B-TopSE Architecture Course ToT (Training of Trainers) implementation process

This explanatory document outlines the implementation method for the Training of Trainers (ToT) related to the B-TopSE course. The ToT implementation can be broadly divided into three steps. Step 1 involves self-learning online as a Pre-Session. In Step 2, face-to-face lectures are conducted. Finally, in Step 3, participants create and submit deliverables through self-exercises, and their Training of Trainers (ToT) development of each participant's ability to conduct lectures for the B-TopSE course.

Each course consists of the following three steps:

On-Boarding (Online)

Content: Explanation of the course content and how to enroll
Goal: Understanding this course
How to join: Online live sessions

Required Time: 90 minutes (Session will be recorded and available for viewing later.)

Expected Schedule: 20th October (Sun), 2024

- Overview of the ToT Project
- Introduction to the Architecture Course
- Explanation of how to enroll in the course
- Information about the certificate of completion
- How to apply
- Q&A (Questions and Answers)

Step 1: Pre-Session (Online)

Content: Acquisition of necessary knowledge and understanding of basic skills required for the entire course
Goal: Acquire the knowledge needed to practice programming

How to join: Online on-demand and Online live mentoring

Required Time: Total 8 lectures, each requiring approximately 90 minutes (around 60 minutes of lecture video viewing and comprehension quizzes on key terms)

Expected Schedule: 20th October (Sun) – 14th November (Thu), 2024

- Enrollment to the course
- Self-study through video files and digital teaching materials developed by TopSE available on the Learning Management System (LMS)

- Communication including Q&A in Self-study between the ToT side (Bangladesh) and the Lecturer side (Japan) via chat service.
- Deadlines will be set for each section (lecture). Students who cannot meet the deadlines can request extensions.
- LMS and chat services are expected to be provided locally for this project, or JICA project will provide them specifically.

Step 2: Seminar (On-site)

Content: Practical programming
Goal: Acquisition of programming skills

How to join: Physical seminar at BITM

Required Time: Total of 5 days, each day lasting 5 hours

Expected Schedule: 17th November (Sun) – 21st November (Thu), 2024

- Orientation for the seminar
- The Master Lecturer (ML) will first check the program execution environment.
- The ML will explain the summary of each lecture.
- Q&A that arises during the lecture will be handled on-site via the ML and linked to TopSE as necessary.
- The practical parts, such as calculations, coding, and programming, will be demonstrated by the ML as needed.
- The ToT will create programs based on the ML's demonstrations, and the ML will review them.
- Feedback from Participants and discussion

Step 3: After-Session (Online)

Content: Application of programming
Goal: Ability to freely execute programs and coding
How to join: Online on-demand

Required Time: Approximately 60 minutes

Expected Schedule: 24th November (Sun) - TBD

- The ML will assign advanced tasks.
- Submit completed tasks via LMS and chat for grading by the ML.
- Issuance of certificates (online or hard copy).

From Step 1 to Step 3, the instructors will coordinate with the TopSE headquarters as necessary regarding questions collected online.

The flow of the implementation process for each Step and the usage examples of the tools that may be used are illustrated in the diagram.