



### IB CAREER-RELATED PROGRAMME STEAAV OF CONTRACTOR OF CONTRA

WHERE PASSION MEETS PROFESSION







World Academy of Career Programmes (WACP) is an educational research organization that offers careerrelated courses in accounts, Finance, Technology, Healthcare, and Design. Our association with prominent schools and higher educational institutions & universities provides students with a structured pathway to specialized qualifications in these streams.

WACP commands a robust network within the industry and thereby offers unmatched practical training, internships, and placements. We are passionate about providing the right blend of practical knowledge and experience, creating a genuinely futuristic curriculum to produce highly skilled individuals and a launchpad for entrepreneurs. Our core team of progressive leaders and our experienced faculty and competent operations, lead us towards growth and excellence. Future Varsity is an institute dedicated to developing highly trained professionals in Designing. With the focused aim of creating professionally, academically, and ethically sound designers and executives, Future Varsity contributes to this burgeoning space in the World.

Future Varsity recognized the need for accelerating formalized education through collaborations with recognized universities, colleges & institutions. Formal education in designing equips candidates with knowledge & skills that help in running a business and dealing with entrepreneurship challenges. Identifying the need for experts in the industry, Future Varsity instils its students with basic and advanced theories and techniques in the discipline of STEAM which is an educational discipline that aims to spark an interest and lifelong love of the arts and sciences in children from an early age. Science, Technology, Engineering, the Arts and Math are similar fields of study in that they all involve creative processes.

### IB CAREER-RELATED PROGRAMME STEAM THE BEST LEARNING ENVIRONMENT!!

The STEAM Programmes prepare the learners to think critically, to solve problems and use creativity. It prepares the students to work in fields that are poised for growth. The programme will help the students to prepare for life, regardless of the profession they choose to follow with the help of lectures and practical projects.



### **Evolving Industry**

India is a booming economy with numerous start-ups opening up every year. With the opening up of new companies, arises the need for designers to design the spaces for them.



### **Diverse Career Options**

We lay a high degree of emphasis on building relations within the industry; practical training, internships, and workshops help in collaborating with the world of design studies.



### **Rising Demand for Professionals**

Every business needs to be managed efficiently in order to be sustainable and profitable. Every industry and domain requires designers who have the required skills to develop new designs.



### Ideal for Go-getter

We aim to be recognized as a hub of excellence and strive toward building strong, serviceable, and sustainable relationships within the industry.





### **IB CAREER-RELATED PROGRAMME STEAM**

WACP offers a combination of two qualifications in Designing Career Related Study. These are the International Diploma and International Advanced Diploma for 11 months each. Both courses together provide a broad overview of the corporate world and are designed to develop skills and knowledge sufficient to allow participants to play a significant role in (Students are taught how to learn, how to ask questions, how to experiment and how to create.). The courses provide an avenue for students to gain theoretical and practical skills that are needed to operate within the world.

### **COURSE AIMS**

The courses are suitable for IBCP students wanting to pursue their CRS course in Designing. They aim to strengthen their understanding of the subject and achieve incremental knowledge and specialization between the two qualifications. These courses provide theories, models and practical case studies in order to understand the complex nature of Designing. STEAM education is an experiential form of learning which is focused on building skills in children and provide deep conceptual understanding. It will help you gain in-depth knowledge and understanding of the core elements of STEAM - it's also a great introduction to the world if you have no prior experience. It provides industry insights, such as market trends and industry reports, which can prove to be invaluable and you will be encouraged to apply academic theory to real-life situations that will help you kickstart your career.

**CAREER RELATED STUDY** (720 Guided Learning Hours)



### COURSE STRUCTURE

### **DP Subjects**

Recommended DP subjects which compliment the CRS Programme

- PHYSICS
- CHEMISTRY
- MATHEMATICS

### **Core Subjects**

- PERSONAL AND PROFESSIONAL SKILLS
- SERVICE LEARNING
- REFLECTIVE PROJECT
- LANGUAGE DEVELOPMENT

• Innovation and Invention

- Introduction to Engineering & Technology
- Computer-Aided Drawing & 3D Modeling
- Computer Programming
- Computer Science

YEAR

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YEAR

- Open Ingenuity Lab I
- Botany Design
- Digital Photography
- Entrepreneurship
- Open Ingenuity Lab II
- Inquiries, Investigations and Immersion
- Capstone Project

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### **Classroom Sessions**



### **Regular Lectures**

To positively impact the perspective of our students, lectures are delivered by our experienced core team of faculty, along with visiting faculty from top Institutes, and professionals from the corporate world.



