

## TRAINING PLAN

NAME	Carlos Miguel A. Corrales	COURSE CODE	IT199F
PROGRAM & STUDENT NO.	BSIT - 2021151217	COURSE TITLE	IT PRACTICUM

### STUDENT OUTCOMES

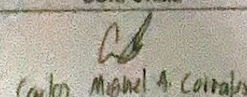
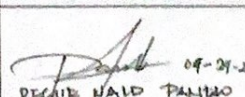
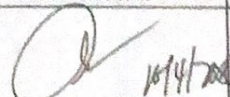
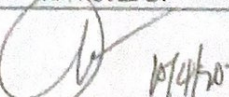
CO1: Identify, analyze, and design business process solutions to address problems faced by the organization.  
CO2: Apply concepts from systems analysis and design, software engineering, database management, and programming in solving organizational problems.  
CO3: Gain new knowledge and hands-on experience within the organization.

### AREAS / PHASES OF TRAINING AND TIME ALLOTMENT

A. Company Orientation / Training Orientation - 16 hours  
B. Software Development (including but is not limited to development of Gantt Chart, UI/UX Design) - 390 hours  
C. Technical Documentation - 40 hours  
D. Other IT-related training activities

### EVALUATION GUIDELINES & COURSE OUTCOMES

DEMONSTRATION OF SOFT SKILLS (40%)	DEMONSTRATION OF TECHNICAL SKILLS (60%)
<b>KEY AREAS</b> <b>COMMUNICATION SKILLS (20%)</b> Relate to co-trainees/supervisors terminologies and rules Recite procedures and instructions needed for the tasks Identify and describe safety signs and symbols Ask critical questions related to the tasks Produce well-written regular and incident reports Prepares and presents reports using Information and Communication Technology (ICT) <b>PROFESSIONAL DEPORTMENT (20%)</b> Observes proper grooming and attire Reports to work regularly on time and as necessary, even beyond prescribed working hour Acts according to the job description given by the company Willing to accept new tasks apart from the usual routine and responsibilities Delivers quality output on time Demonstrates respect for different individuals <b>INITIATIVE (+5%)</b> Volunteers to perform tasks beyond routine tasks	<b>KEY AREAS</b> <b>SOFTWARE DEVELOPMENT SKILLS (40%)</b> Deliver bug-free modules within the agreed timeline (20%). Successfully integrate and implement new modules into existing systems (10%). Apply effective UI/UX design principles to enhance module usability and user experience (10%). <b>TECHNICAL DOCUMENTATION SKILLS (10%)</b> Prepare a comprehensive and user-friendly User's Manual (5%). Produce clear and detailed Technical Documentation for system components (5%). <b>OTHER IT-RELATED TRAINING ACTIVITIES (10%)</b> Research, learn, and adapt to the frameworks and technologies utilized by the company (10%). <b>INITIATIVE (+5%)</b> Volunteer to take on additional tasks beyond routine responsibilities.

CONFORME	CONSENT (FOR MINORS ONLY)	NOTED BY	ENDORSED BY	APPROVED BY
 SIGNATURE OVER PRINTED NAME OF STUDENT / DATE	SIGNATURE OVER PRINTED NAME OF PARENT OR GUARDIAN / DATE	 SIGNATURE OVER PRINTED NAME OF PRACTICUM SUPERVISOR / DATE	 SIGNATURE OVER PRINTED NAME OF PRACTICUM ADVISER / DATE	 SIGNATURE OVER PRINTED NAME OF PROGRAM CHAIR / DATE

COPY: (1) STUDENT, (2) HOST COMPANY, (3) PRACTICUM COORDINATOR

FORM OVPA-030D

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