







# **Model Curriculum**

**QP Name: Embedded Software Engineer** 

QP Code: ELE/Q1501

**QP Version: 3.0** 

NSQF Level: 5

Model Curriculum Version: 3.0

Electronics Sector Skills Council of India || 155, 2nd Floor, ESC House, Okhla Industrial Area- Phase 3, New Delhi– 110020





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## **Training Parameters**

Sector	Electronics	
Sub-Sector	Semiconductor & Components	
Occupation	System Software Development	
Country	India	
NSQF Level	5	
Aligned to NCO/ISCO/ISIC Code	NCO-2015/2512.0501	
Minimum Educational Qualification and Experience	12th grade pass with 1 year NTC/ NAC with 1 Year of experience relevant experience OR 12th grade Pass with 2 Years of experience relevant experience OR 10th grade pass with 4 Years of experience relevant experience OR Previous relevant Qualification of NSQF Level (level 4) with 3 Years of experience relevant experience OR Completed 3 years diploma after 10th (Electrical/Electronics) with 1 Year of experience	
Pre-Requisite License or Training	ΝΑ	
Minimum Job Entry Age	21 Years	
Last Reviewed On	27.01.2022	
Next Review Date	27.01.2025	
NSQC Approval Date	27.01.2022	
QP Version	3.0	
Model Curriculum Creation Date	27.01.2022	
Model Curriculum Valid Up to Date	27.01.2025	
Model Curriculum Version	3.0	

3 | Embedded Software Engineer





**Maximum Duration of the Course** 

900 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:

- Demonstrate the process of developing embedded system software.
- Explain the importance of following inclusive practices for all genders and PwD at work.
- Demonstrate various practices to be followed to maintain health and safety at work.

#### **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 (Recommended)	On-the-JobOn-the-Job TrainingTraining DurationDuration(Recommended)(Mandatory)	
Bridge Module	21:00	39:00	00:00	00:00	60:00
Module 1: Introduction and orientation to the role of an Embedded Software Engineer	21:00	39:00	00:00 00:00		60:00
ELE/N1501 Develop embedded software software	210:00	300:00	00:00	240:00	750:00
Module 2: Soft Skills and Work Ethics	210:00	300:00	00:00	240:00	750:00
ELE/N1002 Apply health and safety practices at the workplace	15:00	15:00	00:00 00:00		30:00
Module 3: Basic Health and Safety Practice	15:00	15:00	00:00	00:00	30:00
DGT/VSQ/N0102- Employability Skills (60 Hours)	24:00	36:00	00:00	00:00	60:00
Module 4: Employability Skills (60 Hours)	24:00	36:00	00:00	00:00	60:00
Total Duration	270:00	390:00	00:00	240:00	900:00





## **Module Details**

### Module 1: Introduction and orientation to the role of an Embedded Software Engineer *Bridge Module*

#### **Terminal Outcomes:**

• Discuss the job role of an Embedded Software Engineer.

Duration: 21:00	Duration: 39:00				
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes				
<ul> <li>Describe the size and scope of the electronics industry and its subsectors.</li> <li>Discuss the role and responsibilities of an Embedded Software Engineer.</li> <li>Describe various employment opportunities for an Embedded Software Engineer.</li> </ul>	<ul> <li>Understanding of the Embedded Software</li> <li>Applications of the Embedded Software</li> <li>Develop the Quality to statistical and Quantitative Thinking</li> </ul>				
Classroom Aids					
Training Kit - Trainer Guide, Presentations, Whiteboard, Marker, Projector, Laptop					
Tools, Equipment and Other Requirements					
NA					





### Module 2: Process of developing embedded system software Mapped to ELE/N1501

#### **Terminal Outcomes:**

- Describe the process of identifying the work requirement.
- Demonstrate the process of identifying the embedded system design specifications.
- Demonstrate the process of developing software for embedded system.
- Explain the importance of completing documentation.

