



Bootcamp Program

Program Approach & Design

The content and the program approach is strictly confidential. It is strictly forbidden to share any part of this program design approach with any third party

Industry Expectations Mindset & Skillset

Problem solving

When to apply
what

Quality mindset
Clean and secure
coding
Testing every line of
code

Team player

MINDSET

SKILLSET

Programming
paradigms

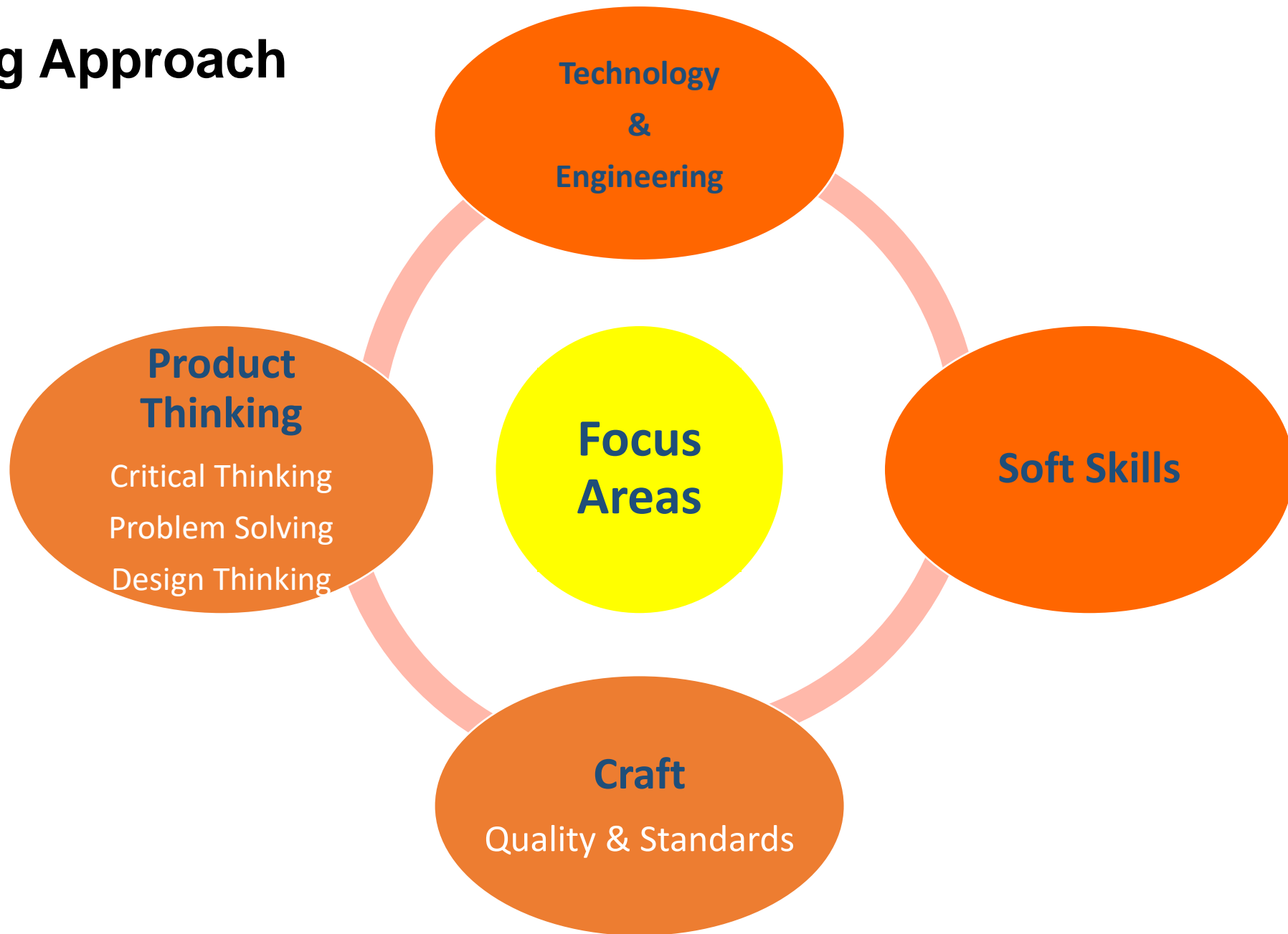
Programming
skillset

Communication
skills

Application of
technology and
tools



Training Approach



Freshers Training Program

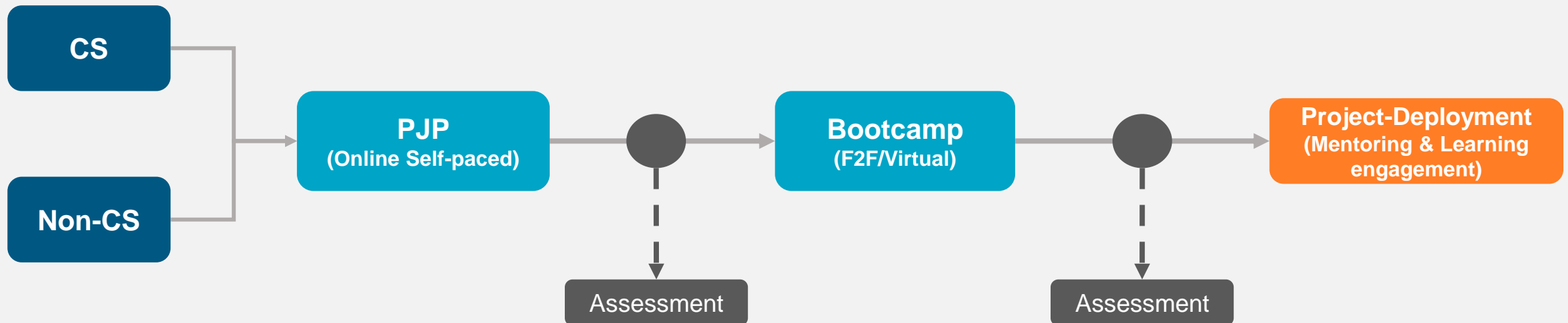
Our Freshers Training program comprises of:



Remote Pre-Joining Program (PJP) delivered online through self paced e-learning and webinars



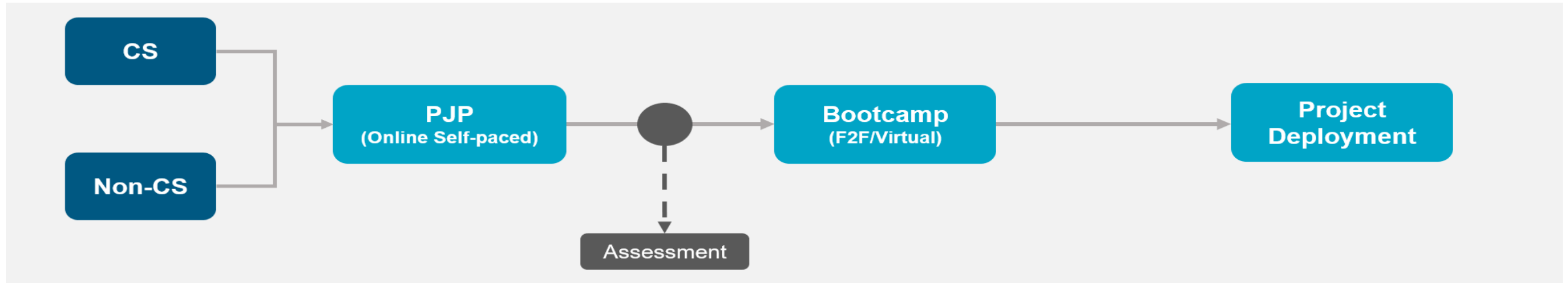
Bootcamp delivered through Live Virtual or F2F classroom sessions



Pre-Joining Program



Remote Pre-Joining Program (PJP) delivered online through self paced e-learning and webinars



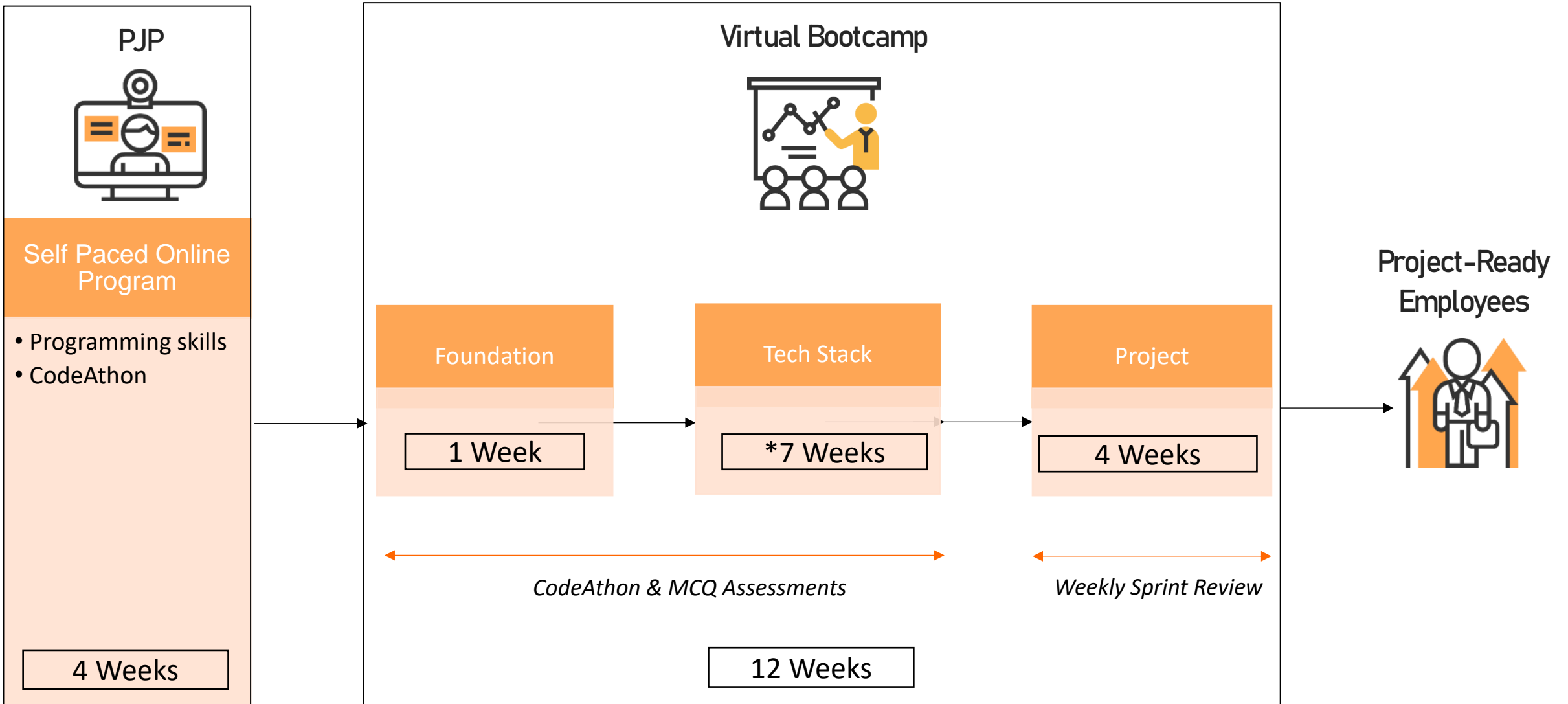
Advantages for organization

- ❖ Reduction in training days
- ❖ Motivated for self-learning
- ❖ Resource Planning
- ❖ Talent Retention
- ❖ Direct Cost Saving

Advantages for Individuals

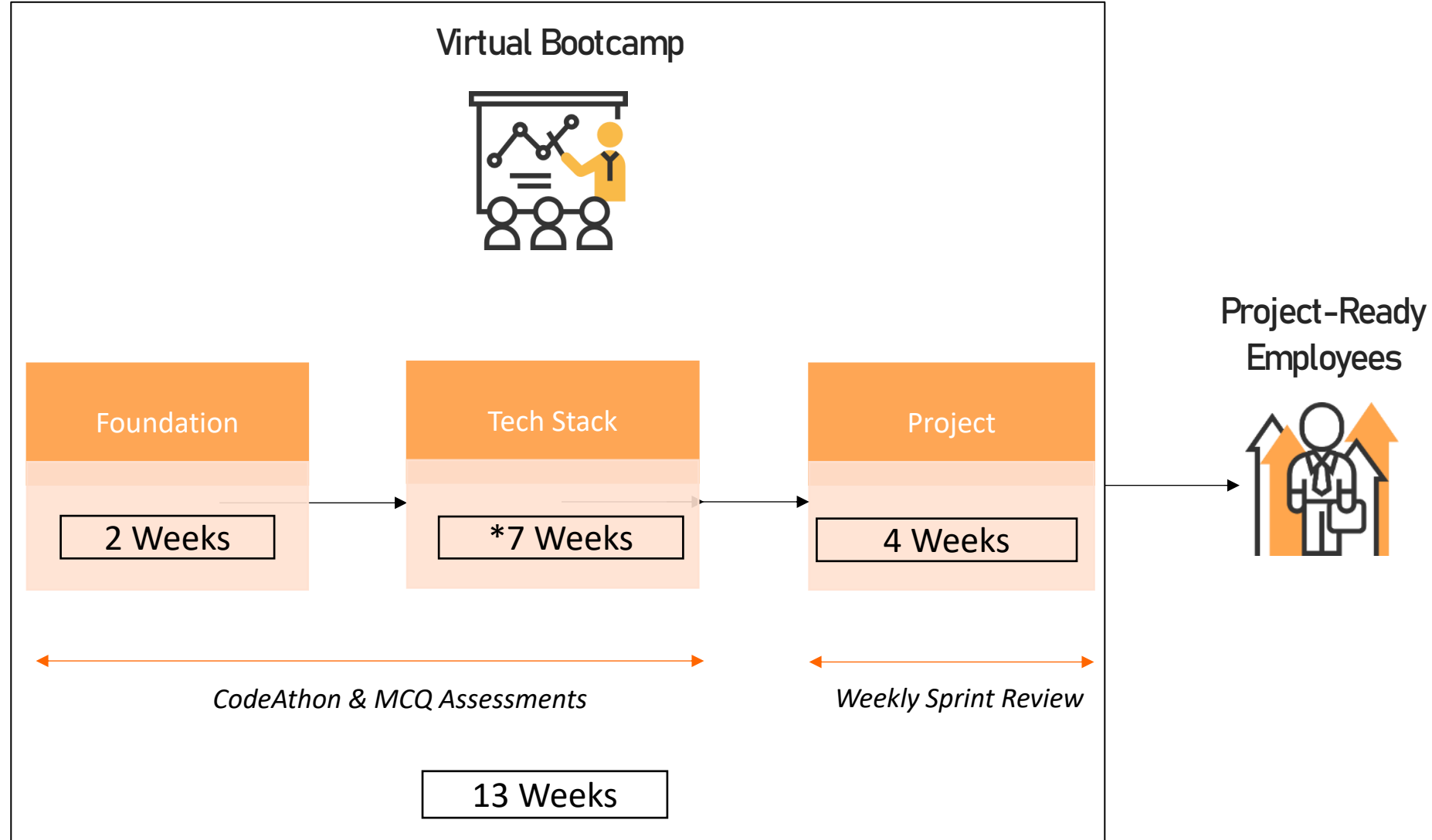
- ❖ Learn to troubleshoot issues and imbibe the culture of self-learning
- ❖ Testing the code – automated test cases
- ❖ Discipline – meet deadlines
- ❖ Get used to the culture of remote proctored assessments
- ❖ Teamwork through ASK forum

