



Nigeria Entrepreneurs Forum Industrial Training Programs

Empowering the future...

NEF Training on Information & Communication Technology (ICT) Prospectus 2016



National Vocational Education Booklet

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NEFAID is equipped with team of technocrats from different and diverse fields in the Information Technology (IT) industry standards to impart greater technical values on to our prospective students, after training, business funding is then awarded to them to achieve their fullest potential.



The NEFAID National Industrial Training Program Initiative is supported by the Federal Government of Nigeria.

We invite you to study the information available in this Prospectus. We would be delighted to engage in more detail about what program you can fit in!

For more information, please
visit our website at:
www.nefaid.org



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For the course topics, please refer to our courses topics booklet or kindly visit our website and for more information.

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Course	Computer Accounting
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Code	Module 1 — NEFT-CACM01
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Course Overview

In this computerized simulations of Accounting method, the course will begin with the introduction and complex applications of computer spreadsheet. Basic and complex spreadsheet formulae like mathematical, common financial and Statistical operations will be treated. Varieties of Accounting software applications will be introduced; application software that records and processes accounting transactions within functional modules such as accounts payable, accounts receivable, payroll, and trial balance.

Course Audience

This program is ideal for any learner with an interest and motivation to embark on a Computing career, specifically within the areas of Computer Accounting and Auditing like Bankers, Accountants, Auditors and large Chain-store managers. It provides a strong introductory foundation to these pertinent, practical areas with the field of Computing and Information Technology. No pre-requisite knowledge of Computer Accounting is required to commence this course.

Course Content

This course covers the learners and advanced topics and techniques related to computer Accounting and real-time Auditing.

Specific advanced topics in Accounting are treated in this course.

Students will be introduced to Microsoft® Excel 2007 and 2010 in the first stage, covering both the learners and the advanced application. In the level 2 part of the course, Recons® QuickBooks™ 2009 will be treated before proceeding to the last package in level 3.

In level 3, Sage® Peachtree Accounting software will be introduced, covering both the basics and advanced level.

Entrance requirement

No previous experience or knowledge is required to be accepted for this course. However, any experience within the Accounting, Computing and ICT sector such as Spreadsheet will be advantageous, as well as any Credit or a pass in WASSCE's subject area of Accounting and commerce. Learning students should also improve and understand the use of English language proficiently.

Progression

Successful graduates of this level will be awarded with a diploma in Computer Accounting and eligible to progress directly onto the Auditing course in our school or any of our affiliate institute.

Duration / Commencement dates

Three - four academic months (two separate routes depending on pre-requisite knowledge and experience in IT). NEFT usually commences full-time programs over 4 intakes per year: January, March, July and October. Please contact NEFT directly for the next Commencement date.

Course Fees

Please contact the school management directly to ascertain the current course fees. The costs of study materials are not included in the course fee.

Learners supports

The following Learner Supports are available for this program: Mentoring, Software, Free internet every time, Counseling Service, Career Guidance Service, Learner Development program, Information and Publication service.

For the course topics, please refer to our courses topics booklet or kindly visit our website and for more information.

Course	Computer Aided Design
Code	Module 1 — NEFT-CADM01
<p>Course Overview</p> <p>This course is basically the use of computer systems to assist in the creation, modification, analysis, or optimization of a design. Computer Aided Design (CAD) is an important industrial art extensively used in many applications, including automotive, shipbuilding, and aerospace industries, industrial and architectural design, prosthetics, and many more. CAD is also widely used to produce computer animation for special effects in movies; advertising and technical manuals. The course will begin on 2D and 3D modeling design, thereby proceeding with Building information modeling (BIM) technics.</p>	<p>Entrance requirement</p> <p>No previous experience or knowledge is required to be accepted for this course. However, any experience within the Computing and ICT sector such as graphics will be advantageous, as well as any Credit or a pass in WASSCE's subject area of Computing and ICT. Learning students should also improve and understand the use of English language proficiently.</p>
<p>Course Audience</p> <p>This program is ideal for any learner with an interest and motivation to embark on a Computer Aided Designing, specifically within the areas of designs like Architectural or building designing, Engineering, Automobile, Games development, Advertorials and other Animated movies making. It provides a strong introductory foundation to these pertinent, practical areas with the field of Computing and Information Technology. No pre-requisite knowledge of CAD is required to commence this course.</p>	<p>Progression</p> <p>Successful graduates of this level will be eligible to progress directly onto the Module 3 of the Animation course in our school or any of our affiliate institute.</p>
<p>Course Content</p> <p>This course covers the basic topics and techniques related to Computer Aided Design and real-time graphics.</p> <p>Specific advanced topics in Building information modeling (BIM) and 3D animations are not dealt with in this course. Instead, we investigate real-time rendering basics, which are useful for real-time animations such as games. Students will be introduced to Google® Sketch UP™ in the first level before proceeding to the 2007 and 2010 versions of Autodesk® AutoCAD™. The final level 3 will be on 2010 edition of the GraphiSoft® ArchiCAD™.</p>	<p>Duration / Commencement dates</p> <p>Three - four academic months (two separate routes depending on pre-requisite knowledge and experience in IT). NEFT usually commences full-time programs over 4 intakes per year: January, March, July and October. Please contact NEFT directly for the next Commencement date.</p> <p>Course Fees</p> <p>Please contact the school management directly to ascertain the current course fees. The costs of study materials are not included in the course fee.</p> <p>Learners supports</p> <p>The following Learner Supports are available for this program: Mentoring, Software, Free internet every time, Counseling Service, Career Guidance Service, Learner Development program, Information and Publication service.</p>

For the course topics, please refer to our courses topics booklet or kindly visit our website and for more informations.

