources required
- Follow procedure to identify and select the required hardware for project

Duration: 20*:00*	**Duration**: *20:00*
Theory – Key Learning Outcomes After the successful completion of this module, the Participant will be able to:	**Practical – Key Learning Outcomes After the successful completion of this module, the Participant will be able to:**
• Understand and explore the nature of the AR VR & MR projects • Identify & select the required hardware, software and platform required for the project • Follow procedure to obtain the required equipment and material • Validate requirements with appropriate stakeholders, both internal and external to the organization	• Conduct feasibility test of the AR VR MR production tools • Identify and select the required hardware

Classroom Aids:
Laptop, whiteboard, marker, projector
Tools, Equipment and Other Requirements
Relevant softwares **Oculus SDK, Unity, Unreal, etc**

Module 5: Setup AR VR tools and equipment for production

Terminal Outcomes: After the successful completion of this module, the Participant will be able to:

- Understand the different stages of production and select tools required for it
- Define project guidelines to be followed when executing the project

Duration: *50:00*	**Duration**: *90:00*
Theory – Key Learning Outcomes After the successful completion of this module, the Participant will be able to:	**Practical – Key Learning Outcomes After the successful completion of this module, the Participant will be able to :**
• Explain and select the right delivery platform as per delivery specifications • Define the stages of product/solution development and deployment • Define best practices, standards, and architecture guidelines for the AR/VR solution	• Prepare the environment for AR VR MR content development by using external trackers, markers, etc • Setup iterative design tools for continuous iteration of project • Document and share version maintenance policies and change tracking methodologies for the project

Classroom Aids:
Laptop, whiteboard, marker, projector
Tools, Equipment and Other Requirements
Relevant softwares Oculus SDK, Unity, Unreal, etc. MS Word or any word processing software

Module 6: Design production pipeline for AR VR content delivery

Terminal Outcomes:

- Prepare for production.
- Perform security and dependency audit.

Duration: *50:00*	**Duration**: *90:00*
Theory – Key Learning Outcomes **After the successful completion of this module, the Participant will be able to:**	**Practical – Key Learning Outcomes** **After the successful completion of this module, the Participant will be able to:**
• Understand and define dependency on Cloud, Data Science, Blockchain, or other technologies to make solutions interoperable • Define the security requirements of the product / solution	• Define optimization models for content in 3D and 2D • Define end user goals and related components of action • Define audio subsystem and its importance for feedback, realization and augmentation in VR, AR & MR • Define business goals and test them against intended outcomes • Define the user interface goals and schema for overall application • Prepare documentation on future roadmaps, project scalability and capture technical specification used for record keeping
Classroom Aids:	
Laptop, whiteboard, marker, projector	
Tools, Equipment and Other Requirements	
Related software Oculus SDK, Unity, Unreal, etc, MS Word or any word processing software	

Module 7: Define technical parameters to monitor and manage AR VR project

Terminal Outcomes:

- Understand and define the various calibration and optimization models required for the project
- Prepare a guideline document to be followed for tracking and monitoring

Duration: *50:00*	**Duration**: *90:00*
Theory – Key Learning Outcomes **After the successful completion of this module, the Participant will be able to:**	**Practical – Key Learning Outcomes** **After the successful completion of this module, the Participant will be able to:**
• Define calibration and test methods for the solution • Discuss the guidelines to be followed for tracking and monitoring	• Create a list of optimizations to be carried in the project for business goals • Create a list of optimizations to be carried in the project for 3D content • Create a list of optimizations to be carried in the project for Audio • Create a list of optimizations to be carried in the project for interactions • Create a list of optimizations to be carried in the project for Code optimization • Create various stages of the project to monitor progress and publish it to stake holders
Classroom Aids:	
Laptop, whiteboard, marker, projector	
Tools, Equipment and Other Requirements	
Related software Oculus SDK, Unity, Unreal, etc, MS Office or any office document processing software	

Module 8: Communicate and collaborate with stakeholders and team members for project delivery and success

Terminal Outcomes:

- Report project progress to various stakeholders and team members using formal communication tools
- Prepare for necessary course of action as per the formal communication

Duration: *35:00*	**Duration**: 30*:00*
Theory – Key Learning Outcomes **After the successful completion of this module, the Participant will be able to:**	**Practical – Key Learning Outcomes** **After the successful completion of this module, the Participant will be able to:**
• Define the frequency of measuring KPIs and report format for communication to stakeholders • Define the plan to review technical performance and improve the process efficiency • Identify the larger business and organizational context behind the requirements of the stakeholder	• Generate a report to communicate the KPIs when monitoring the performance of the AR/VR solution • Keep stakeholders updated on changes in project requirements • Respond to request, feature request and data insight in a timely and accurate manner • Use formal communication methods to collaborate with internal teams & stakeholders (such as meetings, conference calls, emails etc.)
Classroom Aids:	
Laptop, whiteboard, marker, projector	
Tools, Equipment and Other Requirements	
Related software Oculus SDK, Unity, Unreal, etc., MS Office or any office document processing software, Video conferencing tools like zoom, meet, teams, etc.	

Module 9: Comply with Applicable Law and Regulation

Terminal Outcomes:

- Comply with laws and regulations

Duration: *20:00*	**Duration**: *40:00*
Theory – Key Learning Outcomes After the successful completion of this module, the Participant will be able to:	**Practical – Key Learning Outcomes After the successful completion of this module, the Participant will be able to:**
• Discuss the applicable legal and regulatory framework that apply to one's work using the respective source documents and training material • Identify instances where either one's own or someone else's work may not comply fully with the framework • List the risks of non-compliance for oneself and the organization. • Explain the legal and regulatory requirements specific to the organization are being adhered to.	• Show how to escalate instances of non-compliance to the concerned authority.
Classroom Aids:	
Laptop, whiteboard, marker, projector	
Tools, Equipment and Other Requirements	
Related software	

Module 10: Maintain Workplace Health and Safety

Terminal Outcomes: After the successful completion of this module, the Participant will be able to:

- Discuss the health, safety and security risks prevalent in the workplace and report health and safety issues to the person responsible for health and safety and the resources available.
- Comply with procedures in the event of an emergency
- Discuss the various safety precautions to be taken.

Duration: *25:00*	**Duration**: *35:00*
Theory – Key Learning Outcomes **After the successful completion of this module, the Participant will be ableto:**	**Practical – Key Learning Outcomes** **After the successful completion of this module, the Participant will be able to:**
• Recall health, safety and security- related guidelines and identify the risks involved. • Maintain correct posture while working and maintain and use the first aid kit whenever required. • report health and safety risks/ hazards to concerned personnel • Recall people responsible for health and safety and able to contact in case of emergency • Illustrate security signals and other safety and emergency signals • • Explain the process to identify and report risk. • Enumerate and recommend opportunities for improving health, safety, and security to the designated person • Describe how to report any hazards outside the individual's authority to the relevant person in line with organisational procedures and warn other people who may be affected • complying with procedures in the event of an emergency • Explain the impact of the violation of safety procedures.	• Identify the different types of health and safety hazards in a workplace • Practice safe working practices for own job role • Perform evacuation procedures and other arrangements for handling risks • Perform the reporting of hazard • identify and document potential risks like sitting postures while using the computer, eye fatigue and other hazards in the workplace • Demonstrate the use of Personal Protective Equipment (PPE) appropriately.
Classroom Aids:	
Laptop, whiteboard, marker, projector, Health and Safety Signs and policy	
Tools, Equipment and Other Requirements	
Health and Safety Signs and policy	

Annexure

Trainer Requirements

Trainer Prerequisites						
Minimum Educational Qualification	**Specialization**	**Relevant Industry Experience**		**Training Experience**		**Remarks**
		Years	***Specialization***	***Years***	***Specialization***	
Graduate in relevant field	Game/Digital Media	**4**	**Relevant experience in digital media required**	**3**	**-**	**-**
OR						
Post Graduate in relevant field	Game/Digital Media	**3**	**Relevant experience in digital media required**	**3**	**-**	**-**