Program Design – With PJP



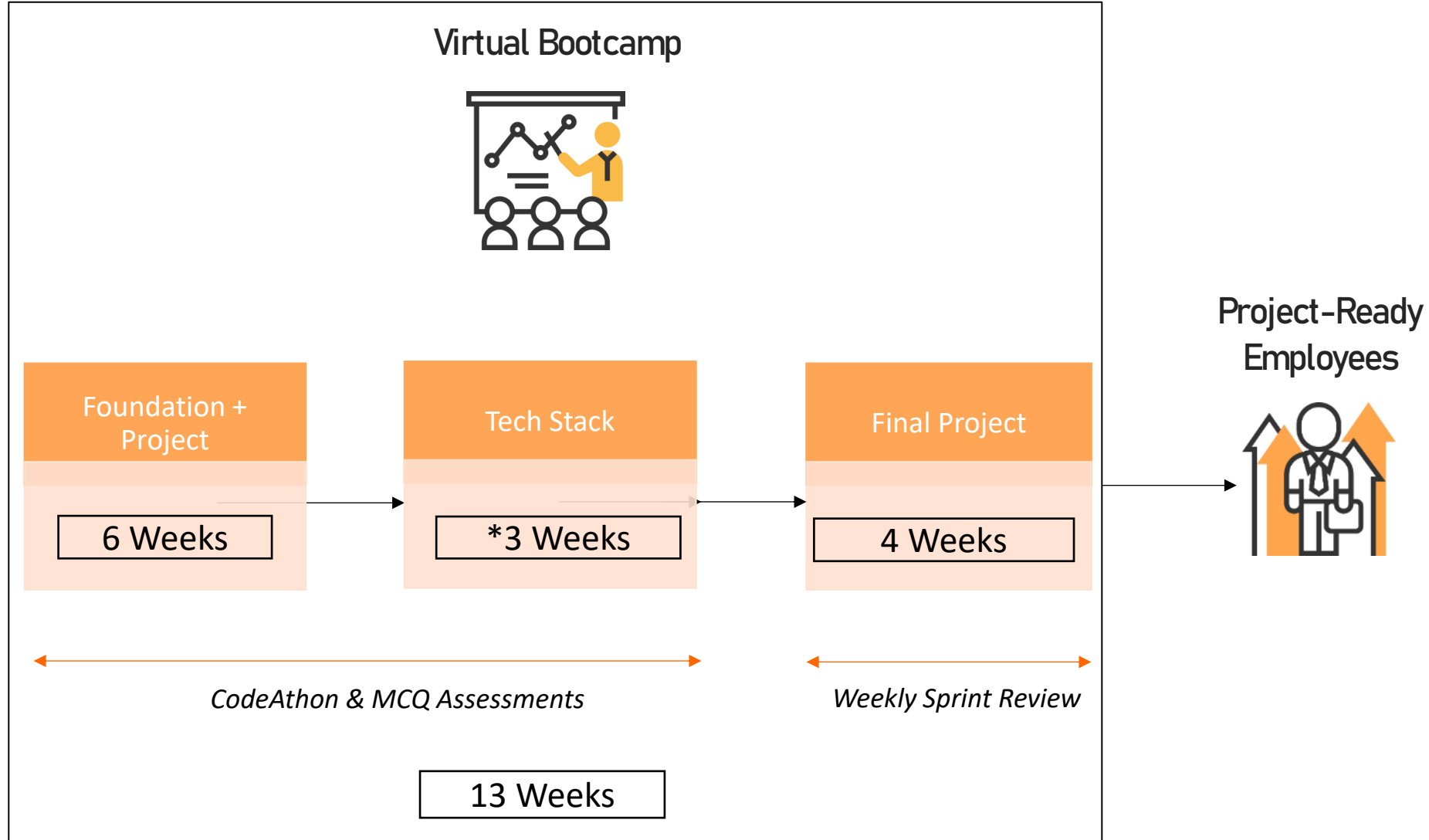
** Includes 1 week of Soft Skills*

Program Design – Without PJP



** Includes 1 week of Soft Skills*

Program Design – (Client Specific)

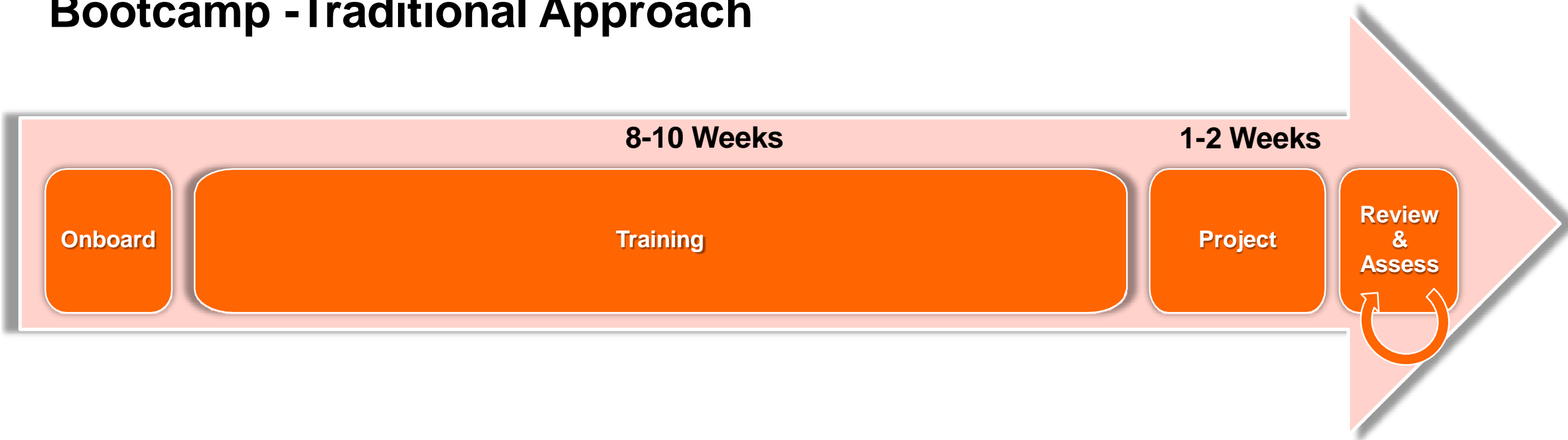


** Includes 1 week of Soft Skills*

Program Design

The content and the program approach is strictly confidential. It is strictly forbidden to share any part of this program design approach with any third party

Bootcamp -Traditional Approach



What works

- ✓ Simple to execute

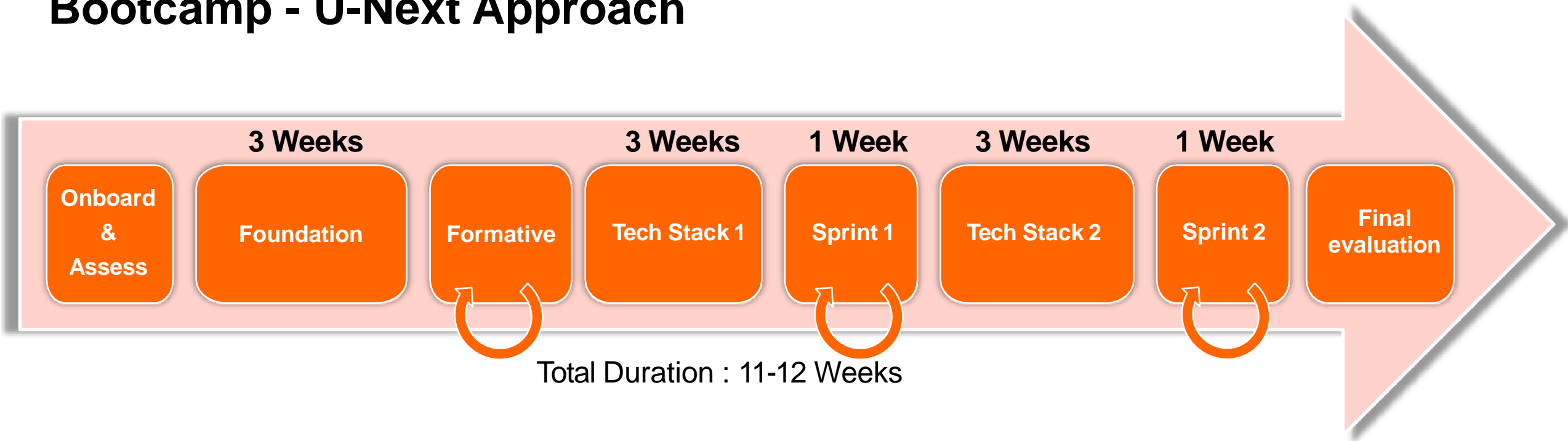
Challenge

- ✗ One size doesn't fit all
- ✗ Not agile
- ✗ Delayed feedback
- ✗ Low engagement
- ✗ Output focused

Business feedback on learners

- ✗ Low on programming skills
- ✗ Don't demonstrate problem solving skills
- ✗ Limited standards/processes knowledge
- ✗ Unsatisfactory at articulation/presentation
- ✗ Low on deployment capability
- ✗ Lack of confidence

Bootcamp - U-Next Approach



What works

- ✓ Iterative review/feedback
- ✓ Fail fast, Learn from failure culture
- ✓ Engagement, Effectiveness
- ✓ Retention and reinforcement of learning

Support provided

- ✓ Proactive Monitoring
- ✓ Predictive Performance

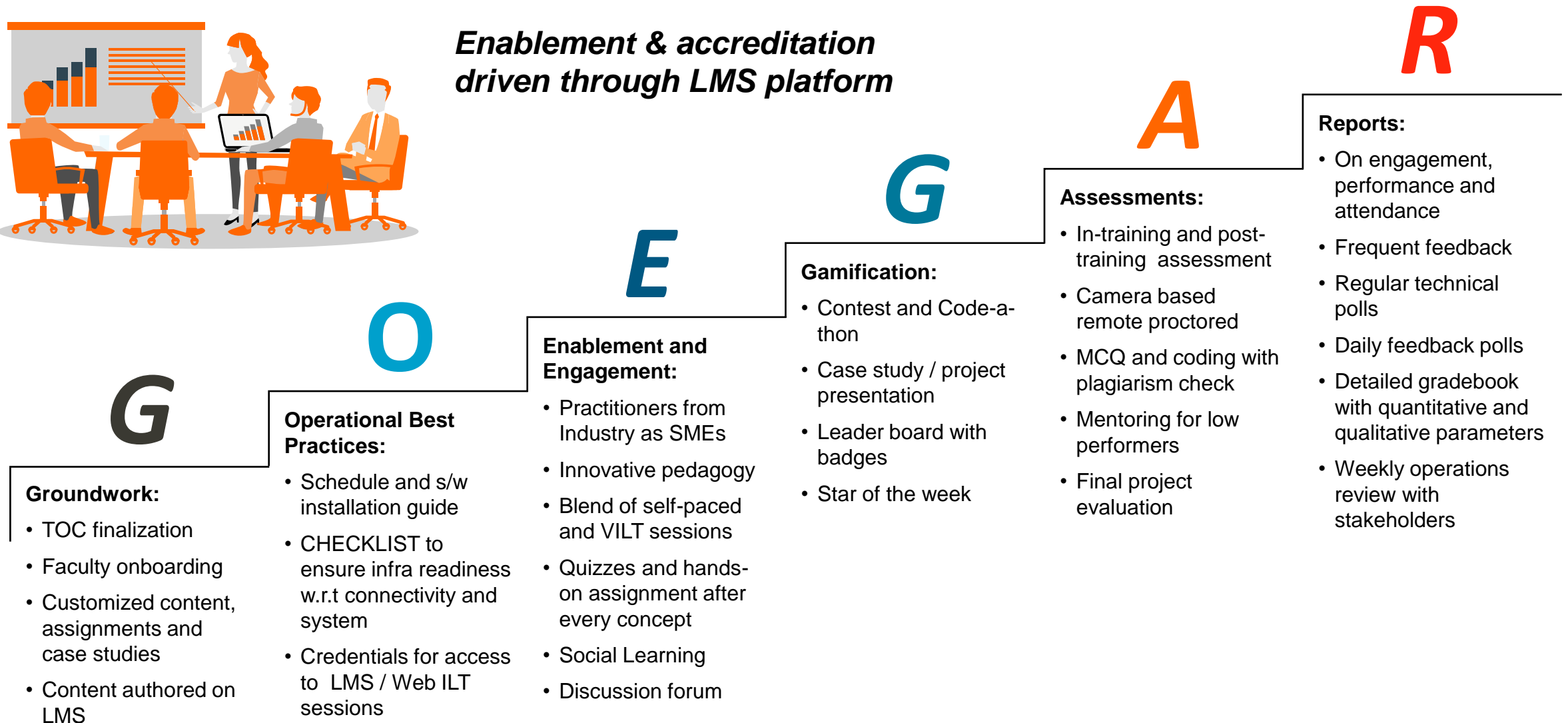
Business feedback on learners

- ✓ Good with programming skills
- ✓ Appreciation of processes, standards
- ✓ Good at articulation/presentation
- ✓ Good deployment capability
- ✓ Confident in execution