Course	Computer Animation
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Code	Module 1 — NEFT-CAM01
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Course Overview

Animation is the rapid display of a sequence of images to create an illusion of movements. During this course, you'll learn about the basic tools and features of Flash and develop skills to design simple animations. Additionally, you'll be taught about image and color modes, text and object management, and specific Flash features, including Tweening and Onion Skinning. Instructors demonstrate how to use Flash to design and alter graphics, including complicated animation sequences.

Course Audience

This program is ideal for any learner with an interest and motivation to embark on a Computing career, specifically within the areas of Animations like cartoon development, Games development, Advertorials and other Animated movies making. It provides a strong introductory foundation to these pertinent, practical areas with the field of Computing and Information Technology. No pre-requisite knowledge of Animation is required to commence this course.

Course Content

This course covers the basic topics and techniques related to computer animation and real-time graphics.

Specific advanced topics in animation are not dealt with in this course. Instead, we investigate real-time rendering basics, which are useful for real-time animations such as games. Students will be introduced to Macromedia Flash 8 and some Flash animation authoring application like SWiSH Max4.

Entrance requirement

No previous experience or knowledge is required to be accepted for this course. However, any experience within the Computing and ICT sector such as graphics will be advantageous, as well as any Credit or a pass in WASSCE's subject area of Computing and ICT. Learning students should also improve and understand the use of English language proficiently.

Progression

Successful graduates of this level will be eligible to progress directly onto the Module 2 of the Animation course in our school or any of our affiliate institute.

Duration / Commencement dates

Three - four academic months (two separate routes depending on pre-requisite knowledge and experience in IT). NEFT usually commences full-time programs over 4 intakes per year: January, March, July and October. Please contact NEFT directly for the next Commencement date.

Course Fees

Please contact the school management directly to ascertain the current course fees. The costs of study materials are not included in the course fee.

Learners supports

The following Learner Supports are available for this program: Mentoring, Software, Free internet every time, Counseling Service, Career Guidance Service, Learner Development program, Information and Publication service.

For the course topics, please refer to our courses topics booklet or kindly visit our website and for more informations.

Course**Computer Animation****Code**

Module 2 — NEFT-CAM02

Course Overview

In this advanced Animation Series course, we'll present techniques for creating more complex Flash applications. Students will create and edit vector paths and mask layers. Students will also learn how to use advanced animation techniques, such as inverse kinematics, shape and motion tweens, and animated masks and filters. Students will then work with movie clips, use ActionScript 2.0 and 3.0 code to better control their Flash applications, and incorporate audio and video. Finally, students will learn some basic principles of project management, discuss issues related to image use and copyrights, and learn how to plan a Flash application.

Course Audience

This program is ideal for any learner with an interest and motivation to embark on a Computing career, specifically within the areas of Animations like Advanced cartoon development, Games development, Advertorials and other Animated movies making. It provides a strong introductory foundation to these pertinent, practical areas with the field of Computing and Information Technology. No pre-requisite knowledge of Animation is required to commence this course.

Course Content

This course covers the advanced topics and techniques related to computer animation and real-time graphics.

Specific advanced topics in animation are treated in this course; we also investigate real-time rendering basics, which are useful for real-time animations such as games. Students will be introduced to Adobe Flash CS3, CS4, CS5 and CS6 including advanced animation techniques of Adobe After Effect.

Entrance requirement

Previous experience or knowledge is required to be accepted for this course. Students enrolling for this course must have a pre-knowledge of animation or having completed our Computer Animation module-1 course. However, any experience within the Computing and ICT sector such as graphics will be advantageous. Learning students should also improve and understand the use of English language proficiently.

Progression

Successful graduates of this level will be eligible to progress directly onto the Module 3 of the Animation course in our school or any of our affiliate institute.

Duration / Commencement dates

Three - four academic months (two separate routes depending on pre-requisite knowledge and experience in IT). NEFT usually commences full-time programs over 4 intakes per year: January, March, July and October. Please contact NEFT directly for the next Commencement date.

Course Fees

Please contact the school management directly to ascertain the current course fees. The costs of study materials are not included in the course fee.

Learners supports

The following Learner Supports are available for this program: Mentoring, Software, Free internet every time, Counseling Service, Career Guidance Service, Learner Development program, Information and Publication service.

For the course topics, please refer to our courses topics booklet or kindly visit our website and for more informations.

Course**Computer Animation****Code**

Module 3 — NEFT-CAM03

Course Overview

In this advanced Animation Series course, we'll present techniques for creating more complex Flash applications. Students will create and edit vector paths and mask layers. Students will also learn how to use advanced animation techniques, such as inverse kinematics, shape and motion tweens, and animated masks and filters. Students will then work with movie clips, use ActionScript 2.0 and 3.0 codes to better control their Flash applications, and incorporate audio and video. Finally, students will learn some basic principles of project management, discuss issues related to image use and copyrights, and learn how to plan a Flash application.

Course Audience

This program is ideal for any learner with an interest and motivation to embark on a Computing career, specifically within the areas of Animations like Advanced cartoon development, Games development, Advertorials and other Animated movies making. It provides a strong introductory foundation to these pertinent, practical areas with the field of Computing and Information Technology. No pre-requisite knowledge of Animation is required to commence this course.

Course Content

This course covers the advanced topics and techniques related to computer animation and real-time graphics.

Specific advanced topics in animation are treated in this course; we also investigate real-time rendering basics, which are useful for real-time animations such as games. Students will be introduced to Adobe Flash CS3, CS4, CS5 and CS6 including advanced animation techniques of Adobe After Effect.

