CAREER AFTER SSC

Paramedical

Paramedical courses are medical training courses that are job oriented. Paramedical courses are quite training specific and train the students for real-life medical situations. The significance of paramedical courses has been realized by the increasing need for skilled paramedics in the medical field. This is important to mention that without paramedics the medical field would be crippled.

Paramedics are an amazing field to build a career in the medical field in a short period and budget, unlike the conventional MBBS degree. Paramedical courses are job oriented and present ample employment opportunities.

Another benefit of the Paramedical course is that there are options for postgraduate, graduate, diploma, certificate courses that are of varying durations from 3 years to 6 months. One could choose to do a paramedic course at any stage of his/her career even after completion of 10th standard exams.

Some courses also give the benefit of no mandatory science stream in 12th.

Paramedical courses are offered in various colleges all around the country with average admission requirements.
Paramedical courses give the medical field professionals trained in pre-medical emergency treatment, medical assistance, diagnostic technology training, etc.

Paramedics offer a wide range of courses to choose from in different sectors of the medical field.

DMLT

Diploma in Medical Laboratory Technology (DMLT) is a Medical Lab Technologist Diploma course. Medical laboratory technology is the branch of medical science responsible for performing laboratory investigations relating to the diagnosis, treatment, and prevention of disease.

DHFM

Diploma in Hospital Food Service Management

DOA

Diploma in Ophthalmic Assistant is a Ophthalmology Medical course. An ophthalmic Assistant is a person who works with an ophthalmologist (eye doctor) to provide cares the patients. He performs many different eye-related clinical functions. Ophthalmic assistants help ophthalmologists care for patients by taking histories, performing various procedures and tests, and preparing patients to see the doctor. Their work provides the ophthalmologist with important information to help diagnose and treat patients. Diploma in Ophthalmic Assistant is of two years duration

DOT

(Diploma in Ophthalmic Technology) The scope of Optometry includes the detection of common eye diseases, the management of binocular vision problems such as squints and lazy eyes and the prescription of spectacles and contact lenses.

DIPLOMA IN HEALTH & SANITARY INSPECTOR

A health inspector is a professional employed in various industries to oversee the standard health and sanitation conditions. Health inspector jobs are to visit various food facilities, public health nuisances to inspect that standard safety measures regularized by state government authority. Individuals pursuing career as health inspector works for both local as well as state government. His/her work involves inspecting restaurants, schools, public pools, nursing homes, and daycare centers. They ensure if the inspected public facilities require action to eliminate hazards. An individual who is pursuing career as health inspector also takes necessary actions on the complaints regarding health concerns such as sewage overflow, campground inspections, animal bites, increased flies, and parasite diseases in the area.

The Skill based training courses are the training content developed for enhancing the specific skills of existing professionals or provide for a platform for imparting skills to candidates. As the directives of Ministry of Health & F W, NIPHTR

Mumbai has decided to conduct one year skill based course for Sanitary Inspector.

Public health is an important matter of concern for the municipal bodies in various states. Sanitary health inspectors play a crucial role in the protection of public health and environment in various ways. Their demand is increasing with the changes in the public health sector. Civic bodies in a state depend on health and sanitary inspectors for dealing with various public issues which range from safe drinking water, safety of food and general sanitary conditions

Training Outcomes: This course trains students to manage health and sanitation aspects in a variety of organizations and sectors, thus enabling them to safeguard public health and the environment.

MAHARASHTRA STATE BOARD OF NURSING AND PARAMEDICAL EDUCATION

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Short term courses in computer and other fields

Desktop publishing (DTP)

Desktop publishing (DTP) is the creation of documents using page layout software on a personal ("desktop") computer. It was first used almost exclusively for print publications, but now it also assists in the creation of various forms of online content.[1] Desktop publishing software can generate layouts and produce typographic-quality text and images comparable to traditional typography and printing.traditional typography and printing. Desktop publishing is also the main reference for digital typography. This technology allows individuals, businesses, and other organizations to self-publish a wide variety of content, from menus to magazines to books, without the expense of commercial printing. Desktop publishing often requires the use of a personal computer and WYSIWYG page layout software to create documents for either large-scale publishing or small-scale local multifunction peripheral output and distribution – although a non-WYSIWYG system such as LaTeX could also be used for the creation of highly structured and technically demanding documents as well. Desktop publishing methods provide more control over design, layout, and typography than word processing. However, word processing software has evolved to include most, if not all, capabilities previously available only with professional printing or desktop publishing. The same DTP skills and software used for common paper and book publishing are sometimes used to create graphics for point of sale displays, presentations, infographics, brochures, business cards, promotional items, trade show exhibits, retail package designs and outdoor signs.

PGDCA

The full form of PGDCA is Post Graduate Diploma in Computer Application. PGDCA is a postgraduate course available by many Universities in India recognized by UGC. ... The study aimed to provide technical, communication and professional skills for professional experience in the sector of computer science.