Duration: 210:00	Duration: 300:00		
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes		
<ul> <li>Explain the company's policies on incentives, personnel management, documentation, IPR, code of conduct, quality and standards.</li> </ul>	• Demonstrate how to plan the work activities for software development, which is based on the work flow and deliverables.		
• Explain the importance of individuals role in the work flow.	<ul> <li>Demonstrate the process of interacting with the lead engineer</li> </ul>		
<ul> <li>Explain the company's reporting structure.</li> </ul>	and embedded system design engineers to understand the system and software requirements.		
<ul> <li>Explain the company's different department and concerned authority need to communicate during the work.</li> </ul>	<ul> <li>Demonstrate how to read and interpret the Business Requirement Specification (BRS) and Software Requirement Specification (SRS)</li> </ul>		
<ul> <li>Explain the company's license on IP core library, usage of software and design tools.</li> </ul>	document for interpreting the project specifications, coding, testing and debugging requirements.		
<ul> <li>Explain the system design modules and concepts of circuit design.</li> </ul>	• Show how to identify the circuit design, functionality and logic		
• Explain the computer architecture.	involved in the embedded system software.		
<ul> <li>Explain the embedded system, designing flow and implementation of embedded system software.</li> </ul>	<ul> <li>Demonstrate how to create a software design for the embedded system as per requirement</li> </ul>		
<ul> <li>Explain the software fundamentals such as object-oriented design, data structures, algorithm design.</li> </ul>	specification and get approval from superior and relevant department on the same.		
<ul> <li>Explain the schematics and data sheets.</li> </ul>	• Demonstrate the process of accessing reusable components, code		
<ul> <li>Explain how to use and operate ERP system.</li> </ul>	generation tools and unit testing tools from the company's database.		
• Explain how to design, develop, test and debug software components.	<ul> <li>Demonstrate how to create software modules to meet the requirements of the software.</li> </ul>		
<ul> <li>Explain how to use software module library and database.</li> </ul>	<ul> <li>Demonstrate how to create Unit Test Cases (UTCs) as per the specifications</li> </ul>		





- Explain how to read and interpret project requirements from Business Requirement Specification (BRS) and Software Requirement Specification (SRS) document.
- Explain how to do system testing, product verification and validation.
- Explain the software programming languages such as C, C plus plus.
- Explin the operating system such as windows, linux.
- Explain the system level integration.
- Explain the end-product application, i.e. industry for which embedded system is designed.

and requirements.

- Demonstrate the process of reviewing the code and UTCs with the support team and lead engineer for any defects.
- Show how to rework on the code and UTCs to fix identified defects.
- Demonstrate the process of carrying out testing, verification and debugging of software codes for any errors and submit the tested codes and documents for approval as per organisational standards.
- Show how to create documents related to design using standard templates and agreed language standards.

#### **Classroom Aids**

Training Kit (Trainer Guide, Presentations). Whiteboard, Marker, Projector, Laptop

#### **Tools, Equipment and Other Requirements**

OS like Windows, Linux Software for C, C++, Embedded systems software development tools such as code editor, compiler, simulator, debugger, linker, IDE such as Android Studio, Eclipse, Code Blocks, BlueJ, Xcode, Adobe Flash Builder and Visual Studio





### Module 3: Basic Health and Safety Practice Mapped to ELE/N1002

#### **Terminal Outcomes:**

• Apply health and safety practices at the workplace.





#### **Classroom Aids**

Training Kit (Trainer Guide, Presentations). Whiteboard, Marker, Projector, Laptop

#### **Tools, Equipment and Other Requirements**

Personal Protection Equipment: Safety Glasses, Head Protection, Rubber Gloves, Safety Footwear, Warning Signs and Tapes, Fire Extinguisher, First Aid Kit, Fire Extinguishers and Warning Signs.





### Module 4: Employability Skills (60 Hours) Mapped to DGT/VSQ/N0102

#### **Terminal Outcomes:**

- Discuss about Employability Skills in meeting the job requirements
- Describe opportunities as an entrepreneur.
- Describe ways of preparing for apprenticeship & Jobs appropriately.