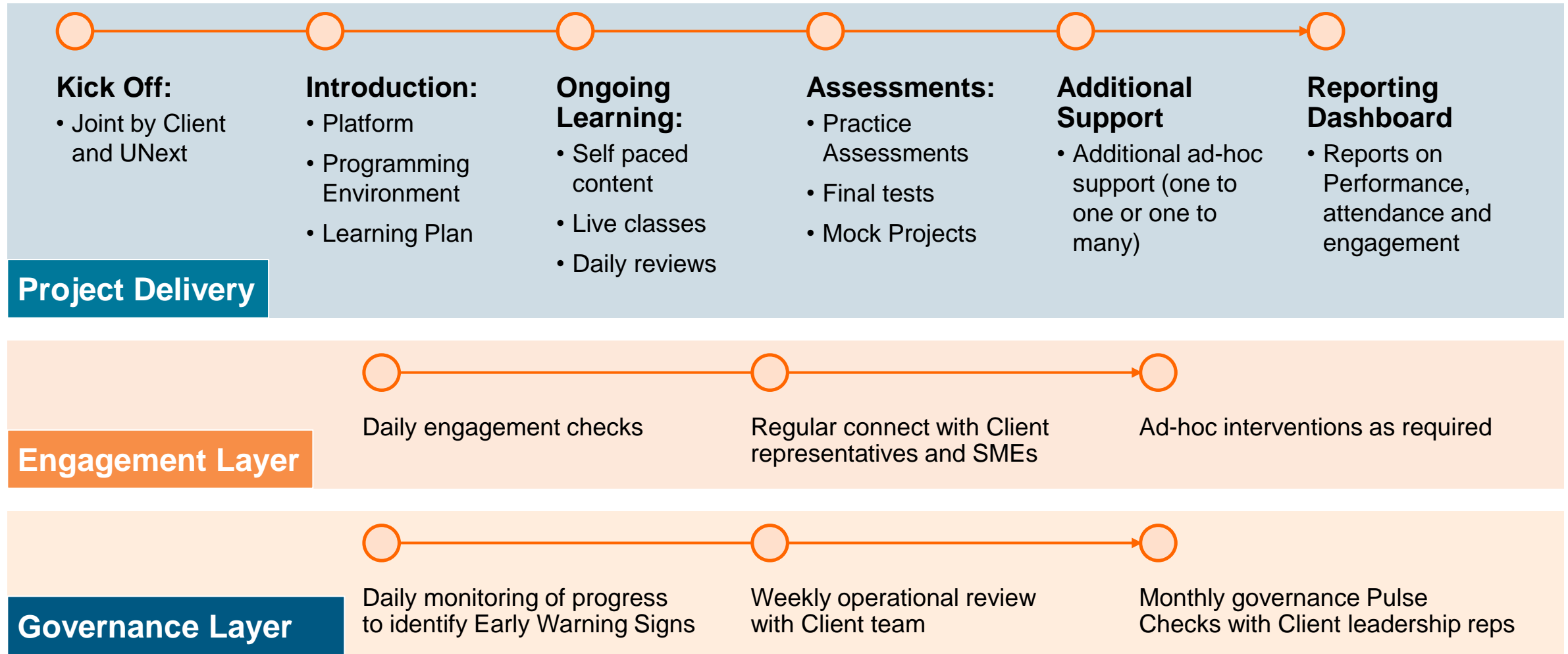
Campus Programs: Approach



*Enablement & accreditation
driven through LMS platform*



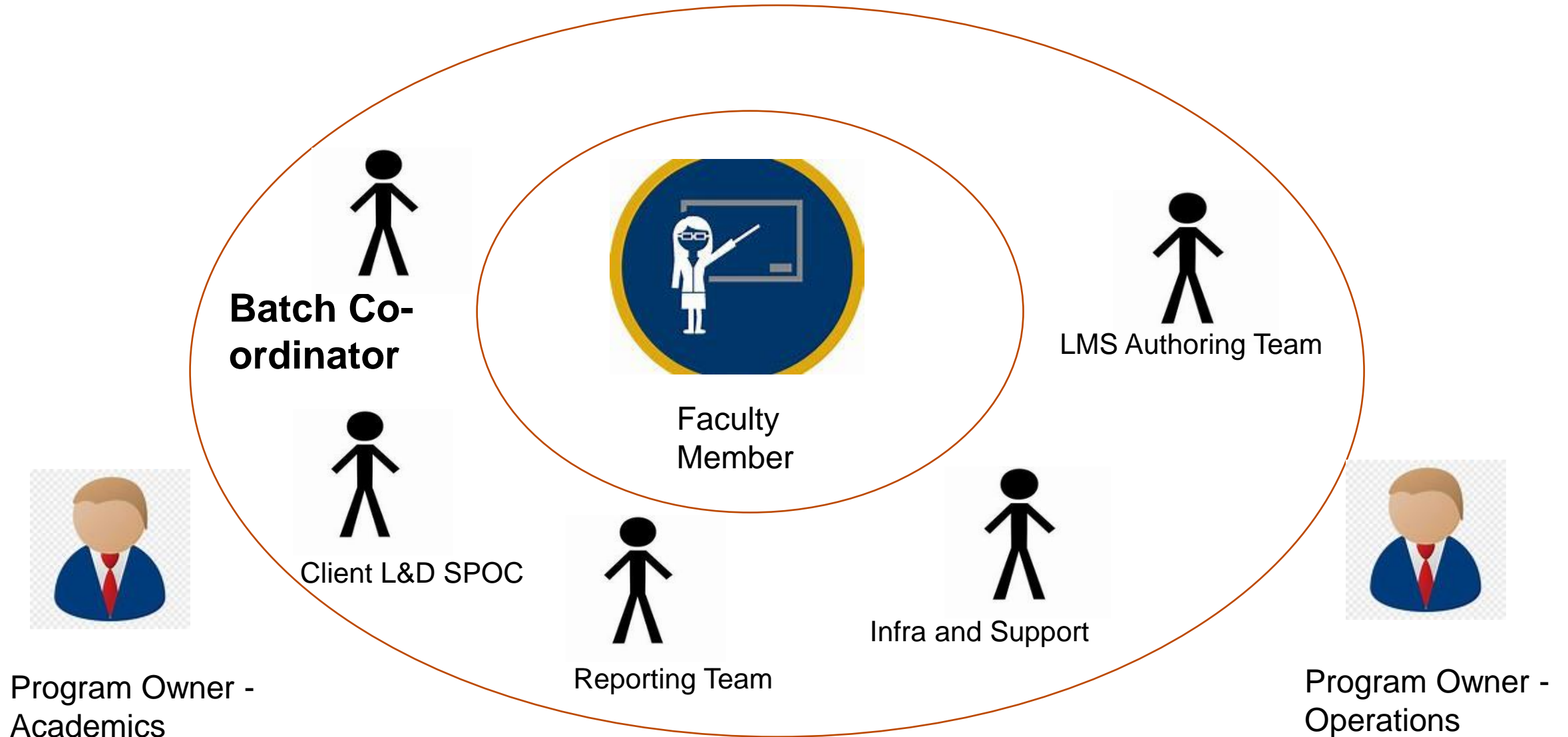
Campus Programs: Program Management



Bootcamp – Delivery and Challenges

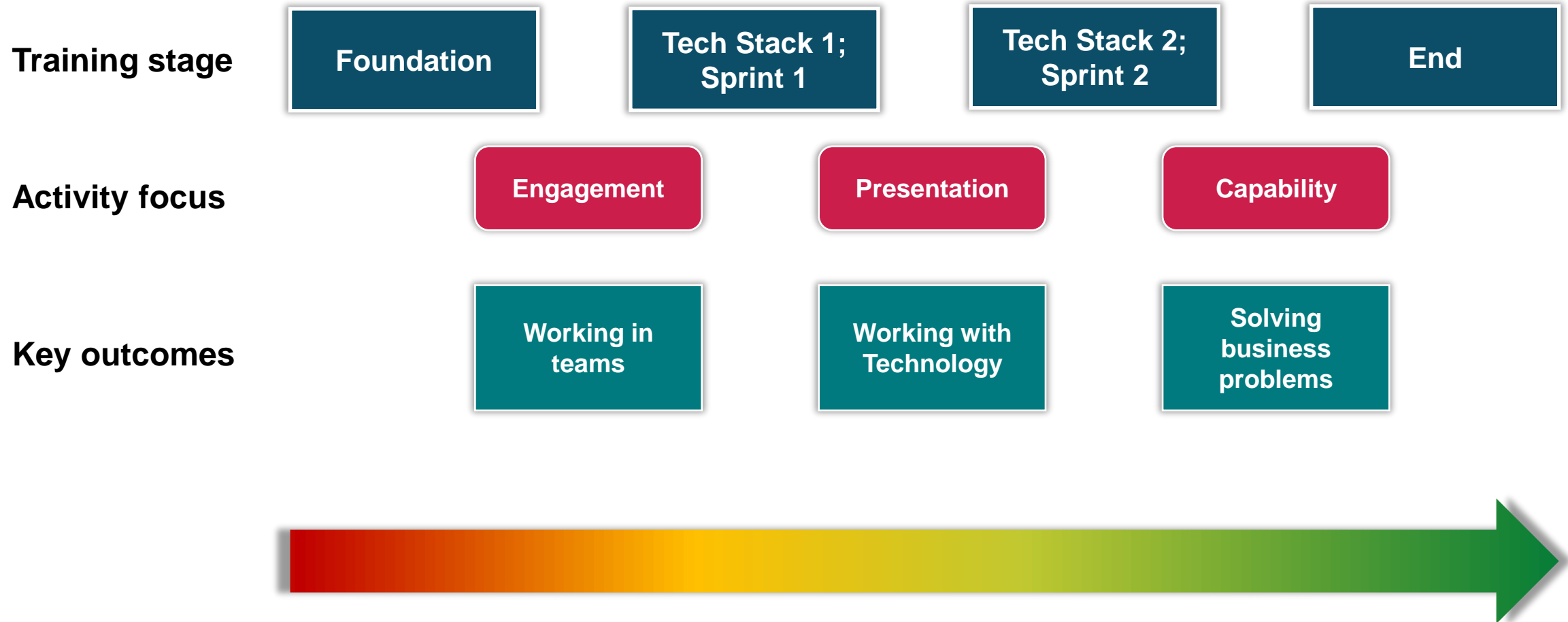
Challenges	Value Proposition - Bootcamps
Ensuring engagement & discipline	Innovative pedagogy with agile practices interweaved in the daily schedule.
	Frequent polls to measure engagement
	Games like crossword to break monotony
Measuring learning outcomes	Daily quizzes and assignments, Module end assessments, Mock Project
	LMS platform integrated with coding environment which supports auto evaluation
	Daily, weekly reports on engagement and performance
	Daily pulse check on learner feedback to take pro-active course correction measures
	Mentoring of slow learners
Adherence to schedule	Pool of backup faculty to ensure minimum disruption in following the training schedule
Consistent & holistic learning experience	Individual modules are inter-connected and co-related to give a holistic appreciation of domain & technology
	Standardized pedagogy & delivery approach to remove dependencies on individual facilitators in bringing a great learning experience
	Facilitators acting as mentors rather than trainers
Coaching Millennials	Facilitators who come with vast experience in coaching millennials
	Understanding their learning style – Problem Solving, Learn by doing approach
	Empowered & energized learners who are not disengaged / overwhelmed
Mapping project / job role to their skills	Qualitative & Quantitative feedback on the learner which helps in mapping the right job role
	Helps in designing post program mentoring journey for the individuals

Program Management

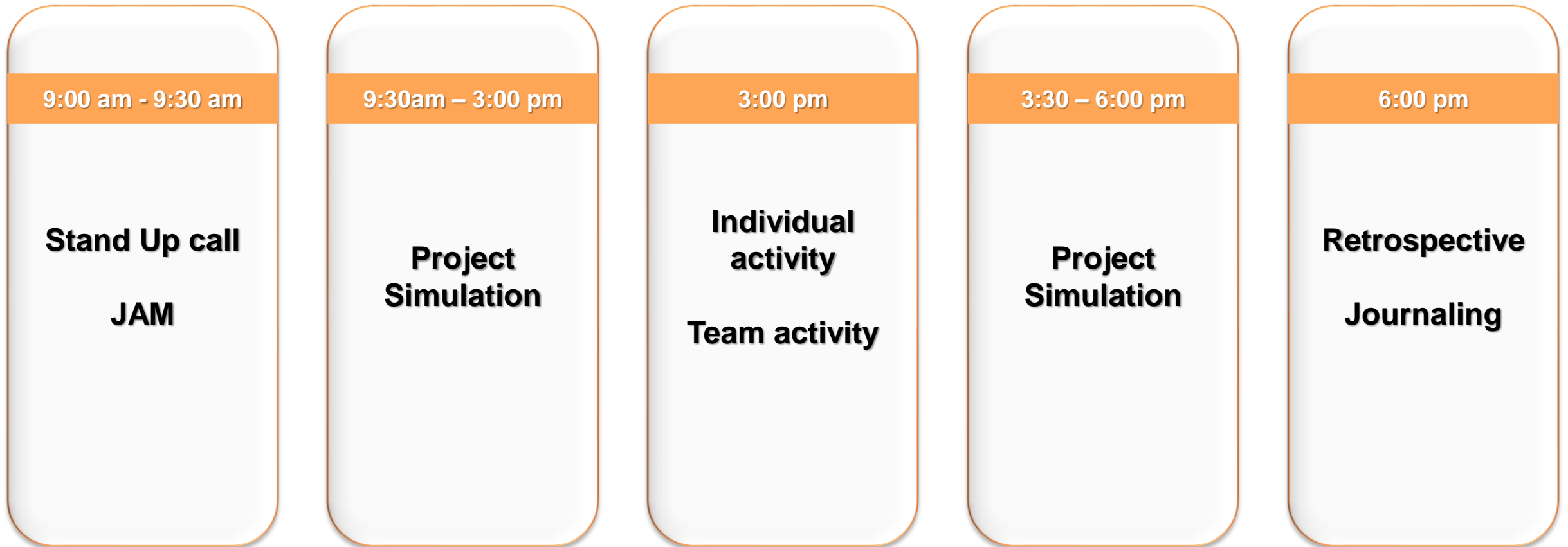


Best Practices

Our solution design for operational success



A typical day during Sprint



Typical roles learners play (Habits)

Project Leader



Batch Manager – Responsible for overall batch activities

- Work with batch mentor – weekly
- Work with other Leads – daily
- Escalates any issue to mentor

Time Leader



Responsible to check daily schedule and alert if any concerns

- Maintains timelines for the sessions, Attendance, Assessments
- Interacts with Project Lead, faculty, learners – daily
- Work with batch mentor – weekly

Knowledge Leader



Responsible to check daily schedule and alert if any concerns

- Maintains timelines for the sessions, Attendance, Assessments
- Interacts with Project Lead, faculty, learners – daily
- Work with batch mentor – weekly

Content Leader



Responsible to check for daily ToC completion

- Audits ToC completion with mentor
- Interacts with Project Lead, faculty, learners
- Work with batch mentor – weekly

Entertainment Leader

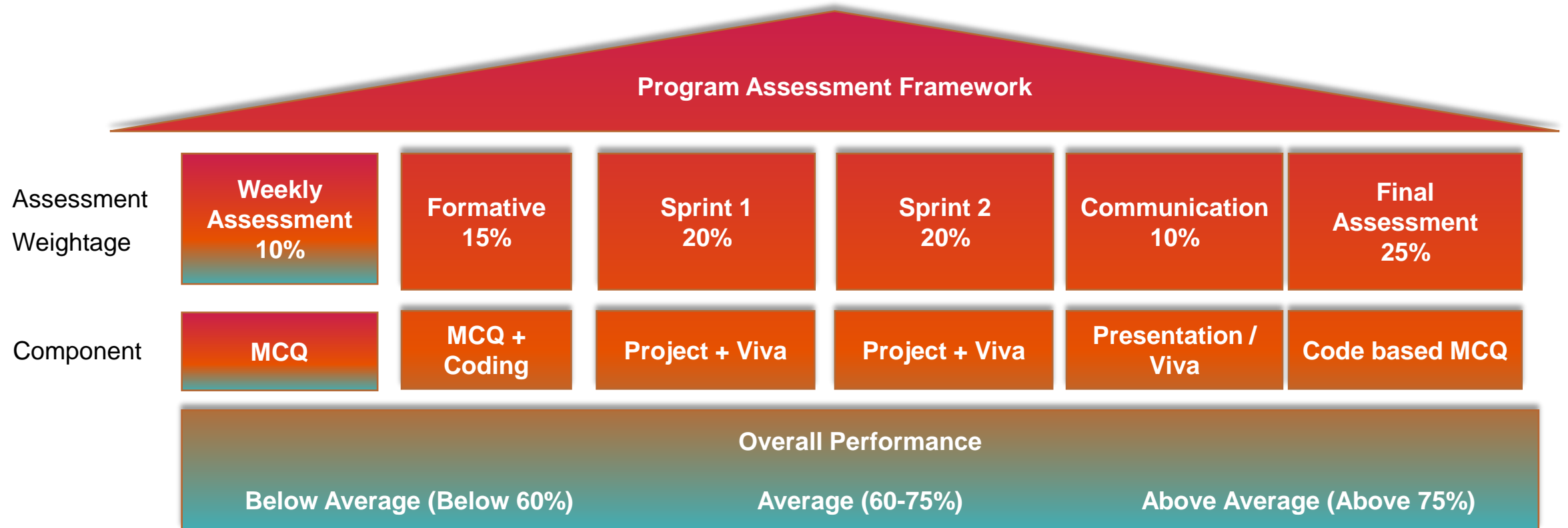


Responsible to conduct Fun activities

- Facilitates fun activities weekly (Events in EPIC)
- Interacts with Project Lead, faculty, learners – daily
- Work with batch mentor – weekly