Tally

Tally Solutions Pvt. Ltd. is an Indian multinational technology company, that provides enterprise resource planning software. It is headquartered in Bangalore, Karnataka. The company reports that its software is used by more than 1.8 million customers.[1]

Internet

The Internet (or internet) is the global system of interconnected computer networks that uses the Internet protocol suite (TCP/IP) to communicate between networks and devices. It is a *network of networks* that consists of private, public, academic, business, and government networks of local to global scope, linked by a broad array of electronic, wireless, and optical networking technologies. The Internet carries a vast range of information resources and services, such as the inter-linked hypertext documents and applications of the World Wide Web (WWW), electronic mail, telephony, and file sharing.

The origins of the Internet date back to the development of packet switching and research commissioned by the United States Department of Defense in the 1960s to enable time-sharing of computers. The primary precursor network, the ARPANET, initially served as a backbone for interconnection of regional academic and military networks in the 1970s. The funding of the National Science Foundation Network as a new backbone in the 1980s, as well as private funding for other commercial extensions, led to worldwide participation in the development of new networking technologies, and the merger of many networks. The linking of commercial networks and enterprises by the early 1990s marked the beginning of the transition to the modern Internet, and generated a sustained exponential growth as generations of institutional, personal, and mobile computers were connected to the network. Although the Internet was widely used by academia in the 1980s, commercialization incorporated its services and technologies into virtually every aspect of modern life.

Most traditional communication media, including telephony, radio, television, paper mail and newspapers are reshaped, redefined, or even bypassed by the Internet, giving birth to new services such as email, Internet telephony, Internet television, online music, digital newspapers, and video streaming websites. Newspaper, book, and other print publishing are adapting to website technology, or are reshaped into blogging, web feeds and online news aggregators. The Internet has enabled and accelerated new forms of personal interactions through instant messaging, Internet forums, and social networking services. Online shopping has grown exponentially for major retailers, small businesses, and entrepreneurs, as it enables firms to extend their "brick and mortar" presence to serve a larger market or even sell goods and services entirely online. Business-to-business and financial services on the Internet affect supply chains across entire industries.

The Internet has no single centralized governance in either technological implementation or policies for access and usage; each constituent network sets its own policies.[4] The overreaching definitions of the two principal name spaces in the Internet, the Internet Protocol address (IP address) space and the Domain Name System (DNS), are directed by a maintainer organization, the Internet Corporation

for Assigned Names and Numbers (ICANN). The technical underpinning and standardization of the core protocols is an activity of the Internet Engineering Task Force (IETF), a non-profit organization of loosely affiliated international participants that anyone may associate with by contributing technical expertise.[5] In November 2006, the Internet was included on *USA Today*'s list of New Seven Wonders.[6]

Graphics

Graphics (from Ancient Greek γραφικός *(graphikós)* 'pertaining to drawing, painting, writing, etc.') are visual images or designs on some surface, such as a wall, canvas, screen, paper, or stone, to inform, illustrate, or entertain. In contemporary usage, it includes a pictorial representation of data, as in design and manufacture, in typesetting and the graphic arts, and in educational and recreational software. Images that are generated by a computer are called computer graphics.

Examples are photographs, drawings, line art, mathematical graphs, line graphs, charts, diagrams, typography, numbers, symbols, geometric designs, maps, engineering drawings, or other images. Graphics often combine text, illustration, and color. Graphic design may consist of the deliberate selection, creation, or arrangement of typography alone, as in a brochure, flyer, poster, web site, or book without any other element. The objective can be clarity or effective communication, association with other cultural elements, or merely the creation of a distinctive style.

Graphics can be functional or artistic. The latter can be a recorded version, such as a photograph, or interpretation by a scientist to highlight essential features, or an artist, in which case the distinction with imaginary graphics may become blurred. It can also be used for architecture.

Animation

Animation is a method in which figures are manipulated to appear as moving images. In traditional animation, images are drawn or painted by hand on transparent celluloid sheets to be photographed and exhibited on film. Today, most animations are made with computer-generated imagery (CGI). Computer animation can be very detailed 3D animation, while 2D computer animation (which may have the look of traditional animation) can be used for stylistic reasons, low bandwidth, or faster real-time renderings. Other common

animation methods apply a stop motion technique to two and three-dimensional objects like paper cutouts, puppets, or clay figures.

Commonly, animators achieved the effect by a rapid succession of images that minimally differ from each other. The illusion—as in motion pictures in general—is thought to rely on the phi phenomenon and beta movement, but the exact causes are still uncertain. Analog mechanical animation media that rely on the rapid display of sequential images include the phénakisticope, zoetrope, flip book, praxinoscope, and film. Television and video are popular electronic animation media that originally were analog and now operate digitally. For display on computers, technology such as the animated GIF and Flash animation were developed.

In addition to short films, feature films, television series, animated GIFs, and other media dedicated to the display of moving images, animation is also prevalent in video games, motion graphics, user interfaces, and visual effects.[1]

The physical movement of image parts through simple mechanics—for instance moving images in magic lantern shows—can also be considered animation. The mechanical manipulation of three-dimensional puppets and objects to emulate living beings has a very long history in automata. Electronic automata were popularized by Disney as animatronics.