Duration: 24:00	Duration: 36:00			
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes			
<ul> <li>Explain constitutional values, civic rights, responsibility towards society to become a responsible citizen</li> </ul>	<ul> <li>List different learning and employability related GOI and private portals and their usage</li> </ul>			
• Discuss 21 <sup>st</sup> century skills	<ul> <li>Show how to practice different environmentally sustainable</li> </ul>			
<ul> <li>Explain use of basic English phrases and sentences.</li> </ul>	practices.			
<ul> <li>Demonstrate how to communicate in a well-behaved manner</li> </ul>	<ul> <li>Exhibit 21st century skills like Self- Awareness, Behavior Skills, time management, etc.</li> </ul>			
<ul> <li>Demonstrate how to work with others</li> </ul>	<ul> <li>Show how to use basic English sentences for everyday conversation in different contexts, in person and ever the telephone.</li> </ul>			
<ul> <li>Demonstrate how to operate digital devices</li> </ul>	<ul> <li>Demonstrate how to communicate in a well -mannered way with others.</li> </ul>			
<ul> <li>Discuss the significance of Internet and Computer/ Laptops</li> </ul>	<ul> <li>Demonstrate how to communicate effectively using verbal and</li> </ul>			
<ul> <li>Discuss the need for identifying business opportunities</li> </ul>	<ul><li>nonverbal communication etiquette</li><li>Utilize virtual collaboration tools to work</li></ul>			
• Discuss about types of customers.	effectively			
Discuss on creation of biodata	<ul> <li>Demonstrate how to maintain hygiene and dressing appropriately.</li> </ul>			
<ul> <li>Discuss about apprenticeship and opportunities related to it.</li> </ul>	Perform a mock interview			
Classroom Aids				
Training Kit (Trainer Guide, Presentations). V	Vhiteboard, Marker, Projector, Laptop			
Tools, Equipment and Other Requirements				
Computer LIPS Scapper Computer Tables LCD Projector Computer Chairs White Board				

OR

Computer Lab





### Module 5: On-the-Job Training Mapped to Embedded Software Engineer

Manda	tory Duration: 240:00	Recommended Duration: 00:00				
Locatio	Location: On Site					
Terminal Outcomes						
1. Interacting with the lead engineer for understanding the work schedules, shifts and delivery dates.						
2.	<ol><li>Complying with organization's policies, procedures and guidelines when developing embedded system software codes.</li></ol>					
3.	Interacting with the lead engineer and em	bedded system design engineers.				
4.	4. Creating a software design for the embedded system.					
5.	5. Creating the software modules to meet the requirements of the software.					
6.	6. Testing, verification and debugging of software codes for any errors and submitting the tested codes and documents for approval.					
7.	7. Creating documents related to design using standard templates and agreed language standards.					
8.	8. Communicating effectively at the workplace.					
9.	9. Applying health and safety practices at the workplace.					





## Annexure

## **Trainer Requirements**

Trainer Prerequisites						
Minimum Educational	Specialization	Relevant Industry Experience		Relevant IndustryTrainingExperienceExperience		Remarks
Qualification		Years	Specialization	Years	Specialization	
Diploma/ ITI/Degree/ Certified in relevant CITS Trade	Electrical/ Electronics/ Mechanical Engineering	2	System Software Development (Embedded Software)	1	Electronics	

Trainer Certification			
Domain Certification	Platform Certification		
"Embedded Software Engineer", "ELE/Q1501, v3.0", Minimum accepted score is 80%	Recommended that the Trainer is certified for the <b>Embedded Software Engineer</b> "Trainer (VET and Skills)", mapped to the Qualification Pack: "MEP/Q2601, V2.0", with minimum score of 80%		





## **Assessor Requirements**

Assessor Prerequisites						
Minimum Educational	Specialization	Relevant Industry Experience		Trainin Experie	g/Assessment ence	Remarks
Qualification		Years	Specialization	Years	Specialization	
Diploma/ ITI/Degree/ Certified in relevant CITS Trade	Electrical/ Electronics/ Mechanical Engineering	3	System Software Development (Embedded Software)	1	Electronics	

Assessor Certification			
Domain Certification	Platform Certification		
"Embedded Software Engineer", "ELE/Q1501, v3.0", Minimum accepted score is 80%	Recommended that the Assessor is certified for the <b>Embedded Software Engineer</b> "Assessor (VET and Skills)", mapped to the Qualification Pack: "MEP/Q2701, V2.0", with minimum score of 80%		