Entrance requirement

Previous experience or knowledge is required to be accepted for this course. Students enrolling for this course must have a pre-knowledge of animation or having completed our Computer Animation module-1 course. However, any experience within the Computing and ICT sector such as graphics will be advantageous, as well as any Credit or a pass in WASSCE's subject area of Computing and ICT. Learning students should also improve and understand the use of English language proficiently.

Progression

Successful graduates of this level will be eligible to progress directly onto the CAD course in our school or any of our affiliate institute.

Duration / Commencement dates

Three - four academic months (two separate routes depending on pre-requisite knowledge and experience in IT). NEFT usually commences full-time programs over 4 intakes per year: January, March, July and October. Please contact NEFT directly for the next Commencement date.

Course Fees

Please contact the school management directly to ascertain the current course fees. The costs of study materials are not included in the course fee.

Learners supports

The following Learner Supports are available for this program: Mentoring, Software, Free internet every time, Counseling Service, Career Guidance Service, Learner Development program, Information and Publication service.

For the course topics, please refer to our courses topics booklet or kindly visit our website and for more informations.

Course	Computer Fundamentals
Code	Module 1 — NEFT-CFM01
<h3>Course Overview</h3> <p>This course is the beginning point for any course in computing field; it is the introduction to computer hardware and software.</p> <p>The course is focused on three cardinal points of Personal Computing basics; Hardware, Operating Systems and Application Software. On hardware, input and output device will be introduced; while on the Software, Operating systems and Application software will be treated diligently. Application software will cover elementary application with Word processing, Spreadsheet, database and internet.</p>	<h3>Entrance requirement</h3> <p>No previous experience or knowledge is required to be accepted for this course. However, any experience within the Computing and ICT sector will be advantageous, as well as any Credit or a pass in WASSCE's subject area of Computing and ICT. Learning students should also improve and understand the use of English language proficiently.</p>
<h3>Course Audience</h3> <p>This program is ideal for any learner with an interest and motivation to embark on a Computing career or general knowledge on computer usage. It provides a strong introductory foundation to these pertinent, practical areas with the field of Computing and Information Technology. This course is also suitable to people wishing to setup Cybercafés, or Game center.</p> <p>No pre-requisite knowledge of Computer is required to commence this course.</p>	<h3>Progression</h3> <p>Successful graduates of this level will be eligible to progress directly onto any intermediate course in our school or any of our affiliate institute.</p>
<h3>Course Content</h3> <p>This course covers the basic topics and techniques related to basic computer knowledge. Students will be introduced to Hardware form-factors and Operating systems. Microsoft Windows will be used as the Operating system. Previous versions of Microsoft Windows like: Windows ME and Windows XP but the rest of the lectures will be on Windows 7.</p> <p>In the Application software tutorials, various Microsoft application software will be introduced to students like:</p> <ul style="list-style-type: none"> Microsoft Word for word processing, Microsoft Excel for spreadsheet, Microsoft Access for database, And other Microsoft Applications. 	<h3>Duration / Commencement dates</h3> <p>Three - four academic months (two separate routes depending on pre-requisite knowledge and experience in IT). NEFT usually commences full-time programs over 4 intakes per year: January, March, July and October. Please contact NEFT directly for the next Commencement date.</p>
	<h3>Course Fees</h3> <p>Please contact the school management directly to ascertain the current course fees. The costs of study materials are not included in the course fee.</p>
	<h3>Learners supports</h3> <p>The following Learner Supports are available for this program: Mentoring, Software, Free internet every time, Counseling Service, Career Guidance Service, Learner Development program, Information and Publication service.</p>

For the course topics, please refer to our courses topics booklet or kindly visit our website and for more informations.

Course	Computer Graphics
Code	Module 1 — NEFT-CGM01
<h3 data-bbox="110 304 324 346">Course Overview</h3> <p data-bbox="110 388 763 598">In this artistic and creative course, We'll investigate and cover more on real-time visual presentations like drawings, illustrations, Line Art, graphs, diagrams, typography, symbols, geometric designs, maps, engineering drawings, or other digital imaging technology. But in this module, We'll concentrate on mostly, 2D drawing, designing and printing till in the next module when we shall discuss about 3D Graphic modeling and other advanced graphic techniques.</p>	<h3 data-bbox="763 304 1096 346">Entrance requirement</h3> <p data-bbox="763 388 1510 577">Previous experience or knowledge is required to be accepted for this course. Prospective students must have a pre-knowledge of computer fundamentals. However, any experience within the Computing and ICT sector will be advantageous, as well as any Credit or a pass in WASSCE's subject area of Computing and ICT.</p> <p data-bbox="763 598 1510 661">Learning students should also improve and understand the use of English language proficiently.</p>
<h3 data-bbox="110 735 324 777">Course Audience</h3> <p data-bbox="110 808 763 1113">This program is ideal for any learner with an interest and motivation to embark on a Computing career or general knowledge on computer graphics. It provides a strong introductory foundation to these pertinent, practical areas within the field of Computing and Information Technology. This course is suitable for a person who wishes to acquire knowledge and skills to design for Newspaper /Magazine publishing, Technical drawing, Architectural drawing, Web image development, Advertisement and other creative media industries.</p>	<h3 data-bbox="763 735 974 777">Progression</h3> <p data-bbox="763 808 1510 903">Successful graduates of this level will be eligible to progress directly onto Computer graphics module 2 courses in our school or any of our affiliate institute.</p>
<h3 data-bbox="110 1302 308 1344">Course Content</h3> <p data-bbox="110 1375 763 1543">This course covers the basic topics and techniques related to basic computer knowledge in graphic designing. Students will be introduced to drawing and designing with Corel-Draw™ version 11, 12 , X3, X4 and X5, before proceeding to Macromedia Fireworks 8.</p> <p data-bbox="110 1554 763 1711">At the end of the lesson, prospective students should be able to draw and edit basic graphics like logos and other vector designs but the module 2 of our graphics course will concentrate on advanced graphic application like 3D, Rendering, Geometry, Printing and other advanced graphic topics.</p>	<h3 data-bbox="763 1008 1234 1050">Duration / Commencement dates</h3> <p data-bbox="763 1092 1510 1228">Three - four academic months (two separate routes depending on pre-requisite knowledge and experience in IT). NEFT usually commences full-time programs over 4 intakes per year: January, March, July and October. Please contact NEFT directly for the next Commencement date.</p> <h3 data-bbox="763 1302 974 1344">Course Fees</h3> <p data-bbox="763 1375 1510 1470">Please contact the school management directly to ascertain the current course fees. The costs of study materials are not included in the course fee.</p> <h3 data-bbox="763 1596 1047 1638">Learners supports</h3> <p data-bbox="763 1680 1510 1795">The following Learner Supports are available for this program: Mentoring, Software, Free internet every time, Counseling Service, Career Guidance Service, Learner Development program, Information and Publication service.</p>