Web design encompasses many different skills and disciplines in the production and maintenance of websites. The different areas of web design include web

Web design

user interface design (UI design); authoring, including standardised code and proprietary software; user experience design (UX design); and search engine optimization. Often many individuals will work in teams covering different aspects of the design process, although some designers will cover them all. The term "web design" is normally used to describe the design process relating to the front-end (client side) design of a website including writing markup. Web design partially overlaps web engineering in the broader scope of web development. Web designers are expected to have an awareness of usability and if their role involves creating markup then they are also expected to be up to date with web accessibility guidelines.

Cyber security

Cyber security is the application of technologies, processes and controls to protect systems, networks, programs, devices and data from cyber attacks. It aims to reduce the risk of cyber attacks and protect against the unauthorized exploitation of systems, networks and technologies.

Short term courses in other fields

Cosmetology

Cosmetology (from Greek κοσμητικός, *kosmētikos*, "beautifying";and -λογία, -*logia*) is the study and application of beauty treatment. Branches of specialty include hairstyling, skin care, cosmetics, manicures/pedicures, non-permanent hair removal such as waxing and sugaring, and permanent hair removal processes such as electrology and intense pulsed light (IPL).

Jewellery design

Jewellery design is the art or profession of designing and creating jewellery. This is one of civilization's earliest forms of decoration, dating back at least 7,000 years to the oldest known human societies in Mesopotamia and Egypt. The art has taken many forms throughout the centuries, from the simple beadwork of ancient times to the sophisticated metalworking and gem cutting known in the modern day.[1]

Before an article of jewellery is created, design concepts are rendered followed by detailed technical drawings generated by a jewellery designer, a professional who is trained in the architectural and functional knowledge of materials, fabrication techniques, composition, wearability and market trends.

Traditional hand-drawing and drafting methods are still utilized in designing jewellery, particularly at the conceptual stage. However, a shift is taking place to computer-aided design programs. Whereas the traditionally hand-illustrated jewel is typically translated into wax or metal directly by a skilled craftsman, a CAD model is generally used as the basis for a CNC cut or 3D printed 'wax' pattern to be used in the rubber molding or lost wax casting processes.[2]

Once conceptual/ideation is complete, the design is rendered and fabricated using the necessary materials for proper adaptation to the function of the object. For example, 24K gold was used in ancient jewellery design because it was more accessible than silver as source material. Before the 1st century many civilizations

also incorporated beads into jewellery. Once the discovery of gemstones and gem cutting became more readily available, the art of jewellery ornamentation and design shifted. The earliest documented gemstone cut was done by Theophilus Presbyter (c. 1070–1125), who practiced and developed many applied arts and was a known goldsmith. Later, during the 14th century, medieval lapidary technology evolved to include cabochons and cameos.[3]

Early jewellery design commissions were often constituted by nobility or the church to honor an event or as wearable ornamentation. Within the structure of early methods, enameling and repoussé became standard methods for creating ornamental wares to demonstrate wealth, position, or power. These early techniques created a specific complex design element that later would forge the Baroque movement in jewellery design.

Traditionally, jewels were seen as sacred and precious; however, beginning in the 1900s, jewellery has started to be objectified. Additionally, no one trend can be seen as the history of jewellery design for this time period. Throughout the 20th century jewellery design underwent drastic and continual style changes: Art Nouveau (1900–1918), Art Deco (1919–1929), International Style &organicism (1929–1946), New Look & Pop (1947–1967), Globalization, Materialism, and Minimalism.[3] Jewellery design trends are highly affected by the economic and social states of the time. The boundaries of styles and trends tend to blur together and the clear stylistic divisions of the past are harder to see during the 20th century.

Fashion design

Fashion design is the art of applying design, aesthetics, clothing construction and natural beauty to clothing and its accessories. It is influenced by culture and different trends, and has varied over time and place. "A fashion designer creates clothing, including dresses, suits, pants, and skirts, and accessories like shoes and handbags, for consumers. He or she can specialize in clothing, accessory, or jewelry design, or may work in more than one of these areas."

Photography

Photography is the art, application, and practice of creating durable images by recording light, either electronically by means of an image sensor, or chemically by means of a light-sensitive material such as photographic film. It is employed in many fields of science, manufacturing (e.g., photolithography), and business, as well as its more direct uses for art, film and video production, recreational purposes, hobby, and mass communication.

Typically, a lens is used to focus the light reflected or emitted from objects into a real image on the light-sensitive surface inside a camera during a timed exposure. With an electronic image sensor, this produces an electrical charge at each pixel, which is electronically processed and stored in a digital image file for subsequent display or processing. The result with photographic emulsion is an invisible latent image, which is later chemically "developed" into a visible image, either negative or positive, depending on the purpose of the photographic material and the method of processing. A negative image on film is traditionally used to photographically create a positive image on a paper base, known as a print, either by using an enlarger or by contact printing.

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learn admission process

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