

NASSCOM[®]

**Foundation Skills in IT
(FSIT)**

Program Brief

Foundation Skills in IT (FSIT) Program

The Foundation Skills in IT (FSIT) program will increase the industry readiness of students who want to start a career in IT / Engineering companies. The program has been developed using the 'Outcomes Based Format'¹ (OBF) keeping the focus on the key skills required to perform a given job role. The program has two tracks - one that focused on training and guide for the facilitator and the other for the student.

Objective of the Initiative

The FSIT program has been developed to facilitate the acquisition of the foundation skills required in the IT industry today. The program aims to improve student's understanding of the basic concepts involved in software development. This program provides the requisite awareness and knowledge to understand key concepts that can be applied to IT projects.

Scope of Work

In order to help enhance the employability of the student pool, NASSCOM suggests the following program to be run as an add-on program for students:

- Basic Skills / Foundation Skills termed as Foundation Skills in IT (FSIT)

The idea behind the initiative is, that going forward, Universities /colleges will consider making these programs compulsory for students or integrate the development of these skills into the teaching learning program by allocating credits to these programs.

Program Flow in Brief:

- The course structure in the OBF format has been put together by the members of the Skill Development Council. This will be shared with the University/college interested in taking enabling these skills in their students.
- The duration of the program is 85 hours of Guided Learning, along with with 55 hours of Tutorials and Practical exercises.
- The detailed facilitator guide and student handbook for the program can be sourced by the University/college from the NASSCOM identified publisher.
- This will be followed by Train-the-Trainer (TTT) programs for select University faculty by NASSCOM / IT Skills Council members.
- Post the TTT, the first batch of student training shall be launched in the University /affiliated colleges at identified centers.
- Identified students, are pre-tested with the NAC-Tech Diagnostic, subsequently trained by the trained faculty and finally accessed via the NAC-Tech Final.
- NAC-Tech Final scores will be forwarded to IT / Engineering companies for the first step towards employment.
- An analysis of pre and post NAC-Tech scores will facilitate impact analysis w.r.t. skill transference, from the teacher to the taught.
- Feedback to the University /college will aim to improve the teaching- learning methodology towards the development of these life skills and increased employability of the students concerned; it will also facilitate scaling faculty capacity;

¹ 'Outcomes Based Format' for curricula re-design has been advocated by NASSCOM and captures the 'Inputs', 'Processes' and 'Outcomes' for each of the programs.

Program Coverage (Draft)

Area Addressed	S. No.	Module Coverage	Proposed Duration (in hours) Guided Learning	Self Pace Learning	Proposed Duration Tutorials + Practicals
Technology (70 hours)	1	Technology - Fundamentals <ul style="list-style-type: none"> • Introduction to Computer Systems, Operating Systems • Problem solving Techniques • Basics of Programming 	17	-	14
	2	RDBMS <ul style="list-style-type: none"> • Introduction to RDMS • Structured Query Language (SQL) 	8	-	8
	3	Software Development Life Cycle <ul style="list-style-type: none"> • Introduction to SDLC • Implementation Models • Integrated Project 	10	-	5
	4	Networking <ul style="list-style-type: none"> • Network Protocols • Internetworking and Distributed Systems 	6	-	2
Business Dynamics (30 hours)	5	Campus to Corporate <ul style="list-style-type: none"> • Etiquette: Office, Email and Telephone • Goal Setting and Time Management • Industry Awareness 	7	5	-
	6	Interpersonal Effectiveness <ul style="list-style-type: none"> • Business Communication: Non verbal and verbal communication • Team Dynamics: interpersonal 	12	3	3

		<ul style="list-style-type: none"> skills, managing diversity • Problem Solving and Creativity 			
Project Management (30 hours)	7	Setting Up Projects <ul style="list-style-type: none"> • Project Management Fundamentals • Basic Definitions • Project Stakeholders & Organizational Influences on Project Management • Project Management Processes • Project Initiating Processes 	4		3
	8	Project Planning <ul style="list-style-type: none"> • Identifying Requirements • Creating the Work Breakdown Structure • Developing the Project Schedule • Developing a Project Cost Estimate • Planning Quality • Organizing the Project Team • Planning for Potential Risks 	7		4
	9	Executing and Managing a Project <ul style="list-style-type: none"> • Project Executing Processes • Project Monitoring and Controlling Processes • Project Closing Process 	10		2
	10	Final Integrated IT Project	2		8