For the course topics, please refer to our courses topics booklet or kindly visit our website and for more informations.

Course**Computer Graphics****Code**

Module 2 — NEFT-CGPM02

Course Overview

In this advanced course on computer graphics, We'll investigate and focus more on real-time Conceptual designs to widen the creative exploration of our prospective students. Conceptual design is a subset of concept art, wherein a novel idea or product is created instead of a visual representation—which would directly be used in a final product, e.g. a film, animation or video game. More limelight will be thrown on 3D design, rendering and printing, Geometrical designs like Vector graphics.

Course Audience

This program is ideal for any learner with an interest and motivation to embark on a Computing career or general knowledge on computer graphics. It provides a strong introductory foundation to these pertinent, practical areas within the field of Computing and Information Technology. This course is suitable for a person who wishes to acquire knowledge and skills to design for Newspaper /Magazine publishing, Technical drawing, Architectural drawing, Web image development, Advertisement and other creative media industries.

Course Content

This course covers advanced topics and techniques related to computer graphic designing. Prospective Students will be introduced to advanced drawing and designing with Adobe® Fireworks CS3, CS4, CS5 and CS6 while in the level 2 stage, Adobe® Photoshop CS3, CS4, CS5 and CS6 will be thought extensively.

The lesson will end with Adobe Photoshop Extended and Illustrator CS3, CS4, CS5 and CS6. At the end of the lesson, prospective students should be able to draw and advanced conceptual designs like 3D, Rendering, Geometry, Printing and other advanced graphic.

Entrance requirement

Previous experience or knowledge is required to be accepted for this course. Prospective students must have a pre-knowledge of Module 1 of our computer graphics course or its equivalent.

However, any experience within the Computing and ICT sector will be advantageous, as well as any Credit or a pass in WASSCE's subject area of Computing and ICT.

Learning students should also improve and understand the use of English language proficiently.

Progression

Successful graduates of this level will be awarded a diploma in Computer Graphics and will be eligible to progress directly onto Computer Aided Design course or Module 3 of Animation course in our school or any of our affiliate institute.

Duration / Commencement dates

Three - four academic months (two separate routes depending on pre-requisite knowledge and experience in IT). NEFT usually commences full-time programs over 4 intakes per year: January, March, July and October. Please contact NEFT directly for the next Commencement date.

Course Fees

Please contact the school management directly to ascertain the current course fees. The costs of study materials are not included in the course fee.

Learners supports

The following Learner Supports are available for this program: Mentoring, Software, Free internet every time, Counseling Service, Career Guidance Service, Learner Development program, Information and Publication service.

For the course topics, please refer to our courses topics booklet or kindly visit our website and for more informations.

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Course	Computer Hardware Engineering
Code	Module 1 — NEFT-CHEM01
<p>Course Overview</p> <p>This course provides computer engineering students with system design software and hardware experience. A comprehensive overview of computer hardware is provided by this, it will give you a detailed knowledge of both the system board and peripheral devices.</p> <p>In the Operating system engineering section; installation, upgrading, recovering, backup, disk management and troubleshooting will be properly investigated.</p>	<p>Entrance requirement</p> <p>Previous experience or knowledge is required to be accepted for this course. Prospective students must have a pre-knowledge of computer fundamentals.</p> <p>However, any experience within the Computing and ICT sector will be advantageous, as well as any Credit or a pass in WASSCE's subject area of Computing and ICT.</p> <p>Learning students should also improve and understand the use of English language proficiently.</p>
<p>Course Audience</p> <p>If you are planning to begin working in PC repairs, or you just have an interest in computers and how they work, then this course could be for you. The study units will teach you how to locate and repair faults in PC systems, irrespective of the type of manufacture. All you need is access to an IBM compatible computer (a PC).</p> <p>This course will give you the skills you'll need to start your career working for an established computer repair business or to start up your own computer repair business. You will learn to repair, upgrade and maintain the latest home and business computers.</p>	<p>Progression</p> <p>Successful graduates of this level will be eligible to progress directly onto any course in our school or any of our affiliate institute.</p> <p>Duration / Commencement dates</p> <p>Three - four academic months (two separate routes depending on pre-requisite knowledge and experience in IT). NEFT usually commences full-time programs over 4 intakes per year: January, March, July and October. Please contact NEFT directly for the next Commencement date.</p>
<p>Course Content</p> <p>This course covers the basic topics and techniques related to basic computer engineering.</p> <p>This course is full of practical advice and easy to follow techniques. You'll be able to start doing simple repairs while you are still learning.</p> <p>The following aspects of Windows 7 are covered by this course: attended installation; automated installation; disk management; managing the Windows 7 environment; configuring hardware and applications; managing users, groups and security; configuring network connectivity; monitoring and maintaining Windows 7; backing up and recovering.</p> <p>At the end of the lesson, prospective students should be able assemble, build, install and troubleshoot a desktop PC.</p>	<p>Course Fees</p> <p>Please contact the school management directly to ascertain the current course fees. The costs of study materials are not included in the course fee.</p> <p>Learners supports</p> <p>The following Learner Supports are available for this program: Mentoring, Software, Free internet every time, Counseling Service, Career Guidance Service, Learner Development program, Information and Publication service.</p>

For the course topics, please refer to our courses topics booklet or kindly visit our website and for more informations.