Assessment Framework

Program Assessment Framework



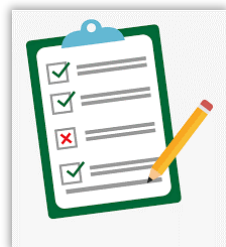
An LMS to bind the experiences together



Access to content



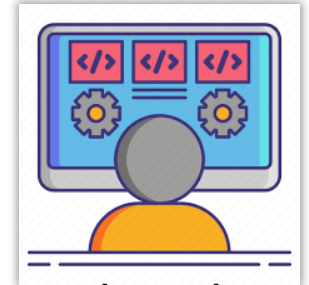
Performance Analysis



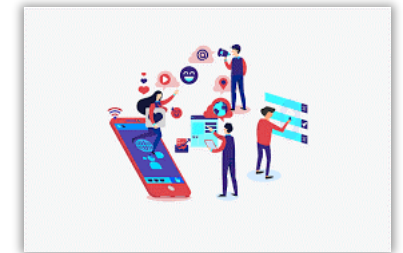
Surveys



Buzz / Nudge



Programming environment



Social learning

Learner Experience

The content and the program approach is strictly confidential. It is strictly forbidden to share any part of this program design approach with any third party

Learner Experience – Driven through LMS Platform

LMS platform has:

Content

- Presentation deck
- Self paced (Videos)
- Reading material
- Recorded sessions

Assignment

- Quizzes
- Coding – Integrated coding platform

Assessment

- MCQ
- Coding– Integrated coding platform
- **Camera based Remote Proctored**

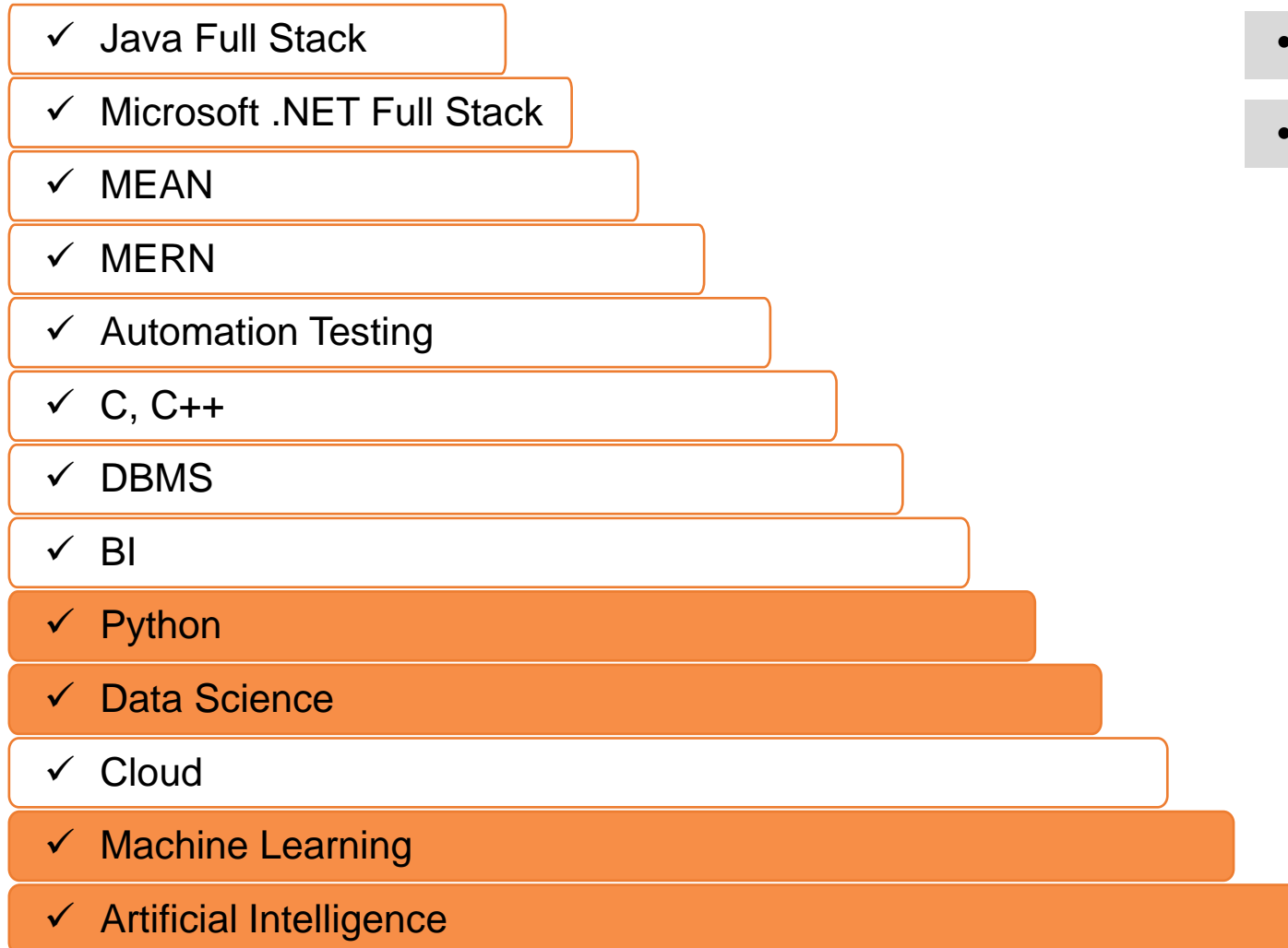
Performance

- Grade book
- Leader board

The screenshot displays the UNEXT LMS platform interface. On the left is a sidebar with the 'unext' logo and navigation options: All Courses, Content Area (selected), Live Classroom, External Classroom, Quiz, Assignments, All Notes, All Q&A, and Bookmark List. The main content area shows a breadcrumb trail: All Courses > UNEXT - LXP - AI-ML > UNEXT - LXP... > Mastering AI ... > Content Area. The title 'Mastering AI and ML' is prominently displayed. Below the title are buttons for 'Content Builder', 'Publish All', 'Preview', and a 'Filter' dropdown. To the right of the title are links for 'Class Performance' and 'Class Progress'. A table lists the content items:

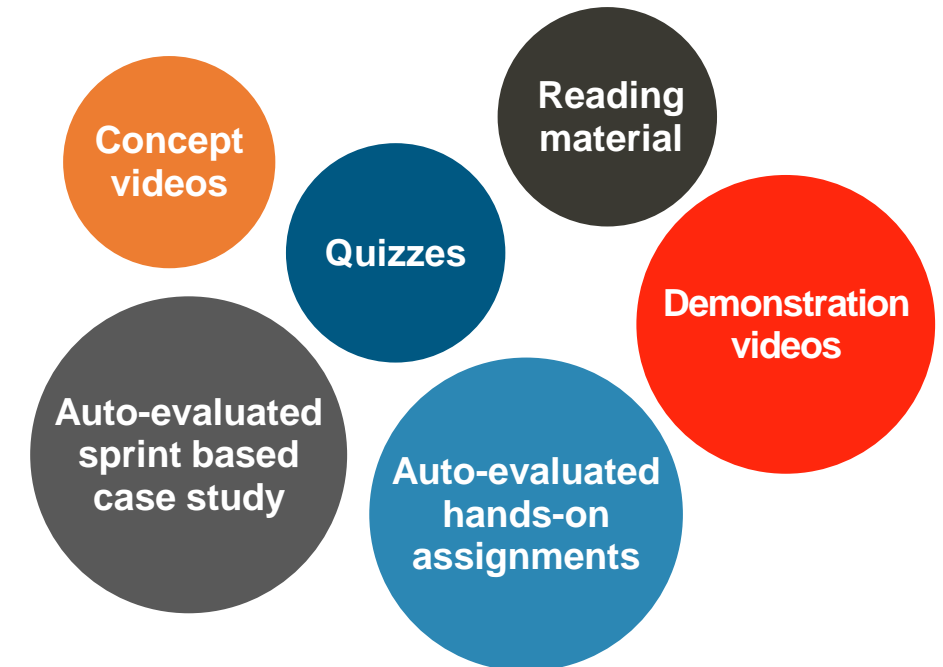
Title	Created Date	Status
Mastering AI and ML Program walkthrough More Info	03 Aug 2023	Published
Skill Matrix (TOC) More Info	20 Jun 2023	Published
Pre Assessment More Info	11 Aug 2023	Published
Level 1- Foundational	05 Jun 2023	Published

Content: Languages and Frameworks



- Around 1600 hours of online content available

- Content includes:



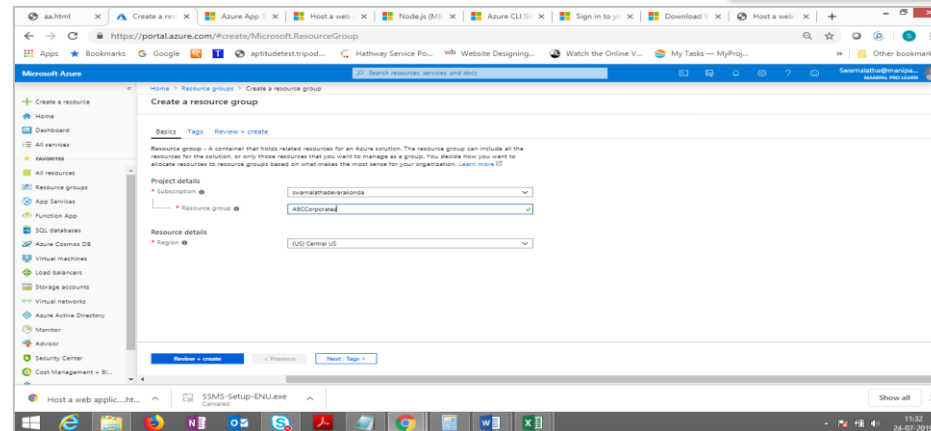
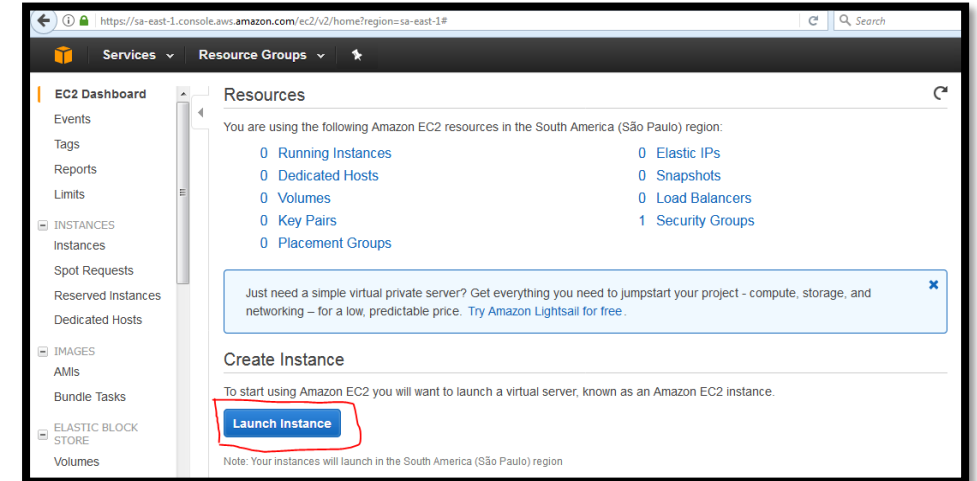
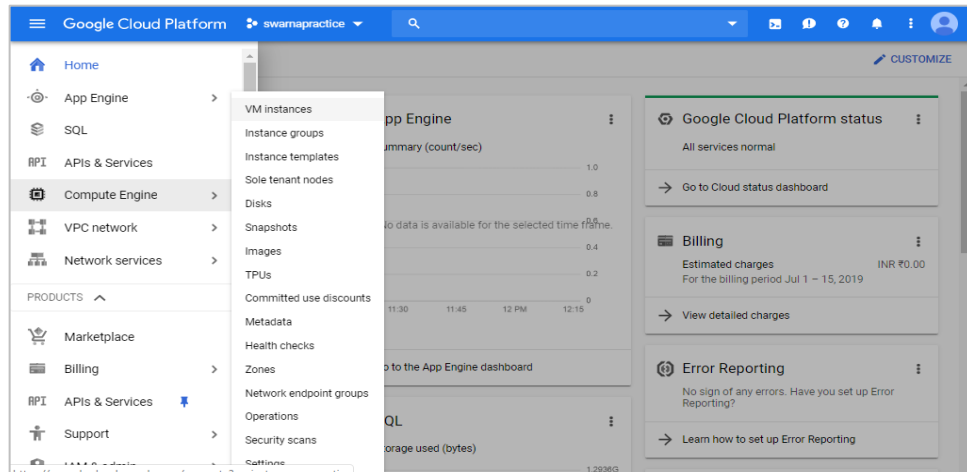
Programming Environment

Code – based Assessments

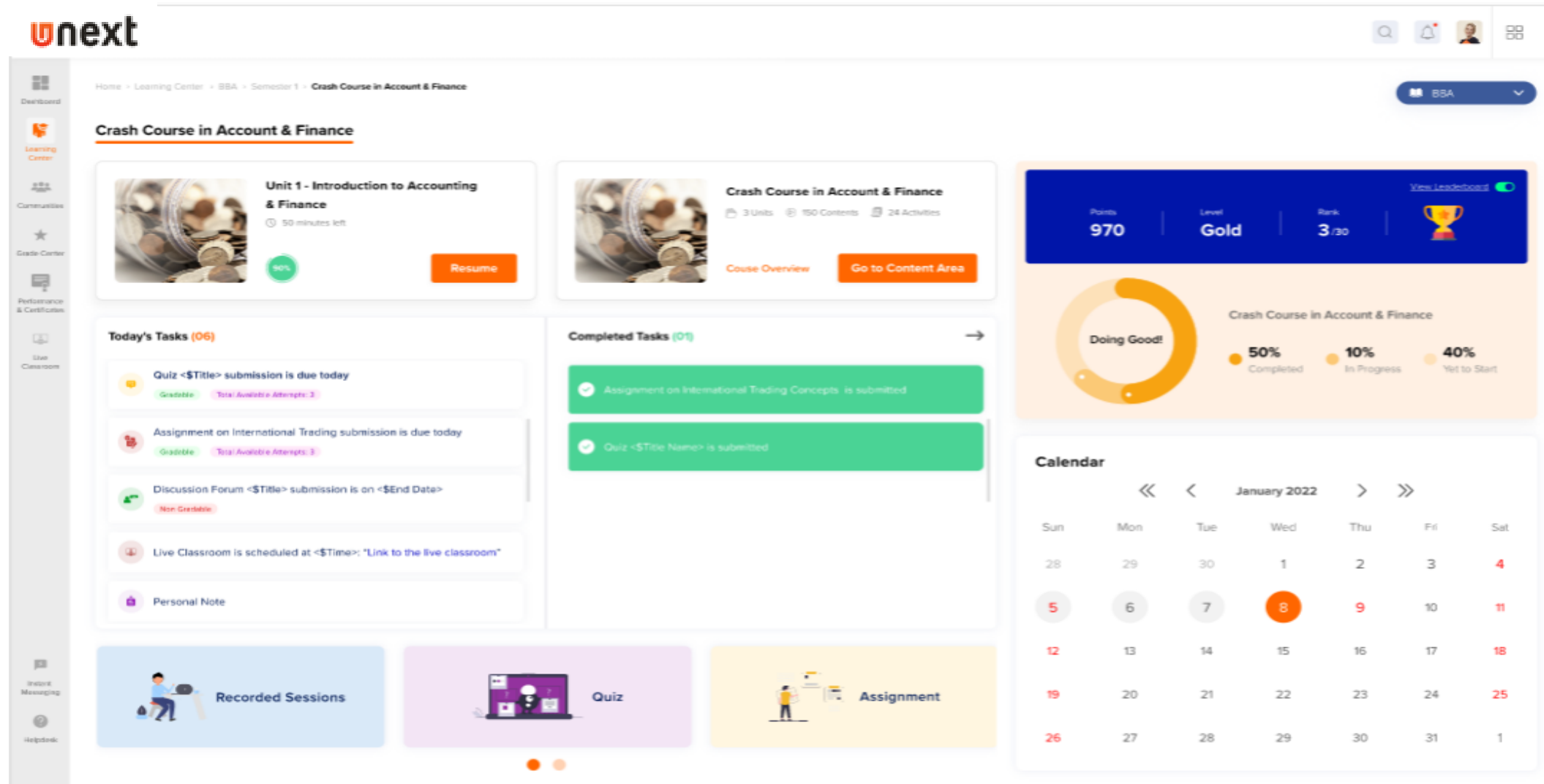
The screenshot displays the UNEXT Programming Lab interface. The top navigation bar includes the UNEXT logo, a search icon, a notification bell, and a user profile icon. A breadcrumb trail shows the path: Dashboard > All Courses > UNEXT - LXP... > Mastering AI... A blue button labeled "UNEXT - LXP - AI-ML" is also present. The main content area is titled "Programming Lab" and features a "Problem Statement" section. The problem statement asks the user to write a Python function that takes a string as input and returns a dictionary where the keys are the words from the strings and the values are the frequency of those words in the given string. The input is a string S, and the output is a dictionary where keys are the words in S and values are the frequency of those words in S. The interface also shows a "Current Project" section with a file explorer displaying a folder named "P_Word_Frequency" containing a subfolder named "src". A "Collapse Console" button is visible above the console window. The console window itself shows a message: "Project P_Word_Frequency Loaded". The bottom status bar indicates the current line and column (Ln: 0 · Col: 0) and the date (Wednesday July 5 2022).