Trainer Certification	
Domain Certification	**Platform Certification**
Certified for Job Role: "AR VR Producer" mapped to QP: "MES/Q2509", version 1.0. Minimum accepted score as per SSC guidelines is 80%.	**Recommended that the Trainer is certified for the Job Role: "Trainer", mapped to the Qualification Pack: "MEP/Q2601, v1.0 Trainer" with the scoring of a minimum of 80%.**

Assessor Requirements

Assessor Prerequisites						
Minimum Educational Qualification	**Specialization**	**Relevant Industry Experience**		**Training/Assessment Experience**		**Remarks**
		Years	***Specialization***	***Years***	***Specialization***	
Graduate in relevant field	**Digital Media**	**4**	**Relevant experience in digital media is required**	**4**	**-**	**-**
OR						
Post Graduate in relevant field	**Digital Media**	**3**	**Relevant experience in digital media required**	**3**	**-**	**-**

Assessor Certification	
Domain Certification	**Platform Certification**
Certified for Job Role: "AR VR Producer" mapped to QP: "MES/Q2509", version 1.0. Minimum accepted score as per SSC guidelines is 80%.	**Recommended that the Assessor is certified for the Job Role: "Assessor", mapped to the Qualification Pack: "MEP/Q2701, v1.0 Assessor" with the scoring of a minimum 80%.**

Assessment Strategy

This section includes the processes involved in identifying, gathering and interpreting information to evaluate the learner on the required competencies of the program.

Assessment system Overview:-

Assessment will be carried out by MESC affiliated assessment partners. Based on the results of assessment, MESC certifies the learners. Candidates have to pass online theoretical assessment which is approved by MESC. The assessment will have both theory and practical components in 30:70 ratio. While theory assessment is summative and an online written exam; practical will involve demonstrations of applications and presentations of procedures and other components. Practical assessment will also be summative in nature.

Testing Environment:-

Training partner has to share the batch start date and end date, number of trainees and the job role. Assessment is fixed for a day after the end date of training. It could be next day or later. Assessment will be conducted at the training venue. Question bank of theory and practical will be prepared by assessment agency and approved by MESC. From this set of questions, assessment agency will prepare the question paper. Theory testing will include multiple choice questions, pictorial question, etc. which will test the trainee on theoretical knowledge of the subject. The theory and practical assessments will be carried out on same day. If there are candidates in large number, more assessorsand venue will be organized on same day of the assessment.

Assessment			
Assessment Type	Formative or Summative	Strategies	Examples
Theory	Summative	Written Examination	Knowledge of facts related to the job role and functions. Understanding of principles and concepts related to the job role and functions
Practical	Summative	Structured tasks	Presentation
Viva	Summative	Questioning and Probing	Mock interview on topics

Assessment Quality Assurance framework

Only certified assessor can be assigned for conducting assessment. Provision of 100 % video recording with clear audio to be maintained and the same is to be submitted to MESC. The training partner will intimate the time of arrival of the assessor and time of leaving the venue.

Methods of Validation:-

Unless the trainee is registered, the person cannot undergo assessment. To further ensure that the person registered is the person appearing for assessment, id verification will be carried out. Aadhar card number is required of registering the candidate for training. This will form the basis of further verification during the assessment. Assessor conducts the assessment in accordance with the assessment guidelines and question bank as per the job role. The assessor carries tablet with the loaded questions. This tablet is geotagged and so it is monitored to check their arrival and completion of assessment. Video of the practical session is prepared and submitted to MESC. Random spot checks/audit is conducted by MESC assigned persons to check the quality of assessment. Assessment agency will be responsible to put details in SIP. MESC will also validate the data and result received from the assessment agency.

Method of assessment documentation and access

The assessment agency will upload the result of assessment in the portal. The data will not be accessible for change by the assessment agency after the upload. The assessment data will be validated by MESC assessment team. After upload, only MESC can access this data. MESC approves the results within a week and uploads it.