COMP 7036 Research Proposal
Hands-On Versus Simulation Training

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1 Introduction

2 Problem and Setting

2.1 Problem and Subproblems

2.1.1 Problem

Which type of employee or student educational process, in-class or remote, provides more success within IT-based jobs and careers?

2.1.2 Subproblem 1

What is the success rate of finding and remaining in a job through in-class schooling/training compared to the remote process?

2.1.3 Subproblem 2

What are the influences of schooling/training through in-class experience compared to remote training?

2.1.4 Subproblem 3

Are there any differences in benefits or limitations for the methodologies between males and females?

2.2 Hypotheses

Employees and students who learn from an in-class environment gain cooperative and social experience that will help in the job search and stability.

IT professionals who learn from a remote environment obtain better skills for working on individual projects.

2.3 Delimitations

This research study will only provide statistics from IT-based jobs

2.4 Definitions

This section will define several terms that are used in the research proposal. This will clarify any misconceptions or confusions for any of the terms to be used.

Benefits

Cooperative Experience

Environment

In-class Training

Influence

IT	Information Technology

Remote Training

Social Experience

Stability

Success Rate

Mental Danger	Possibility of the training to cause mental disorders.
Influence	The way the training affects the mentality of the personnel compared to the other type of training.
Hands-on Training	Acquiring skills through real-life training exercises.
Simulation Training	Acquiring skills through a virtual medium the imitates real-life conditions.

2.5   Assumptions

2.6   Importance of Study

This study is important because it will help define training programs in the future. Choosing the proper training program will ensure that the employees or students emerging will have necessary skills for the job. It will aid companies and educational institutes when making decisions on how to implement their training programs.

3 Literature Review

4 Data

4.1 Data Required and Means to Obtain the Data

The problem being researched requires qualitative data from participants of hands-on and simulation training.

4.2 Research Methodology

4.3 Data Treatment Per Subproblem

4.3.1 Subproblem 1

4.3.2 Subproblem 2

5 Researcher Qualifications

I am student in the Bachelor degree program at British Columbia Institute of Technology. My field of expertise is under network administration with both theory and programming. I am currently enrolled in a course for Applied Research Methods in Software Development in which the research proposal initiated. I have also been involved in a project for marketing research in which our team performed quantitative research methods.

6 Outline of Proposed Study

7   References

8 Appendices

Figure 1: Overall Transmission Diagram