Access to Cloud Platform

Customized and Guided Public Cloud Lab (AWS/Azure/Google) Environment



Learner Dashboards



Presenting Epic.U

The Social Learning & Collaboration SuperApp from UNext

What Is Epic.U?

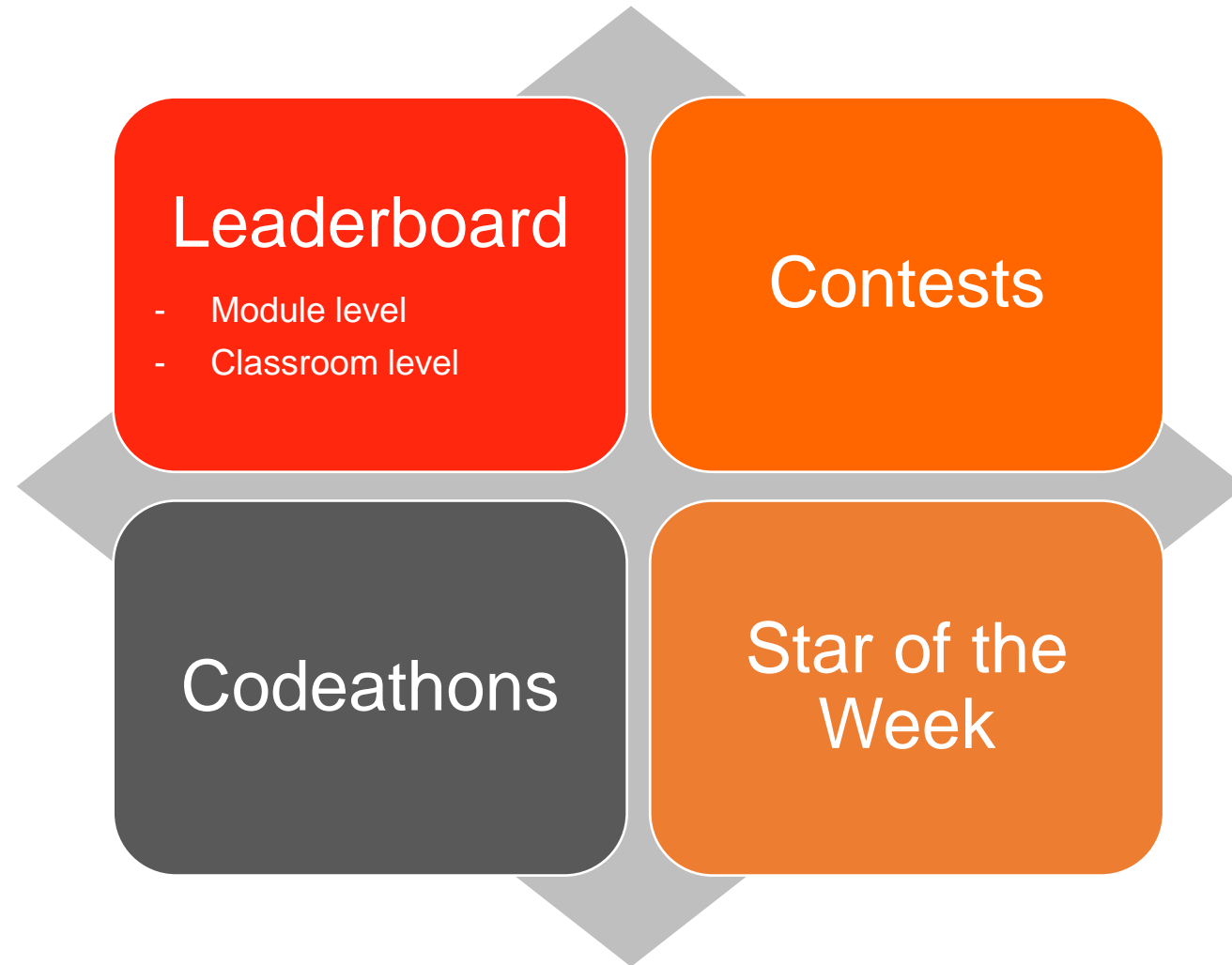
It's the ultimate social learning & collaboration app where members can engage, feel empowered, and ultimately excel at workplace.

How Epic.U Elevates Workforce Transformation?


- ✓ Cultivate the DNA for peer learning & collaboration
- ✓ Create, curate, and share topic-specific articles and posts
- ✓ Go live and have real-time sessions, seminars and meetups
- ✓ Knowledge sharing through debates, surveys, and polls
- ✓ Powerful networking opportunities with management
- ✓ Options to customize, white label, or manage the solution depending on enterprise-specific requirements

Gamification

Gamification




Leaderboards



Sriram Ravichandran

Getting smarter with I...



Welcome back Sriram!
Keep learning and progressing!

Attendance

7.15%

Points


74

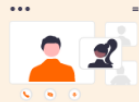
Level

Platinum


Rank

1/616





Video Manual
→



Document Manual
→

Resume Learning

UNext_Archpro...
Course Name : Become data smart
54.18% complete

Resume

Your Courses

Know your company
24.72% complete

Learning Management System

Start your program here

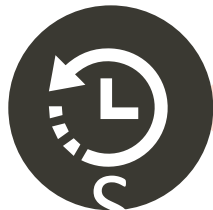
All Courses

<< < March 2023 > >>

Sun	Mon	Tue	Wed	Thu	Fri	Sat
26	27	28 12a Quiz: Quiz D	1 4:30p Self Task	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	
2	3	4	5	6	7	8

?

Contests



20 questions to be solved in 20 minutes

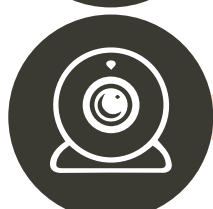


Custom Mix of Complexity

Simple – 30%
Medium – 30%
Complex – 40%



Analytical and Application based questions



Camera based remote proctoring

Code-a-thon

- 2 problem statements
- 40 minutes
- Camera based remote proctoring

Rubric

Criteria	Marks
Compilation	10
Practise Test Cases	20
Hidden Test Cases	50
Clean Code	20

Black Box test cases

Summary

Practice Test Cases

Eval Test Cases

Test Case Name

Input

Output

pt1

Enter Command Line Input

3

Include Test

NO

YES

Ignore Case

NO

YES

Ignore Whitespace

NO

YES

4

2

5

2

Test Case Name

Input

Output

pt2

Enter Command Line Input

2

Include Test

NO

YES

Ignore Case

NO

YES

Ignore Whitespace

NO

YES

5

3

6

-2

White Box test cases

```
@Test
public void UTC_03() {

    String []args = {"-12", "asd", "123"};
    String expectedResult = "FIRST ARGUMENT SHOULD BE >0\n";

    SumAndAverageOfInputs.main(args);
    String actualResult = myOutputStream.toString();

    assertEquals(expectedResult, actualResult);
}

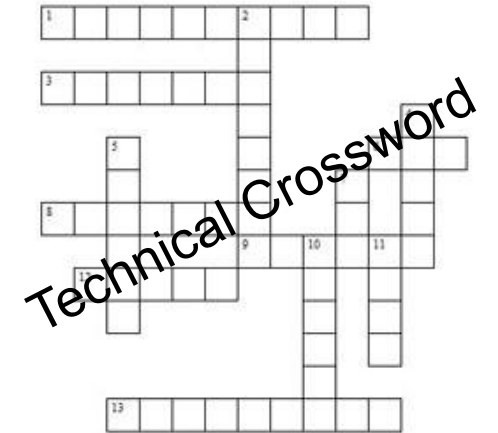
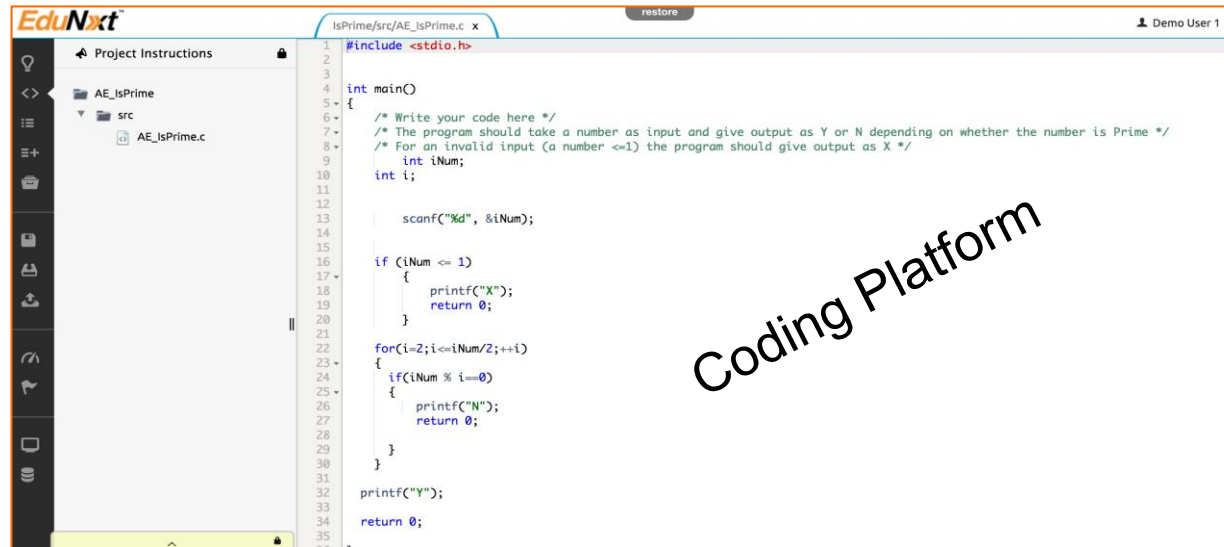
@Test
public void UTC_04() {

    String []args = {"2", "asd", "sdf"};
    String expectedResult = "THE SUM IS 0.0\n";
    expectedResult += "THE AVERAGE IS NaN\n";
    expectedResult += "NUMERICAL INPUTS 0\n";
    expectedResult += "NON NUMERICAL INPUTS 2\n";

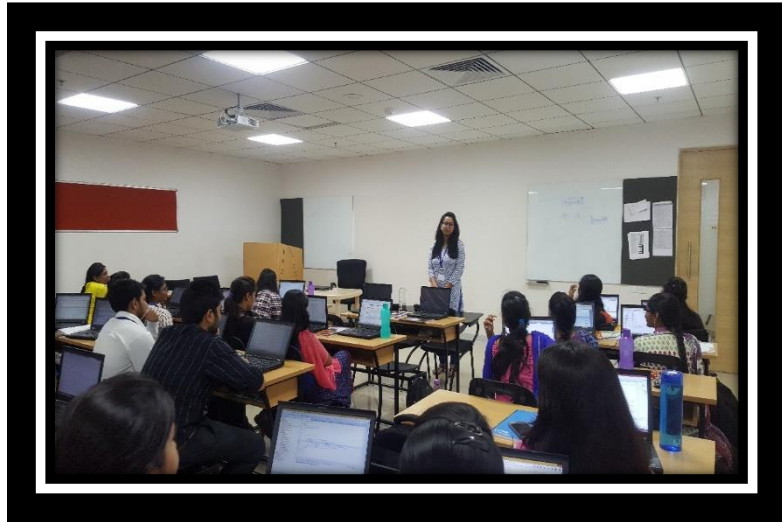
    SumAndAverageOfInputs.main(args);
    String actualResult = myOutputStream.toString();

    assertEquals(expectedResult, actualResult);
}
```

Activity Based Learning – Strengthening concepts with fun



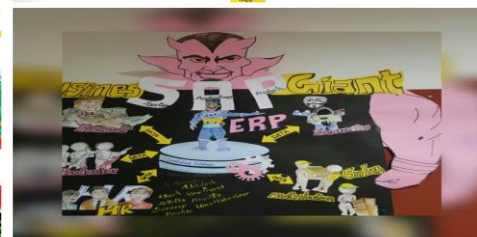
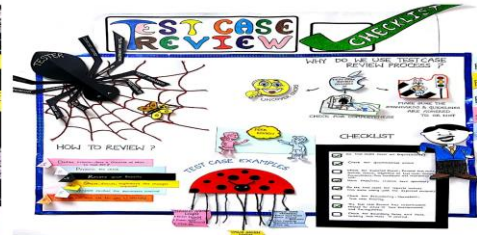
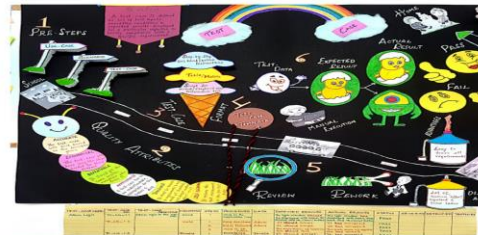
Activity Based Learning – Promoting Confidence and Excellence