### **Assessment Strategy**

- 1. Assessment System Overview:
  - Batches assigned to the assessment agencies for conducting the assessment on SDMS/SIP or email
  - Assessment agencies send the assessment confirmation to VTP/TC looping SSC
  - The assessment agency deploys the ToA certified Assessor for executing the assessment
  - SSC monitors the assessment process & records
- 2. Testing Environment

To ensure a conducive environment for conducting a test, the trainer will:

- Confirm that the centre is available at the same address as mentioned on SDMS or SIP
- Check the duration of the training.
- Check the Assessment Start and End time to be 10 a.m. and 5 p.m. respectively
- Ensure there are 2 Assessors if the batch size is more than 30.
- Check that the allotted time to the candidates to complete Theory & Practical Assessment is correct.
- Check the mode of assessment—Online (TAB/Computer) or Offline (OMR/PP).
- Confirm the number of TABs on the ground are correct to execute the Assessment smoothly.
- Check the availability of the Lab Equipment for the particular Job Role.
- 3. Assessment Quality Assurance levels / Framework:
  - Question papers created by the Subject Matter Experts (SME)
  - Question papers created by the SME verified by the other subject Matter Experts
  - Questions are mapped with NOS and PC
  - Question papers are prepared considering that level 1 to 3 are for the unskilled & semiskilled individuals, and level 4 and above are for the skilled, supervisor & higher management
  - The assessor must be ToA certified and the trainer must be ToT Certified
  - The assessment agency must follow the assessment guidelines to conduct the assessment
- 4. Types of evidence or evidence-gathering protocol:
  - Time-stamped & geotagged reporting of the assessor from assessment location
  - Centre photographs with signboards and scheme-specific branding
  - Biometric or manual attendance sheet (stamped by TP) of the trainees during the training period
  - Time-stamped & geotagged assessment (Theory + Viva + Practical) photographs & videos
- 5. Method of verification or validation:

To verify the details submitted by the training centre, the assessor will undertake:

- A surprise visit to the assessment location
- A random audit of the batch
- A random audit of any candidate
- 6. Method for assessment documentation, archiving, and access

To protect the assessment papers and information, the assessor will ensure:

• Hard copies of the documents are stored





- Soft copies of the documents & photographs of the assessment are uploaded / accessed from Cloud Storage
- Soft copies of the documents & photographs of the assessment are stored on the Hard drive



## References



## Glossary

Term	Description
Declarative knowledge	Declarative knowledge refers to facts, concepts and principles that need to be known and/or understood in order to accomplish a task or to solve a problem.
Key Learning	Key learning outcome is the statement of what a learner needs to know, understand and be able to do in order to achieve the terminal outcomes. A set of key learning outcomes will make up the training outcomes. Training outcome is specified in terms of knowledge, understanding (theory) and skills (practical application).
(M) TLO	On-the-job training (Mandatory); trainees are mandated to complete specified hours of training on site
OJT (R)	On-the-job training (Recommended); trainees are recommended the specified hours of training on site
Procedural Knowledge	Procedural knowledge addresses how to do something, or how to perform a
Training Outcome	Training outcome is a statement of what a learner will know, understand and be able to do <b>upon the completion of the training</b> .
Terminal Outcome	Terminal outcome is a statement of what a learner will know, understand and be able to do <b>upon the completion of a module.</b> A set of terminal outcomes help to achieve the training outcome.





## **Acronyms and Abbreviations**

Term	Description
ISO	International Organization for Standardization
NCO	National Occupational Standards
NOS	National Skills Qualification Committee
NSQF	National Skills Qualification Framework
OJT	On-the-Job Training
OMR	Optical Mark Recognition
PC	Performance Criteria
PwD	Persons with Disabilities
QP	Qualification Pack
SDMS	Skill Development & Management System
SIP	Skill India Portal
SME	Small and Medium Enterprises
SOP	Standard Operating Procedure
SSC	Sector Skill Council
тс	Trainer Certificate
ТоА	Training of Assessors
ТоТ	Training of Trainers
ТР	Training Provider