Course**Computer Hardware Engineering****Code**

Module 2 — NEFT-CHEM02

Course Overview

This course provides computer engineering students with advanced system software and hardware experience. It will give you a detailed knowledge of both the system board and peripheral devices mostly on Laptops and Servers. This course also prepares prospective students for A+ Certification. A+ is an internationally recognized qualification that indicates that you possess the knowledge and skills to maintain PC hardware and software. The syllabus and exams are administered by an independent organization, the Computing Technology Industry Association (CompTIA).

Course Audience

If you are planning to begin working in PC repairs, or you just have an interest in computers and how they work, then this course could be for you. The study units will teach you how to locate and repair faults in PC systems, irrespective of the type of manufacture. This course also gives you an edge when you're preparing working with international organisation. This course will give you the skills you'll need to start your career working for an established computer repair business or to start up your own computer repair business. You will learn to repair, upgrade and maintain the latest home and business computers.

Course Content

This course covers the advanced topics and techniques related to basic computer engineering.

This course is full of practical advice and easy to follow techniques.

Laptop technology and Microsoft® Windows™ Server will begin the course while CompTIA® A+ Certification training would end the course.

Entrance requirement

Previous experience or knowledge is required to be accepted for this course. Prospective students must have a pre-knowledge of our module 1 computer engineering course.

However, any experience within the Computing and ICT sector will be advantageous, as well as any Credit or a pass in WASSCE's subject area of Computing and ICT.

Learning students should also improve and understand the use of English language proficiently.

Progression

Successful graduates of this level will be eligible to progress directly onto any intermediate course in our school or any of our affiliate institute.

Duration / Commencement dates

Three - four academic months (two separate routes depending on pre-requisite knowledge and experience in IT). NEFT usually commences full-time programs over 4 intakes per year: January, March, July and October. Please contact NEFT directly for the next Commencement date.

Course Fees

Please contact the school management directly to ascertain the current course fees. The costs of study materials are not included in the course fee.

Learners supports

The following Learner Supports are available for this program: Mentoring, Software, Free internet every time, Counseling Service, Career Guidance Service, Learner Development program, Information and Publication service.

For the course topics, please refer to our courses topics booklet or kindly visit our website and for more informations.

Course	Computer Networking Fundamentals
Code	Module 1 — NEFT-CNFM01

Course Overview

This course is designed to give you all the knowledge as a network or system administrator. How to install, operate and configure basic network infrastructures, together with all the essential skills you'll need to manage and maintain systems and troubleshoot any problems on a day to day basis. What's more, as speaking the right IT language is essential in this industry; you'll learn how to describe networking technologies, together with gaining a basic understanding of design principles.

Course Audience

This program is ideal for those of you who'd like to take your existing IT skills to the next level and become a network or system administrator. This intensive diploma will give you the advanced technical skills you need to work for an external IT support company or work in house within a company's IT department.

You will learn practical work-ready skills such as how to manage, maintain, troubleshoot, install, operate and configure basic network infrastructure, giving you the knowledge you need to go on and get the qualifications for the job you want.

Course Content

This course covers basic topics and techniques related to Local Area Networking (LAN). Prospective Students will be introduced to Microsoft Windows 7 Homegroup networking, File sharing techniques and LAN security protocols.

Fields within the area of Network+, MTA Networking Fundamentals, MTA Security Fundamentals, MTA Server Administration and Communication Skills for IT Specialists shall also be introduced to our prospective students.

Entrance requirement

Previous experience or knowledge is required to be accepted for this course. Prospective students must have a pre-knowledge of Module 1 of our computer fundamental course or its equivalent.

However, any experience within the Computing and ICT sector will be advantageous, as well as any Credit or a pass in WASSCE's subject area of Computing and ICT.

Learning students should also improve and understand the use of English language proficiently.

Progression

Successful graduates of this level will be awarded a diploma in Computer Networking and will be eligible to progress directly onto Advanced Wireless Area Networking (WAN) courses in our school or any of our affiliate institute.

Duration / Commencement dates

Three - four academic months (two separate routes depending on pre-requisite knowledge and experience in IT). NEFT usually commences full-time programs over 4 intakes per year: January, March, July and October. Please contact NEFT directly for the next Commencement date.

Course Fees

Please contact the school management directly to ascertain the current course fees. The costs of study materials are not included in the course fee.

Learners supports

The following Learner Supports are available for this program: Mentoring, Software, Free internet every time, Counseling Service, Career Guidance Service, Learner Development program, Information and Publication service.

For the course topics, please refer to our courses topics booklet or kindly visit our website and for more informations.

Course**Computer Publishing****Code**

Module 1 — NEFT-CPSM01

Course Overview

The course covers many important aspects of the Desktop Publishing (DTP) industry in general. There is a strong emphasis on the importance of a clear understanding of the print industry so that the learners not only know how to use the applications but also fully understand how to send the files to print. The course also examines the design, colour and layout of documents/images for print.