Just A Minute



Round Robin Coding



Pedagogy

Outcome based learning

Build a mobile application for the problem statement

Build a web-based application for the problem statement

Build a terminal/console application for the problem statement

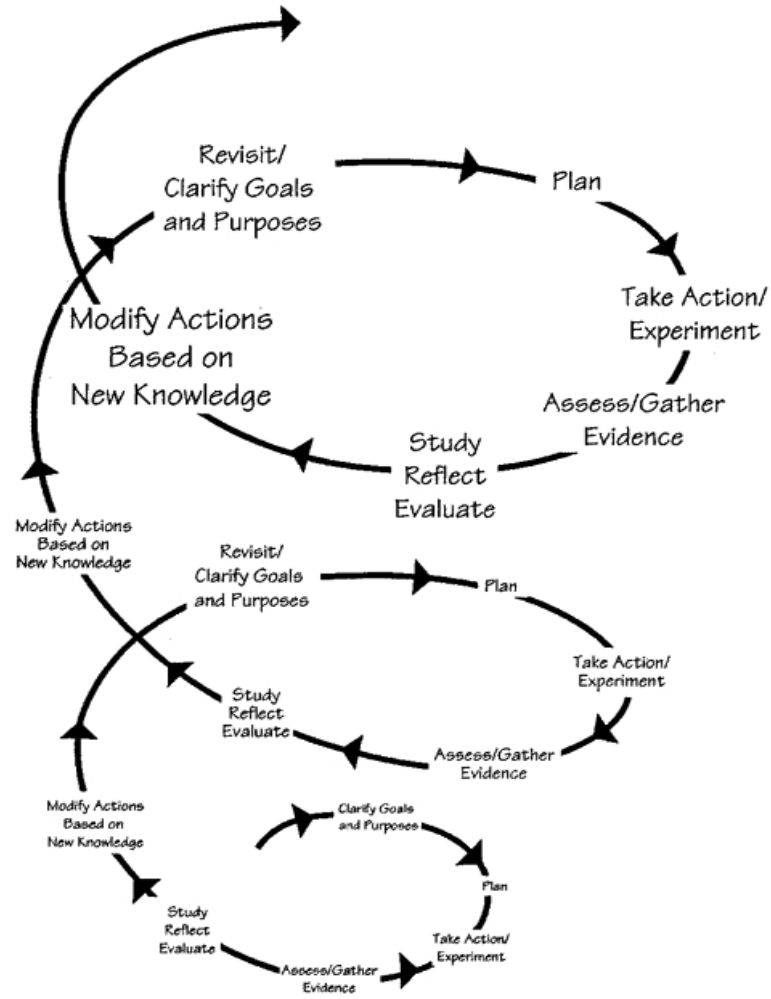


Topics – Android, Kotlin

Topics – Spring, Hibernate

Topics – RDBMS, Core Java

Earning the badge



Create a mobile application for the problem statement

Create web-based application for the problem statement

Create terminal/console application for the problem statement

Expert

Proficient

Beginner

Sample Curriculum Design Approach

Weekly Outcome defined

Case Study / Problem statement mapped to the weekly outcome

S No	Topic		Training Type	Assessment	Week Outcome	User Story
Application Development						
Day 16	Performing CRUD operation - DB	Project Work, explaining the context of the prototype application to be built	Practical	Case Study Evaluation	Seed the code to cloud(SCM), understand the right way of dependency resolution. Write matured code, following the best principles of programming paradigm. Knowledge TDD first Approach, builing application with domain knowledge.	Creating the project structure, defining how the project has to be. Create bean classes necessary. (Fields for Admin Login -> admin-email, password) Create a bitbucket repository and seed. Create mock test cases for the following. Admin Login
Day 17	Design Pattern(Creational, Structural)		Practical			
Day 18	Design Pattern (Structural, Behavioural), SOLID Principles		Practical			
Day 19	TDD, Introduction to Mocking, Mock-K		Practical			
Day 20	Project Work + Grading		Theory + Practical			

Learning of concepts is contextual (result of problem solving)

Sample Foundation Program - Weekly Plan (1/2)

S No	Topic		Training Type	Assessment	Week Outcome	User Story
	Morning	Afternoon				
<div>Soft Skills blended along with the tech sessions</div> <div>Foundation</div>						
Day 1	Soft skills: Campus to Corporate		Concepts + Hands -on	Knowledge Assessment on Excel and SQL (MCQ)	1. Understand data and use Excel tool to analyse 2. Understand need of database and perform operation on data like DDL, DML,and Joins	NA
Day 2	Excel: Introduction to Excel and Basics functions	Hands -On Excel	Concepts + Hands -on			
Day 3	Excel: Power Query; Worksheet Protection, File level protection, Basics of Macros	Hands -On Power Query	Concepts + Hands -on			
Day 4	SQL: Introduction to SQL, ER Data Modelling, SQL DDL Operations	Hands -On SQL	Concepts + Hands -on			
Day 5	SQL: SQL Joins, Aggregate functions and GROUP BY, Nested queries and sub queries	Hands-on Joins, aggregate functions Knowledge Assessment(MCQ) - 01	Concepts + Hands -on			

Sample Foundation Program - Weekly Plan (2/2)

S No	Topic		Training Type	Assessment	Week Outcome	User Story
	Morning	Afternoon				
Foundation						
Day 6	SQL: SQL Performance Considerations, Principles of Data Warehousing, Dimensional data modelling	Hands -On data modelling	Concepts + Hands -on	Knowledge Assessment on SQL and Python(MCQ + Coding)	1.Perform Data Analysis using SQL platform 2.Understand basics of data structures and data types in python programming	NA
Day 7	SQL: Pivot & Unpivot, Aliasing pivot columns, Python: Basics of Python programming	Hands -On Pivots, Hands -On basics of Python Programming	Concepts + Hands -on			
Day 8	Python: Data Structures, functions and loops	Hands -On basics of Python Programming	Concepts + Hands -on			
	Python Core Data Structures: Strings, Lists, Tuples, Dictionaries, List Comprehensions, Regular Expressions, Lambda Functions - Map, Filter, Reduce	Hands -On basics of Python Programming	Concepts + Hands -on			
Day 10	Soft Skills :Business Communication	Case study Presentation + Knowledge Assessment (MCQ)-02	Concepts + Hands -on			

Soft Skills blended along with the tech sessions

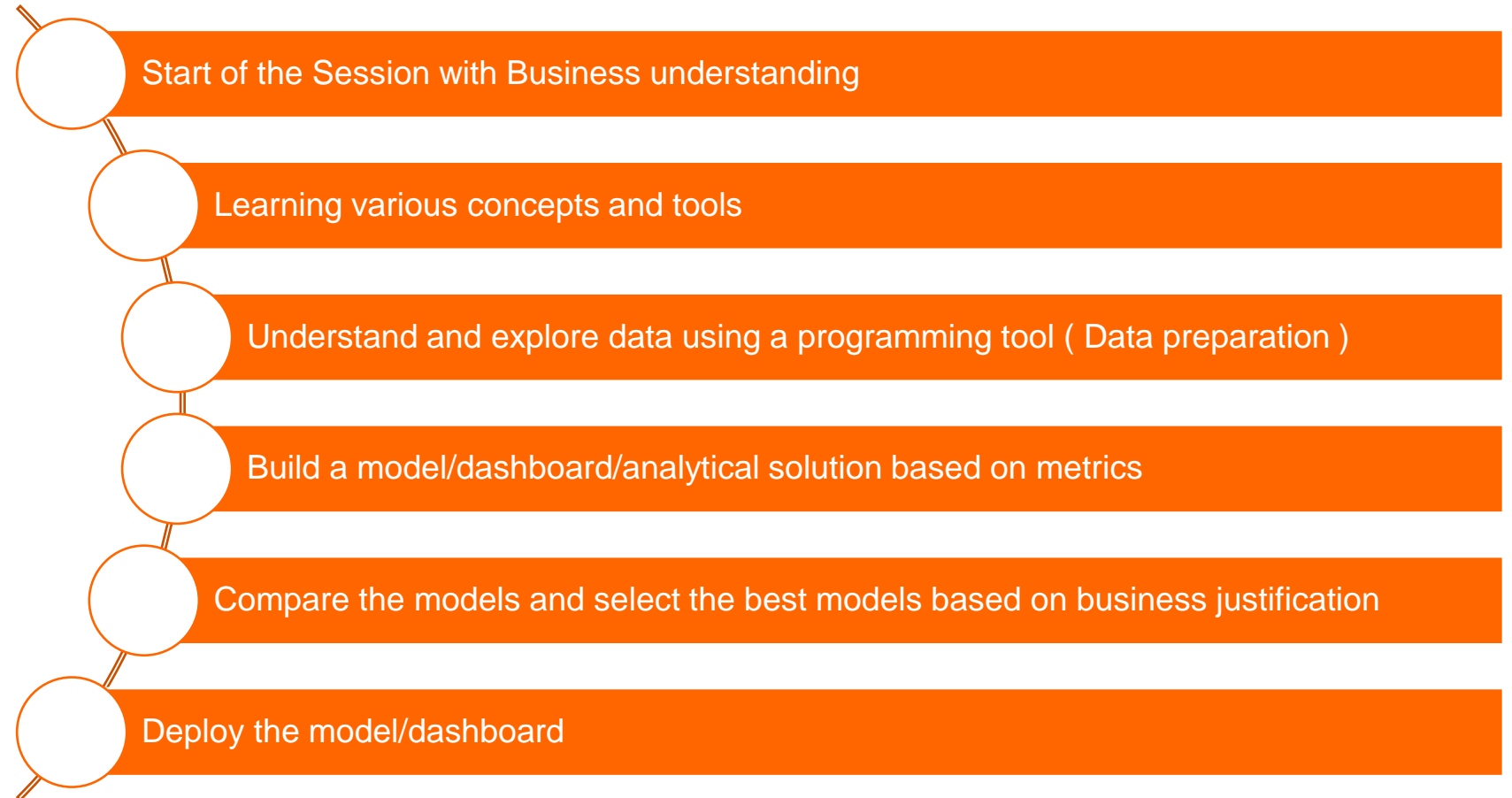
Sample Specialization Program - Weekly Plan

S No	Topic		Training Type	Assessment	Week Outcome	User Story
	Morning	Afternoon				
Specialization						
Day 21	Introduction to AIML: Introduction to Artificial Intelligence, Machine Learning and Statistical Learning	Project Work	Concepts + Hands -on	Knowledge Assessment on EDA (MCQ)	1.Understand and apply various data manipulation and data cleaning techniques before building or creating ML models 2 Learn to handle missing values and outliers in data 3. Build ML models	NA
Day 22	EDA: Identification and Treatment of Missing Values in the Data	Hands -On EDA	Concepts + Hands -on			
Day 23	EDA: Cardinality Issues, Encoding	Hands -On data visualization	Concepts + Hands -on			
	Imbalanced Data, PCA Session, Use Case	Hands -On data cleaning & dimensionality reduction	Concepts + Hands -on			
Day 25	Soft Skills - Presentation skills	Project Work Evaluation+ Assessment	Concepts + Hands -on			

Soft Skills blended along with the tech sessions

Sample Training Approach for a Data Science Program

**Contextual
Learning of
topics by
Problem
Solving**



Sample Project Approach

Project Approach

Learning Delivery Approach (Learn by Doing)

Project to simulate a real-life scenario

Use Cases from a domain

Minimal Viable Outcome at regular intervals

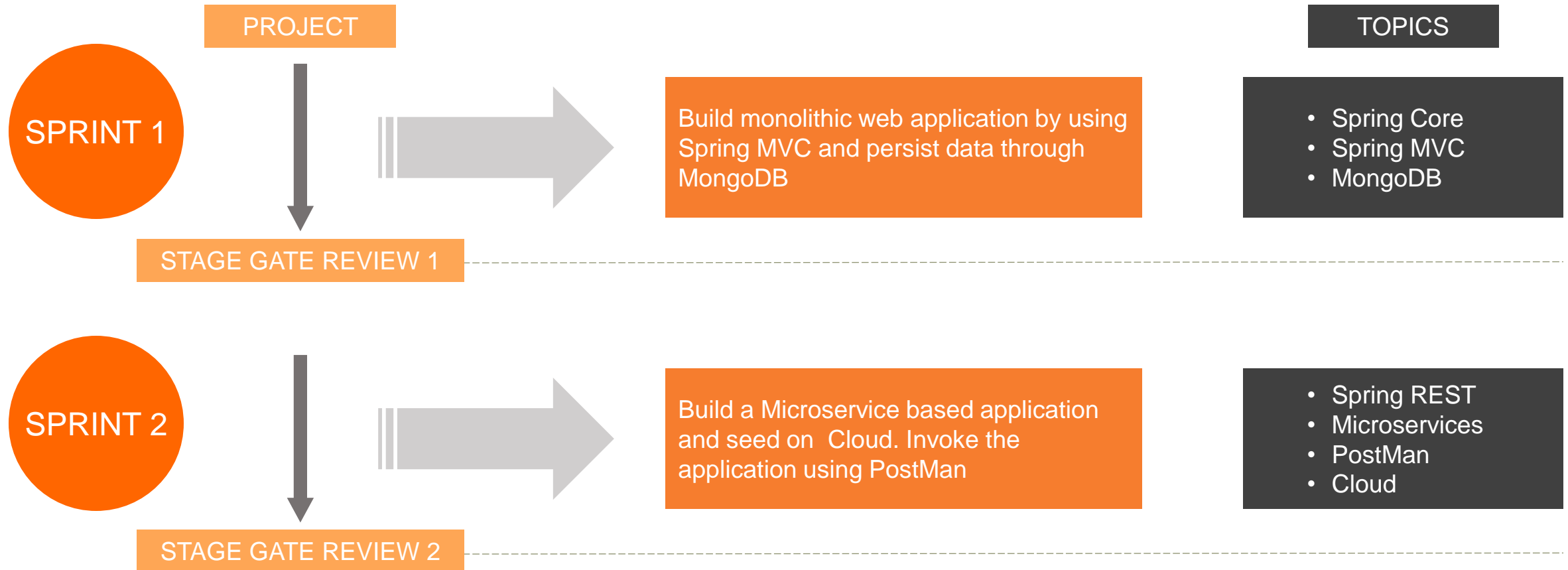
Sprints spread over 4 weeks

Sprint Retro with Business Team

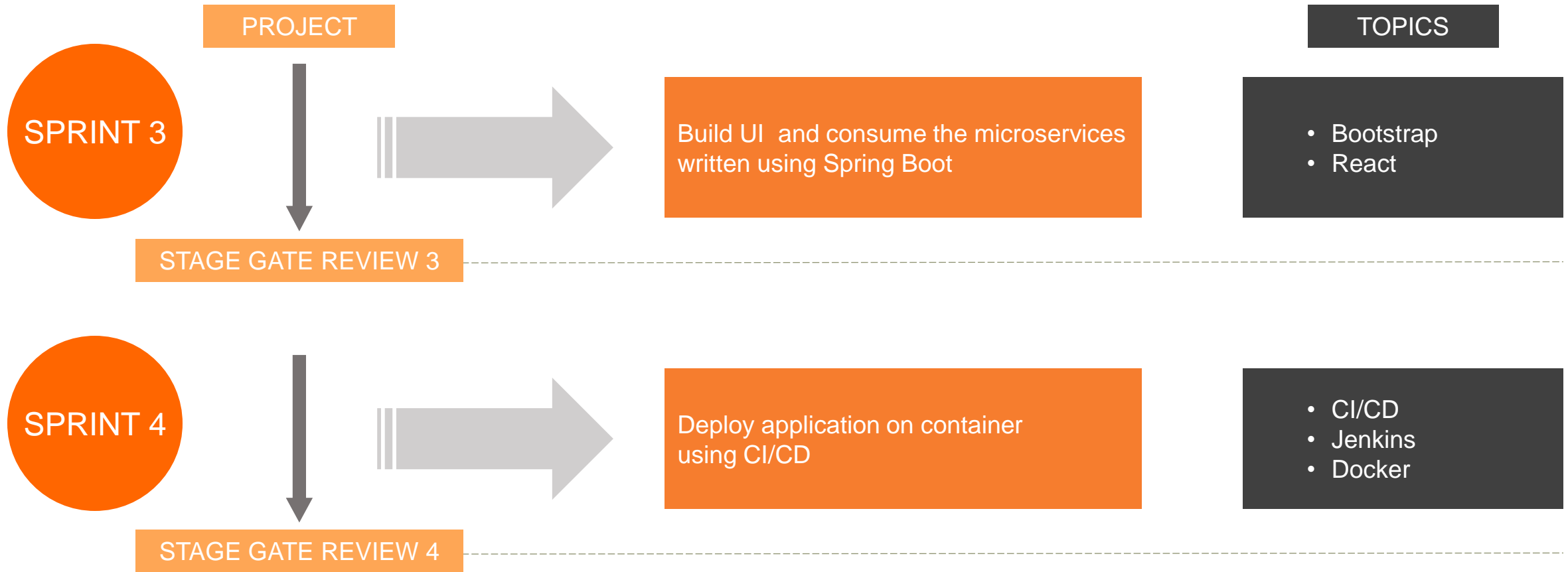
Project

4 Weeks

Sample Project Approach for Java Full Stack



Sample Project Approach for Java Full Stack



Project Evaluation Approach

Sample Project Sprint Review Score Card

Evaluation on Hands On

- Weekly – Sprint Review

Sample Sprint Review – Score Card		Max Marks(80)				
	Project Title	Settle Up	Renting	Shopping	Smart Coffee	College
	Emp No.	112233	112237	113356	113378	112267
	Name	Ram	Shyam	Mohan	Gita	Sita
	Presentation (10)	6	7	6	6	7
	Use Case (5)	4	3	4	4	3
	Requirement(5)	4	3	4	4	3
	Source Code (20)	17	17	16	17	17
	Integration (10)	6	6	6	6	6
	Cohisiveness (10)	7	7	7	8	7
	Validating Test(5)	3.5	5	3.5	3.5	5
	Handling exception (5)	3	5	3	3	5
	Application Flow (10)	7.5	6	7	7	6
	Total	58	59	56.5	58.5	59