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### **Assignment & Projects**

Assignments and projects are a part of our curriculum. These provide our students ample opportunities to meet, interact and build relations with popular and experienced individuals in designing, under the able guidance of our dedicated faculty.

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#### Workshops

To keep our students updated with the current affairs in the Designing World, we frequently organize uniquely designed workshops that focus on industryoriented themes shortlisted by our team of experts.



#### **Simulated Events**

We have developed an exceptional methodology that helps replicate the process of organizing and managing the learning areas in real-time. Students are trained to make the projects and assignments. This exercise gives them an opportunity to walk through minute aspects of learning.

### **Masterclasses and Case Studies**

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#### Masterclasses

Master Classes intend to keep students aware of the current trends in the corporate world. Guest speakers from various areas of industry share their knowledge and help students with ideas and insights about the industry.



#### **Case Studies**

Our curriculum includes the use of case studies in order to highlight various practical and situational issues. The brainstorming and discussions help to streamline the students' thought processes and sharpen analytical abilities by exploring, identifying, and solving issues.

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### Assessment

In line with the WACP commitment to practice-based education, a large part of the assessment will relate to the demonstration of the students' ability to synthesize classroom learning with real-life scenarios within the Corporate world.

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- The continuous Assessment process will judge the depth to which the student understands the theory and has developed critical thinking skills which help them evaluate the relevance of what they have learned.
- Students will encounter many different kinds of assessment methods, for example, written exams, written assignments, portfolios, project work, reports, individual or group oral presentations, and practical skills assessment. All of which will enable them to gain valuable experience to use within the workplace.
  - Students will be expected to complete one assessment per unit.

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### **INNOVATIVE & INTERACTIVE** LEARNING TECHNOLOGY



#### **BYOD PROGRAM**

The Bring Your Own Device (BYOD) Program enhances the students' learning experience through the use of online and mobile technologies within and outside the classroom, allowing them to work on course materials, participated in a collaborative learning environment, thus making them tech-savvy.

#### YOUTUBE BROADCASTING



We broadcast our students' presentations and creations on YouTube; providing them with an opportunity to share their ideas and creations with the world.

#### PREZI PRESENTATION

This is an inventive and refreshingly unique presentation tool that allows students to express their ideas skilfully and explore their creativity



Our Educational Newsletters feature our institutes' highlights and students' achievements, and also report latest industry trends, growth and major event.

### Google

#### COMMUNICATION AND COLLABORATION

We provide education on Google Apps. Our students learn to use portals like Webmail Services, Shared Calendars, Hangout and the Drive. G Suite allows our faculty to collaborate with students, give them instant feedback, track individual progress and help students streamline their writing and research.

### INTERNATIONAL DIPLOMA Grade 11 INTERNATIONAL ADVANCED DIPLOMA Grade 12

### **Higher Education**

### Pathway

FV offers Undergraduate Degree programmes in STEAM to all students who complete the IBCP programme with CRS in International Diploma and International Advanced Diploma. Many International universities offer higher education in STEAM. WACP counsels its students and assists them in planning their higher education journey by linking them with prominent universities worldwide.

### **Right Place, Right Time**

Given the promising future of the industry, early entrants can reap ample rewards leading to a progressive career ahead.

### **Varied Designations**

The number of startups, and e-commerce companies have gone up in recent years. Thus, the demand for well-qualified professionals has drastically increased.

STEAM has numerous positions to be filled such as :

- 3D Modeler
- Animator
- Front End Development + Web Design
- Product Design
- GIS Technician
- Graphic Design
- Architect
- Video Game Design
- Sound Engineer
- Art Conservation

### LUCRATIVE LEARNING

The programme helps students acquire skills at an early stage. It helps learners acquire knowledge of the world and act as a leader in taking design decisions. Good leaders, recruiters, and employers always have an inclination to hire such professionals.

### TARGET INDUSTRIES

Students can work in the following Industries:

- Graphic Design
- Architect
- Video Game Design
- Sound Engineer
- Art Conservation



### Certificates

The WACP - CRS Certifications are coveted qualifications that recognize outstanding students by substantiating their conduct and professionalism to prospective employers. WACP offers IBCP students counseling in higher education and Internship assistance within the business industries. Academic excellence, dedication, project work, ingenuity and originality of ideas, and communication skill coupled with a certain degree of confidence and flair are a few of the requisite attributes necessary to be awarded the WACP-CRS Certifications. It boasts one's academic and resume credentials and gives an added advantage over other candidates in the world. In some countries, due to regulations and requirements of institutions, we may offer "Certificate" qualifications instead of "Diploma" qualifications.







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