This course also covers the more sophisticated functions of the software like advanced styles, combining type and paths, combining Photoshop and Illustrator layers, tables, PDF for printing and web, and stunning transparency effects. The course also focuses on time saving tips in setting up documents and automated Templates, and being able to update them at speed. At the end of this course you will be able combine the more advanced features with your current knowledge and produce sophisticated layouts with ease and confidence.

Course Audience

It is for anyone looking to use professional page layout and design techniques for use in industry. In this course you will create documents such as ads, flyers, brochures, magazine or newsletters from scratch. Then you will move on to design more creative documents, more complex layouts, or longer documents, and work with greater fluency and speed, and gain more control over the styling of your documents with powerful updating techniques and get a comprehensive set of professional skills.

Course Content

This course covers basic and advanced topics and techniques related Publishing. The level 1 of this course will start from Microsoft[®] Publishers with introduction to Desktop Publishing (DTP). The level 2 will cover all sections of Adobe[®] PageMaker while the level 3 will cover both beginners and advanced tutorials on Adobe[®] InDesign.

Entrance requirement

Previous experience or knowledge is required to be accepted for this course. Prospective students must have a pre-knowledge of Module 1 of our computer fundamental course or its equivalent.

However, any experience within the Computing and ICT sector will be advantageous, as well as any Credit or a pass in WASSCE's subject area of Computing and ICT.

Learning students should also improve and understand the use of English language proficiently.

Progression

Successful graduates of this level will be awarded a diploma in Computer Publishing and will be eligible to progress directly onto Computer Aided Design courses in our school or any of our affiliate institute.

Duration / Commencement dates

Three - four academic months (two separate routes depending on pre-requisite knowledge and experience in IT). NEFT usually commences full-time programs over 4 intakes per year: January, March, July and October. Please contact NEFT directly for the next Commencement date.

Course Fees

Please contact the school management directly to ascertain the current course fees. The costs of study materials are not included in the course fee.

Learners supports

The following Learner Supports are available for this program: Mentoring, Software, Free internet every time, Counseling Service, Career Guidance Service, Learner Development program, Information and Publication service.

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Course**Computer Software Engineering**

Code

Module 1 — NEFT-CSEM01

Course Overview

Technology touches every aspect of our lives, and that technology is driven by software. Corporations also use customized applications that must be managed. This software needs to be designed, developed and updated by software developers. The Object Oriented Software Developer (OOSD) program is designed to provide you with the knowledge and practice you need to develop solid software development and application development skills in minimal time. This program takes you from introductory concepts to advanced techniques. You will gain experience in several object oriented programming languages, web-based and Internet application development and relational databases while using a vast array of development tools.

Course Audience

This course is intended as a prerequisite for anybody who wishes to become a programmer or who needs to know key programmer issues and who does not have the necessary background for such an undertaking. It is also ideal for those who wish to begin a programming career or for those web designers who wish to add a programming component to their skills. This course is also intended for those tasked with managing programmers despite having no programming experience. Likewise, testers will gain invaluable experience from the subject matter in this course.

Course Content

This course covers basic and advanced topics and techniques related Software development. The level 1 of this course will start from Microsoft[®] Access advanced topics. The level 2 will cover all sections SQL programming with Microsoft SQL (MSSQL 2005 server) while the level 3 will cover both beginners and advanced tutorials on Microsoft Visual basic 6.0.

Entrance requirement

Previous experience or knowledge is required to be accepted for this course. Prospective students must have a pre-knowledge of Module 1 of our computer fundamental course or its equivalent.

However, any experience within the Computing and ICT sector will be advantageous, as well as any Credit or a pass in WASSCE's subject area of Computing and ICT.

Learning students should also improve and understand the use of English language proficiently.

Progression

Successful graduates of this level will be awarded a diploma in Computer Software engineering and will be eligible to progress directly onto any courses in our school or any of our affiliate institute.

Duration / Commencement dates

Three - four academic months (two separate routes depending on pre-requisite knowledge and experience in IT). NEFT usually commences full-time programs over 4 intakes per year: January, March, July and October. Please contact NEFT directly for the next Commencement date.

Course Fees

Please contact the school management directly to ascertain the current course fees. The costs of study materials are not included in the course fee.

Learners supports

The following Learner Supports are available for this program: Mentoring, Software, Free internet every time, Counseling Service, Career Guidance Service, Learner Development program, Information and Publication service.

For the course topics, please refer to our courses topics booklet or kindly visit our website and for more informations.