Project Evaluation Approach

Sample Project Sprint Review Score Card

Evaluation on Hands On

- Weekly – Sprint Review

Sample Sprint Review – Score Card		Max Marks(80)				
	Project Title	Settle Up	Renting	Shopping	Smart Coffee	College
	Emp No.	112233	112237	113356	113378	112267
	Name	Ram	Shyam	Mohan	Gita	Sita
	Presentation (10)	6	7	6	6	7
	Use Case (5)	4	3	4	4	3
	Requirement(5)	4	3	4	4	3
	Source Code (20)	17	17	16	17	17
	Integration (10)	6	6	6	6	6
	Cohisiveness (10)	7	7	7	8	7
	Validating Test(5)	3.5	5	3.5	3.5	5
	Handling exception (5)	3	5	3	3	5
	Application Flow (10)	7.5	6	7	7	6
	Total	58	59	56.5	58.5	59

Roadshows



- ✓ Customer connect
- ✓ Showcase Your Product
- ✓ Product Storytelling
- ✓ Engagement
- ✓ Teamwork
- ✓ Feedback

Reporting and Insights

Reporting Insights



Online report/leader board access to learners

My-Performance in modules
My-Performance w.r.t to class



Weekly Gradebook

Attendance
Assignment / Case study completion
Performance
Soft skills grades
Qualitative Feedback (Engagement, Technical , Discipline and Infra availability)



Learner feedback - Weekly

Content
Faculty
Program

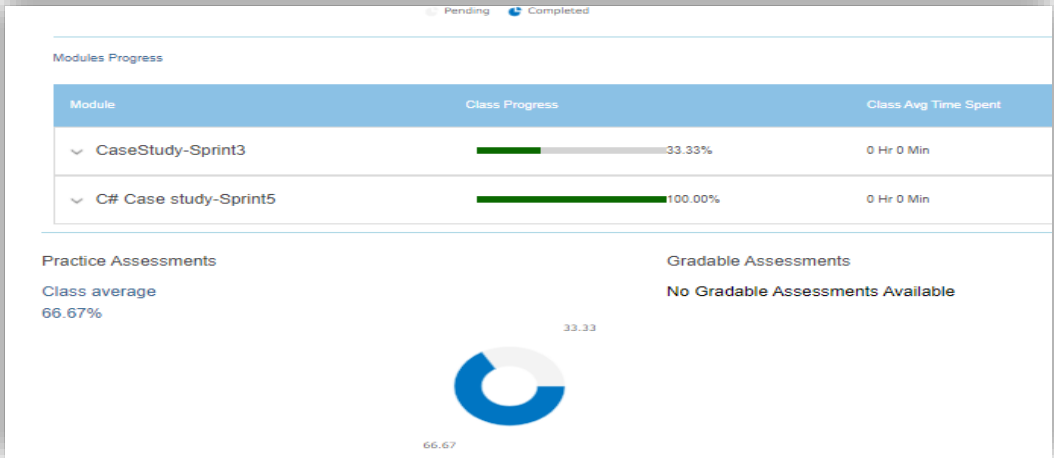
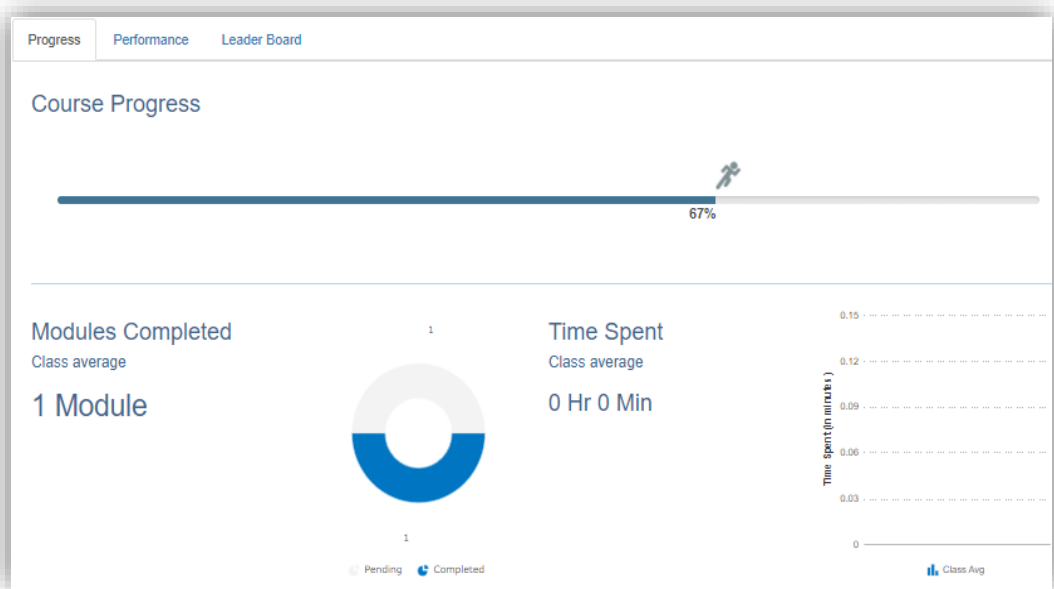


Governance

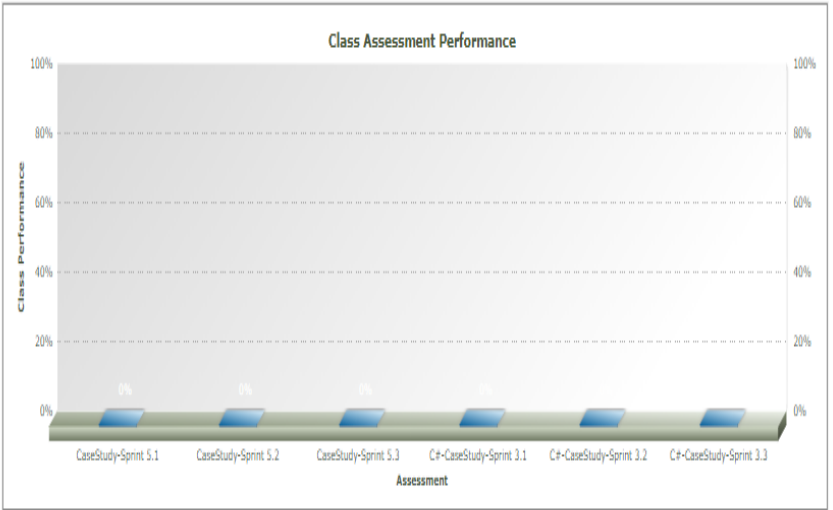
Program Snapshot
Detailed analysis of performance and engagement
Interventions and course corrections

Faculty Dashboards

- Section Home
- Organize Subject Content
- Activity Stream
- Gradebook
- Advance Group Creation
- Class Performance**
- Discussions
- Create Group
- My Groups



Assessment Performance



Show 10 entries

Search:

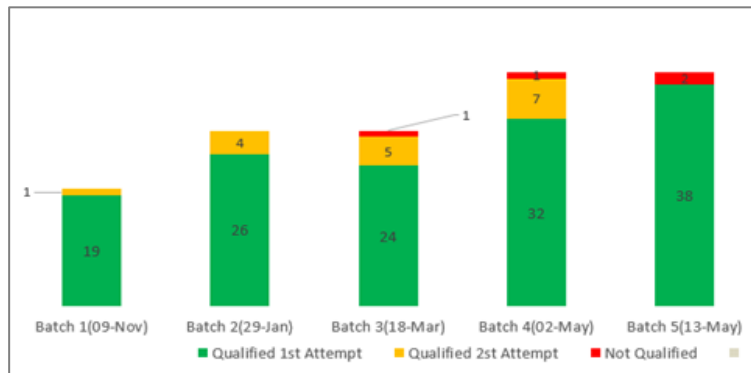
Assessment Name	Student Graded	Class Performance
C#-CaseStudy-Sprint 3.1	1 / 1	0.00%
C#-CaseStudy-Sprint 3.2	0 / 1	N/A
C#-CaseStudy-Sprint 3.3	0 / 1	N/A
CaseStudy-Sprint 5.1	1 / 1	0.00%
CaseStudy-Sprint 5.2	1 / 1	0.00%
CaseStudy-Sprint 5.3	1 / 1	0.00%

Showing 1 to 6 of 6 entries

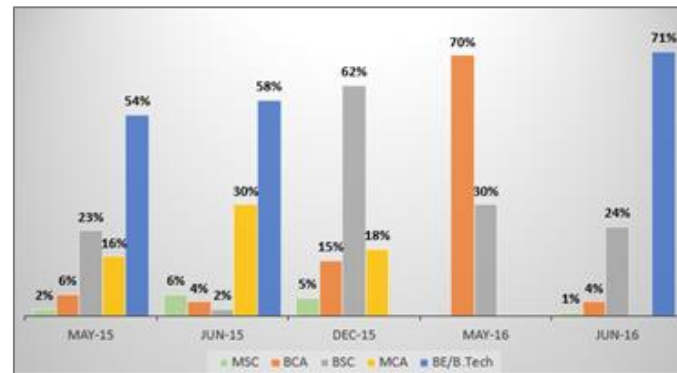
Previous 1 Next

Custom Reports/Dashboards

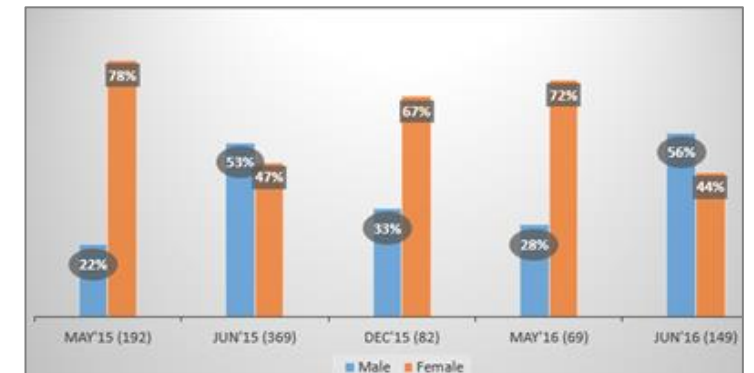
- LMS access to key client representatives to track progress of their learners
- Attendance Reports / Faculty feedback on Learner progress / Performance reports and more
- Additional Reports can be provided based on requirements from clients
- LMS to be integrated into client's IT Systems for seamless data flow



Batch Performance



Education Qualification



Learner Demographics

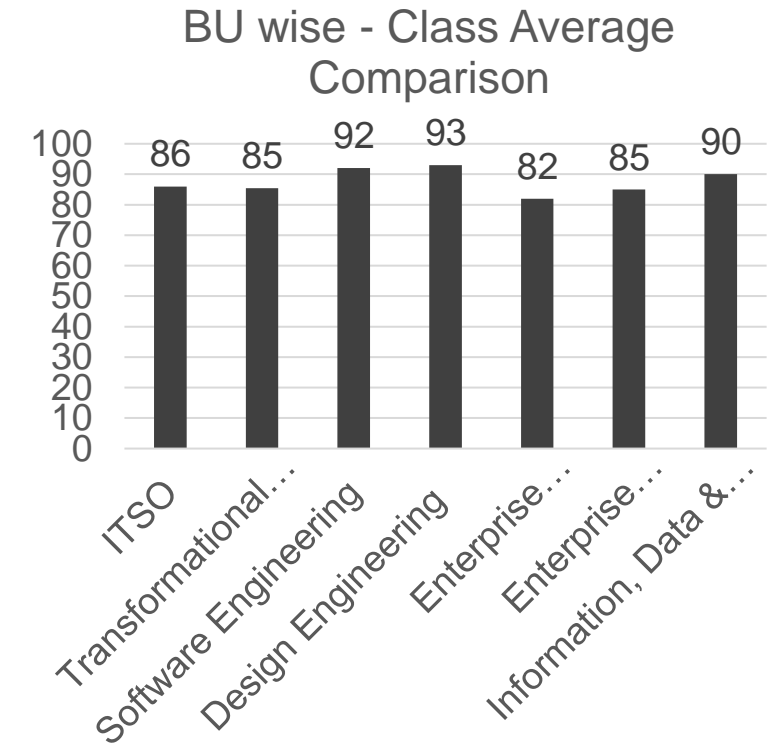
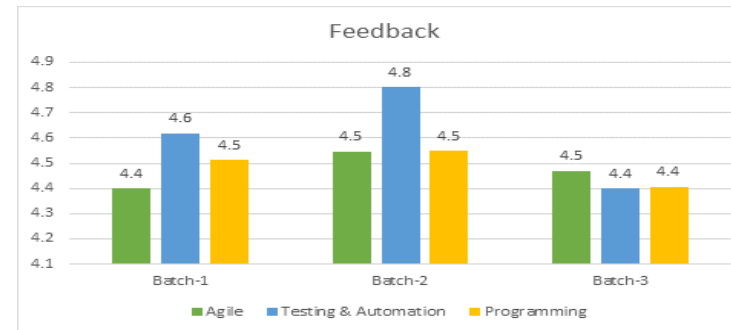
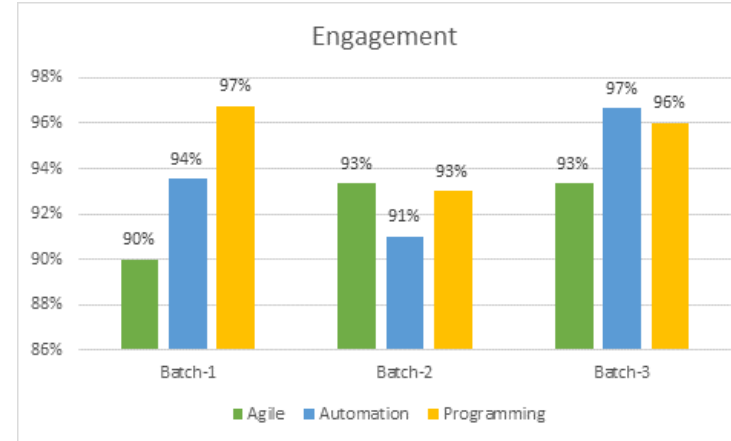
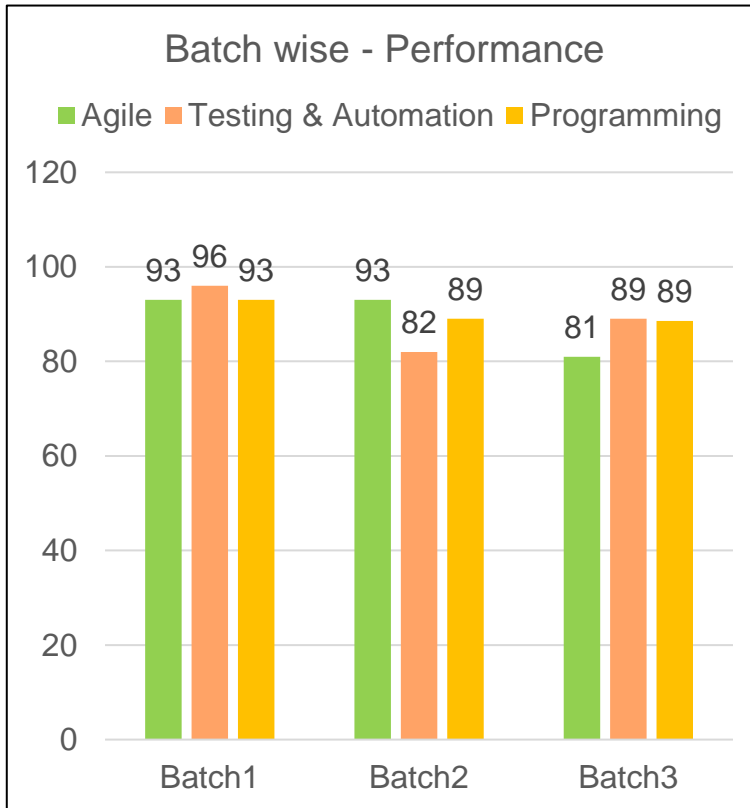
Module Name	Campus to Corporate	SPT	Communication skills 1	SE&SSAD	Team Building	OOPS	OOAD & UML	Testing	Basic Unix & Shell Scripting	DBMS (Using Oracle)	Intr. To Client Server Archi	HTML,CSS & JAVA SCRIPT
End Date	28-May	31-May	01-Jun	03-Jun	04-Jun	06-Jun	09-Jun	11-Jun	16-Jun	16-Jun	24-Jun	27-Jun
	4.48	-	-	-	4.95	-	-	-	-	-	-	-
	4.64	-	4.7	-	4.81	-	-	-	-	-	-	-
	-	4.26	-	-	-	-	-	-	4.5	-	-	-

