PROJECT OUTLINE

1. **Name of the Country:**
   Socialist Republic of Vietnam

2. **Title of the Project:**
   Educational Environment Reinforcement Project for IT Engineers as "Immediate Assets" in Hanoi, Vietnam

3. **Background and Necessity of the Project:**
   With the rise of world-wide demand for IT industry, Vietnam government has been working on cultivating IT industry. However, due to a lack of accumulated experiences in Vietnam educational institution, the demand for skilled IT engineer is still high. To improve this situation, establishing an effective educational system with training curriculums and materials for raising IT Engineers as "Immediate Assets"

4. **Project Purpose:**
   Establishing an education system for IT engineers, who will be an immediate asset and an active role player in Vietnam IT industry.

5. **Target Area:**
   Hanoi area, Vietnam

6. **Target Group:**
   Trainer: 10 people, Experienced IT engineers: 80 people, Freshman IT engineer: 50 people

7. **Expected Outcomes:**
   1. Building a self-manageable education system
   2. Developing IT training curriculums and materials for the education system
   3. Developing trainers for the education system
   4. Developing IT engineers who can be “immediate assets”

8. **Project Activities:**
   1.1 Gathering local demands and establishing a working group by sending project practitioners.
   1.2 Supporting activities for establishing self-manageable education system by sending project practitioners.
   2.1 Developing training curriculums for experienced IT engineer by sending project practitioners.
   2.2 Developing training curriculums for freshman IT engineers by sending project practitioners.
   3.1 Executing trainer’s trainings by sending project practitioners.
   3.2 Executing trainer’s trainings and research for vocational skill training by accepting trainers in Sapporo.
   3.3 Executing short, in-depth technical training for trainers by sending engineers from Sapporo.
   4.1 Executing experienced IT engineer training by sending project practitioners.
4.2 Executing experienced IT engineer training by local trainers.
4.3 Executing freshman IT engineer training by sending project practitioners.
4.4 Executing freshman IT engineer training by local trainers.

9. Implementing Duration:
February 2014 – January 2017

10. Implementing Organizations:
- Japanese Side: Nonprofit Organization Sapporo IT Front
- Vietnamese Side: Vietnam Software and IT Services Association