Course	Computer Software Engineering
Code	Module 2 — NEFT-CSEM02
<p>Course Overview</p> <p>Technology touches every aspect of our lives, and that technology is driven by software. Corporations also use customized applications that must be managed. This software needs to be designed, developed and updated by software developers. The Object Oriented Software Developer (OOSD) program is designed to provide you with the knowledge and practice you need to develop solid software development and application development skills in minimal time. This program takes you from introductory concepts to advanced techniques. You will gain experience in several object oriented programming languages, web-based and Internet application development and relational databases while using a vast array of development tools.</p>	<p>Entrance requirement</p> <p>Previous experience or knowledge is required to be accepted for this course. Prospective students must have a pre-knowledge of Module 1 of our computer Software Engineering course or its equivalent.</p> <p>However, any experience within the Computing and ICT sector will be advantageous, as well as any Credit or a pass in WASSCE's subject area of Computing and ICT.</p> <p>Learning students should also improve and understand the use of English language proficiently.</p>
<p>Course Audience</p> <p>This course is intended as a prerequisite for anybody who wishes to become a programmer or who needs to know key programmer issues and who does not have the necessary background for such an undertaking. It is also ideal for those who wish to begin a programming career or for those web designers who wish to add a programming component to their skills. This course is also intended for those tasked with managing programmers despite having no programming experience. Likewise, testers will gain invaluable experience from the subject matter in this course.</p>	<p>Progression</p> <p>Successful graduates of this level will be awarded a diploma in Computer Software engineering and will be eligible to progress directly onto any courses in our school or any of our affiliate institute.</p>
<p>Course Content</p> <p>This course covers advanced topics and techniques related Software development. The level 1 of this course will start from Oracle 10G. The level 2 will cover all sections Java programing. The level 2 of this course covers the basics of Java development.</p> <p>It introduces students to Java technology and teaches them basic Java syntax and concepts, leading to the creation of a simple program. Training goes through the essential concepts and features of the Java Programming Language, focusing on exceptions, basic input/output, concurrency, regular expressions, Java collections framework and the platform environment. The course finishes when all basic Java features have been explained and trained.</p>	<p>Duration / Commencement dates</p> <p>Three - four academic months (two separate routes depending on pre-requisite knowledge and experience in IT). NEFT usually commences full-time programs over 4 intakes per year: January, March, July and October. Please contact NEFT directly for the next Commencement date.</p> <p>Course Fees</p> <p>Please contact the school management directly to ascertain the current course fees. The costs of study materials are not included in the course fee.</p> <p>Learners supports</p> <p>The following Learner Supports are available for this program: Mentoring, Software, Free internet every time, Counseling Service, Career Guidance Service, Learner Development program, Information and Publication service.</p>

For the course topics, please refer to our courses topics booklet or kindly visit our website and for more informations.

Course	Internet for business
Code	Module 1 — NEFT-IFBM01
<p>Course Overview</p> <p>This course prepares you to work effectively in today's computer-driven business environments. In this course, you will learn about the tasks involved in various Web technology job roles, and you will learn the skills and technologies to perform them. The career opportunities that demand these common Web-based skills are endless.</p> <p>The course covers everything from how to use your computer more efficiently to how to find university educated staff that will work for you for as little as ₦10,000:00/week. You will learn how to both save and make money online, as well as how to build your business in such a way that you can ultimately sit back and enjoy the financial rewards it produces, with nothing more than a computer or mobile phone that is connected to the network.</p>	<p>Entrance requirement</p> <p>Previous experience or knowledge is required to be accepted for this course. Prospective students must have a pre-knowledge of Module 1 of our computer fundamental, web development course or its equivalent.</p> <p>However, any experience within the Computing and ICT sector will be advantageous, as well as any Credit or a pass in WASSCE's subject area of Computing and ICT.</p> <p>Learning students should also improve and understand the use of English language proficiently.</p>
<p>Course Audience</p> <p>This program is ideal for those who want build internet business empire but don't know where to begin or for those people in traditional businesses, who want to learn more about how to use the Internet to save money, create more revenue or improve their systems.</p> <p>The program is also designed for Web administrator and web manager to acquire more managerial skills and strategies to gain more out of the box.</p>	<p>Progression</p> <p>Successful graduates of this level will be awarded a diploma in Internet for Business and will be eligible to progress directly onto any courses in our school or any of our affiliate institute.</p>
<p>Course Content</p> <p>This course covers basic and advanced topics and techniques related Internet for Business. The level 1 of this course covers everything stating from Google business tools, it explain all money making channels through Google business tools like Google AdSense, Google adword, Google analytic and many more.</p> <p>The level2 of this course covers more on working and making money as a freelance online at the comfort of your house or office. The level 3 also covers advanced method of making money through other online businesses as an established player.</p>	<p>Duration / Commencement dates</p> <p>Three - four academic months (two separate routes depending on pre-requisite knowledge and experience in IT). NEFT usually commences full-time programs over 4 intakes per year: January, March, July and October. Please contact NEFT directly for the next Commencement date.</p> <p>Course Fees</p> <p>Please contact the school management directly to ascertain the current course fees. The costs of study materials are not included in the course fee.</p> <p>Learners supports</p> <p>The following Learner Supports are available for this program: Mentoring, Software, Free internet every time, Counseling Service, Career Guidance Service, Learner Development program, Information and Publication service.</p>

For the course topics, please refer to our courses topics booklet or kindly visit our website and for more informations.

Course**Web Development****Code**

Module 1 — NEFT-WDMM01

Course Overview

Learning to design a website requires mastering many different skills from organizing the structure of the website, making sure it is easy to use and navigate, to designing the graphics and layout of the information. This course concentrates on the fundamentals of building a website. It starts with the basics, using HTML code to build a basic site giving the learner a solid foundation in how a website is designed. It then moves on to using a html editor to design a website in a more user friendly environment.

Course Audience

This course is designed to Showcase your talent in the World Wide Web by pursuing a career in web design industry. You can work as a freelancer at the very comfort of your own home or be under the guidance of established companies and gain experience. The number of websites and web tools is on steady increase and therefore, skilled web designers are needed to meet the demands of clients from all over the world.

Be part of NEFT's IT (web design) course and enjoy not only a financially-rewarding career but one that is personally gratifying as well.

Course Content

In the level 1 of this course, prospective students will be introduced to Macromedia Dreamweaver 8. Dreamweaver is the leading industry web design software and is used by the majority of major companies and organizations in the world. It allows the user to design web page templates and styles sheets which significantly reduces the time the web designer needs to spend on website design and maintenance. The level 2 of this course will introduce web-layouting techniques using simple CSS codes while the level 3 will focus on HTML tags and Web hosting basics.

Entrance requirement

Previous experience or knowledge is required to be accepted for this course. Prospective students must have a pre-knowledge of Module 1 of our computer fundamental course or its equivalent.