Faculty Feedback

Range	2016-B1	2016-B2	Total	Total	Results
	Count	Count	Count	%	Status
60 & above	31	31	62	90	Pass
50-59	4	3	7	10	Fail
40-49					Fail
30-39					Fail
20-29					Fail
	35	34	69		

Assessment Result Dashboard

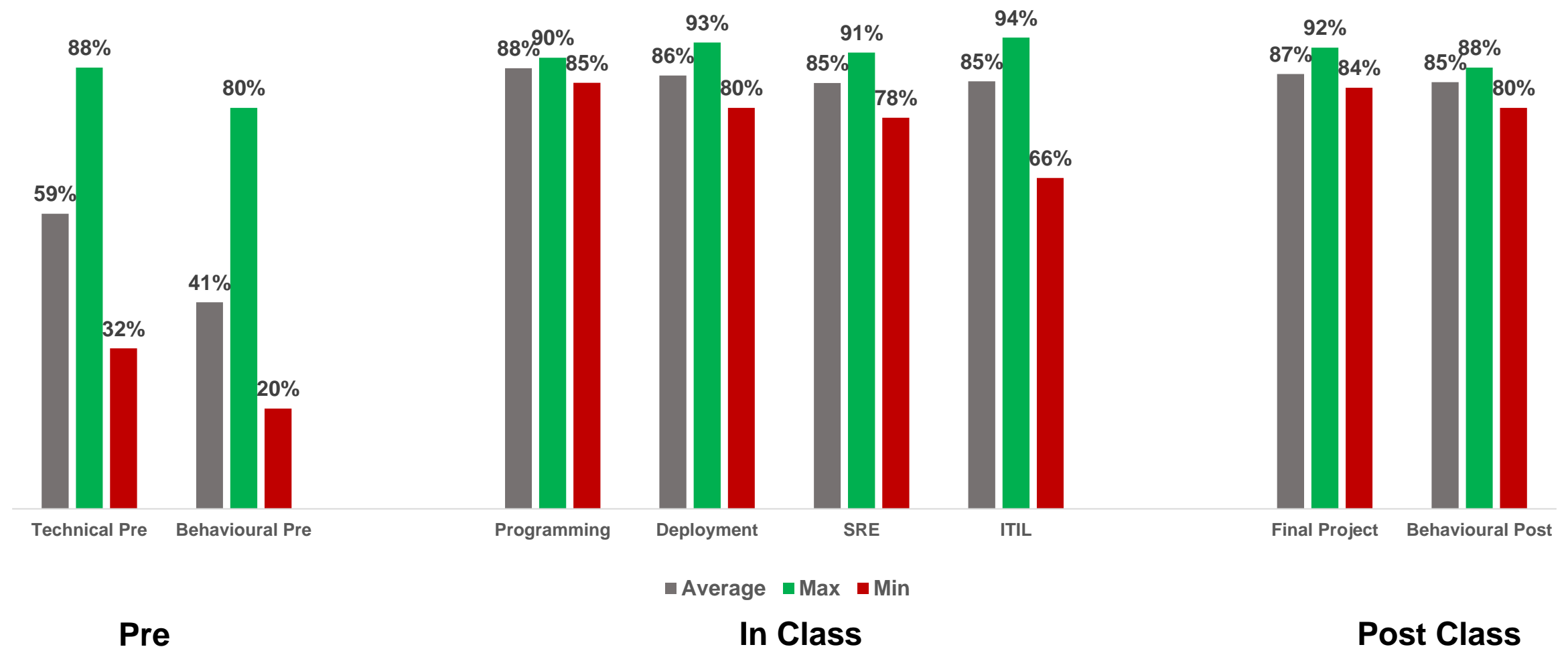
Sample Reports



* WIP – Real time dashboard to view progress and performance

End-to-End Performance View

Sustained Engineering (SRE) Bootcamp - Performance



Sample Grade Book

Final Batch Performance Report								
S. No	JLC ID	Participant Name	Attendance overall %	Quiz overall %	MPR	PPA	Project Presentation	Final Score
1	Jig31526	Ambarish Chowda Reddy	100	77	90	84	82	85
2	Jig31531	Kumar Soundarajan	88	82	84	94	69	84
3	Jig31530	Daya Pralhad Patil	92	75	90	85	72	83
4	Jig31548	S Vinod Kumar	68	74	72	95	79	81
5	Jig31537	Narayan Choudary B	76	79	74	85	71	78
6	Jig31534	Mariappan Shanmugam	84	81	73	74	79	75
7	Jig31545	Daniel Thiya Kumar	80	79	63	83	71	73
8	Jig31549	Raajakamal N R	92	70	80	79	54	73
9	Jig31528	Chinmaya Mund	80	73	63	84	65	72
10	Jig31533	Samir Kumar	88	79	58	87	65	72
11	Jig31527	Krishna M Madhu Mohanan Pillai	100	87	70	75	54	70
12	Jig31550	Rajeesh K R	76	75	64	77	69	70
13	Jig31532	Muthu Lakshmanan	100	75	53	87	65	70
14	Jig31535	Sekhar Subbiah	88	72	57	77	71	68
15	Jig31539	Sudha Rajagopal	80	73	69	74	54	68

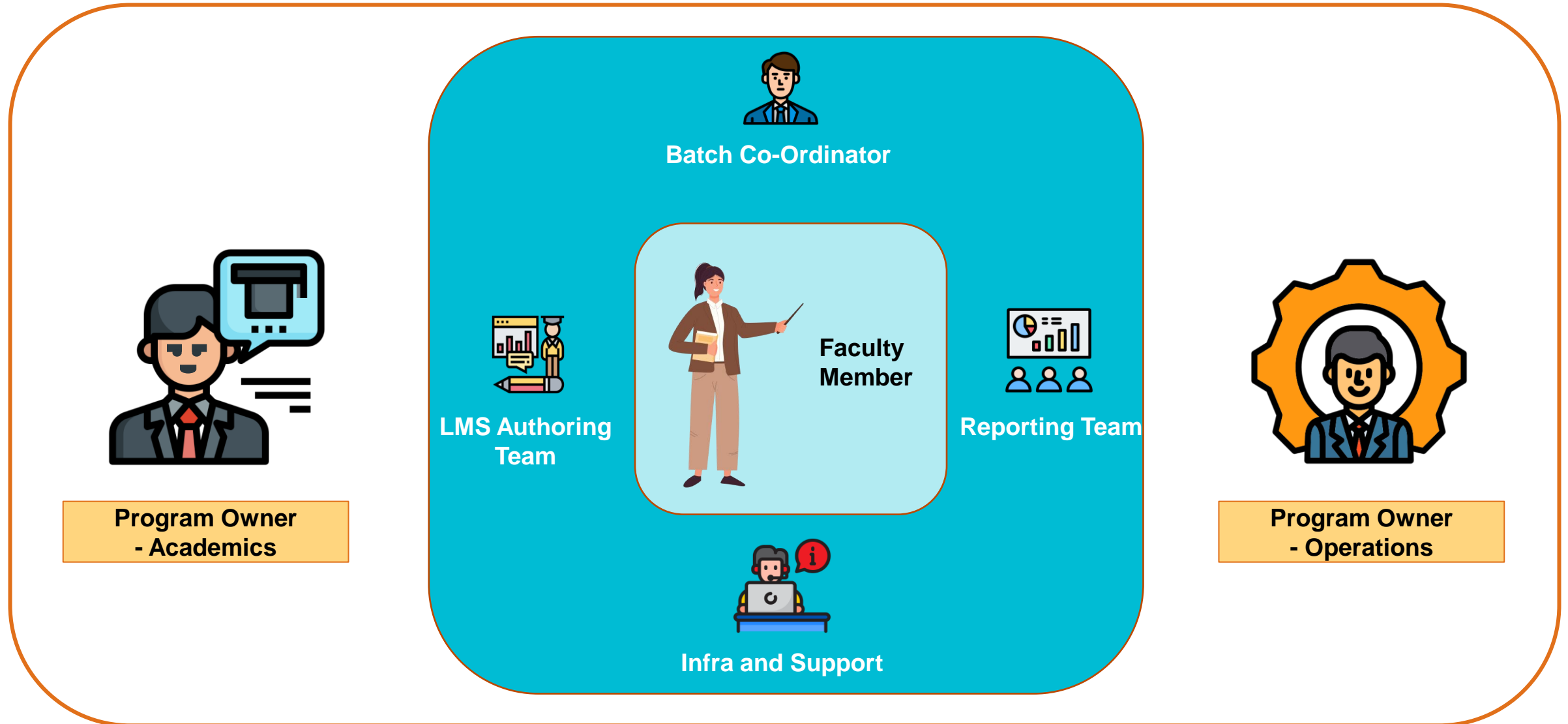
Summary - Feedback report					
Date	Day	Session topic	Faculty	No of feedbacks received	Average Score
06-Sep-22	Day 1	Nurturing Professional & Technical Excellence	Mr. Muralidhar Koteswar	8	4.60
07-Sep-22	Day 2	Business Planning	Mr. Kamal Das	14	4.15
13-Sep-22	Day 3	Architecting Software Systems	Ms. Ruchi Tandon	12	4.43
14-Sep-22	Day 4	Architectural Thinking: Critical and Analytical Thinking	Mr. Sreekanth Moni	11	4.92
28-Sep-22	Day 8	Architecture Foundation	Mr. Sharad Nalawade	7	4.50
12-Oct-22	Day 10	Remote stakeholder management	Ms. Rohini Dsouza	14	4.80
18-Oct-22	Day 11	Creativity and Innovation	Mr. Shantanu Sen Sharma	15	4.53
09-Nov-22	Day 13	Web Application Security on Cloud	Mr. Salman	5	4.10
15-Nov-22	Day 14	Emerging Tech Trends in the Financial Sector	Mr. Kamal Das	4	4.13
16-Nov-22	Day 15	Managing NFRs and Architecture Trade-offs	Mr. Muralidhar Koteswar	8	4.58
23-Nov-22	Day 17	Architectural Thinking Core: Systems Thinking	Ms. Ruchi Tandon	6	4.67

Post Program Assessment (PPA)										
S.No	Participants Name	Name of the Manager	PPA Date	PPA Time	Avg Attendance in %	Avg Assessment score in %	UNext Panelist	Specific learnings on how to manage NFRS & Architectural Ambiguity	Specific insights on Emerging tech trends	Application of learnings- Systems Thinking & Strategic Thinking,(as relevant and till date) in work-life.
1	S Vinod Kumar	Divya N	11-Jan-23	12:30PM - 12:50PM	68	69	Ms Priya Prabhu	Max score 5	Max score 5	Max score 5
2	Kumar Soundarajan	Jagadeesh Soundarajan	04-Jan-23	12:30PM - 12:50PM	100	75	Ms Priya Prabhu	5	5	5
3	Muthu Lakshmanan	Vinod Alangaram	04-Jan-23	10:30AM - 10:50AM	100	75	Ms Priya Prabhu	4	4	4
4	Samir Kumar	Sanchita Majumdar	22-Dec-22	2:00PM - 2:20PM	88	76	Ms Priya Prabhu	5	5	4

Program Management & Governance

The content and the program approach is strictly confidential. It is strictly forbidden to share any part of this program design approach with any third party

Program Management



Operations Review and Governance – Structure



Program Management Office
(PMO)

unext

- Head of Program
- Head of Operations
- Student Engagement Officer

Client Stakeholders

- Representatives from L&D



Governance Council
(GC)

- COO UNext Learning
- Account Management representative
- Members of PMO

- Head L&D
- Other representatives from business teams

Operations Review and Governance – Delivery



Operations Review Meeting

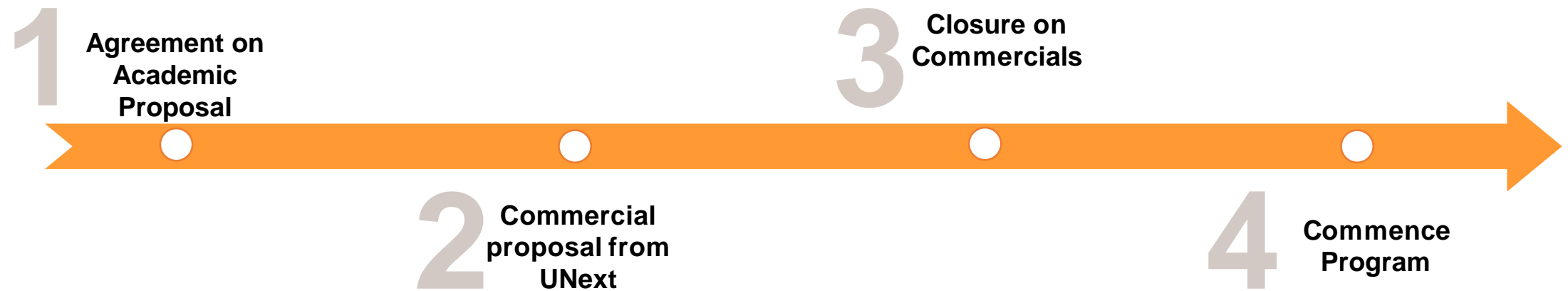
- Frequency: Once a week
- Attendees: PMO members, special invitees if any

Governance Council Meeting

- Frequency: Once a month
- Attendees: GC members, special invitees if any

PMO members to have regular communication to resolve immediate issues

Next Steps...





Thank You