

REVENSION NO.	00 May 10, 2016

TRAINING PLAN

NAME	Ranie Nathaniel M. Santiago	COURSE CODE	IT199F
PROGRAM & STUDENT NO.	BSIT - 2021160212	COURSE TITLE	IT PRACTICUM

STUDENT OUTCOMES

CO1. Identify, analyze, and design business process solution to the problem faced by the organization.

CO2. Apply the different concepts of systems analysis and design, software engineering, database management, and programming courses in the problem-solving process in the organization, and

CO3. Acquire new knowledge and experience while in the organization.

AREAS / PHASES OF TRAINING AND TIME ALLOTMENT

A. Company Orientation / Training Orientation

B. Software Development (including but is not limited to development of Gantt Chart, UI/UX Design)

C. Technical Documentation

D. Other IT-related training activities

16 hours

390 hours 40 hours

40 hours

EVALUATION GUIDELINES & COURSE OUTCOMES

DEMONSTRATION OF SOFT SKILLS (AMI)	DEMONSTRATION OF TECHNICAL SUILS MAN
DEMONSTRATION OF SOFT SKILLS (40%)	DEMONSTRATION OF TECHNICAL SKILLS (60%

KEY AREAS

COMMUNICATION SKILLS (20%)

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)

PROFESSIONAL DEPORTMENT (20%)

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

INITIATIVE (+5%)

Volunteers to perform tasks beyond routine tasks

KEY AREAS

SOFTWARE DEVELOPMENT SKILLS (40%)

- Able to deliver bug-free modules on time (20%)
- Able to integrate and implement the new modules (10%)
- Able to implement good UI/UX principles in the modules (10%)

TECHNICAL DOCUMENTATION SKILLS (10%)

- Able to write User's Manual (5%)
- Able to write Technical Document (5%)

OTHER IT-RELATED TRAINING ACTIVITIES (10%)

 Able to research and adapt to the framework provided and used in the company (10%)

INITIATIVE (+5%)

Volunteers to perform tasks beyond routine tasks

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