However, any experience within the Computing and ICT sector will be advantageous, as well as any Credit or a pass in WASSCE's subject area of Computing and ICT.

Learning students should also improve and understand the use of English language proficiently.

Progression

Successful graduates of this level will be awarded a diploma in Web development (Beginners) and will be eligible to progress directly onto any Module 2 course in our school or any of our affiliate institute.

Duration / Commencement dates

Three - four academic months (two separate routes depending on pre-requisite knowledge and experience in IT). NEFT usually commences full-time programs over 4 intakes per year: January, March, July and October. Please contact NEFT directly for the next Commencement date.

Course Fees

Please contact the school management directly to ascertain the current course fees. The costs of study materials are not included in the course fee.

Learners supports

The following Learner Supports are available for this program: Mentoring, Software, Free internet every time, Counseling Service, Career Guidance Service, Learner Development program, Information and Publication service.

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Course	Web Development
Code	Module 2 — NEFT-WDMM02
<p>Course Overview</p> <p>In this intermediate level of web development, we'll investigate real-time web programming basics. An overview of what programming languages participants need to know to be able to provide solutions to specific problems and situations. From JavaScript to XHTML and the ubiquitous AJAX, all these problems will be tackled. This course is a starting point to developing a database-driven dynamic web applications.</p>	<p>Entrance requirement</p> <p>Previous experience or knowledge is required to be accepted for this course. Prospective students must have a pre-knowledge of Module 1 of our Web development course or its equivalent.</p> <p>However, any experience within the Computing and ICT sector will be advantageous, as well as any Credit or a pass in WASSCE's subject area of Computing and ICT.</p> <p>Learning students should also improve and understand the use of English language proficiently.</p>
<p>Course Audience</p> <p>This course is designed to Showcase your talent in the World Wide Web by pursuing a career in web design industry. You can work as a freelancer at the very comfort of your own home or be under the guidance of established companies and gain experience. The number of websites and web tools is on steady increase and therefore, skilled web designers are needed to meet the demands of clients from all over the world.</p> <p>Be part of NEFT's IT (web design) course and enjoy not only a financially-rewarding career but one that is personally gratifying as well.</p>	<p>Progression</p> <p>Successful graduates of this level will be awarded a diploma in Web Development (Intermediate) and will be eligible to progress directly onto the Web Development Module 3 courses in our school or any of our affiliate institute.</p>
<p>Course Content</p> <p>In the level 1 of this course, prospective students will be introduced to Adobe Dreamweaver CS3, CS4, CS5 and CS6,</p> <p>Web graphics using Adobe Photoshop, Fireworks and Illustrator would also be looked into.</p> <p>JavaScript as a Server-side Object Oriented Programming (OOP) and advanced Cascading Style Sheet (CSS) will also be introduced.</p> <p>At the level 2 of the course, Dynamic Hypertext Markup Language (DHTML) and Asynchronous JavaScript/XML (AJAX) will be covered extensively.</p>	<p>Duration / Commencement dates</p> <p>Three - four academic months (two separate routes depending on pre-requisite knowledge and experience in IT). NEFT usually commences full-time programs over 4 intakes per year: January, March, July and October. Please contact NEFT directly for the next Commencement date.</p> <p>Course Fees</p> <p>Please contact the school management directly to ascertain the current course fees. The costs of study materials are not included in the course fee.</p> <p>Learners supports</p> <p>The following Learner Supports are available for this program: Mentoring, Software, Free internet every time, Counseling Service, Career Guidance Service, Learner Development program, Information and Publication service.</p>

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Course**Web Development****Code**

Module 3 — NEFT-WDMM03

Course Overview

In this advanced level course of web development, we'll investigate real-time advanced web programming. This course will tend to major broadly on database and web application programming using the most popular open-source projects to build live dynamic database which will connect and power web application. The level 3 will concentrate more on Content Management System (CMS). The course teaches prospective students what a content management system is, its functions. First giving them an abstract total view of a CMS then practically teaching them how to use and manipulate the CMS system. Prospective students will learn most versatile and powerful platforms to build a scalable on-line presence for creative enterprise.

Course Audience

This course is designed to upskill and advance your potentials and talent in the World Wide Web by pursuing a career in web design industry. You can work as a freelancer at the very comfort of your own home or be under the guidance of established companies and gain experience. The number of websites and web tools is on steady increase and therefore, skilled web designers are needed to meet the demands of clients from all over the world.

Be part of NEFT's IT (web design) course and enjoy not only a financially-rewarding career but one that is personally gratifying as well.

Course Content

The lecture will begin with advanced and concluding lessons on AJAX. The next lecture on level 2 will be on fundamentals of WAMP (Windows Apache MySQL and PHP) web server configurations while the level 3 will focus on programming application with PHP and MySQL. The level 4 will focus on Content Management Systems (CMS), introducing Wordpress, Drupal and the award-winning Open Source CMS (Joomla!). The lecture will throw more beam light on Joomla! Including the Joomla! history, Introduction, usage, installation, management, security, and Joomla! extension development.

Entrance requirement

Previous experience or knowledge is required to be accepted for this course. Prospective students must have a pre-knowledge of Module 2 of our Web development course or its equivalent.

However, any experience within the Computing and ICT sector will be advantageous, as well as any Credit or a pass in WASSCE's subject area of Computing and ICT.

Learning students should also improve and understand the use of English language proficiently.

Progression

Successful graduates of this level will be awarded a diploma in Web development and will be eligible to progress directly onto any courses in our school or any of our affiliate institute.

Duration / Commencement dates

Three - four academic months (two separate routes depending on pre-requisite knowledge and experience in IT). NEFT usually commences full-time programs over 4 intakes per year: January, March, July and October. Please contact NEFT directly for the next Commencement date.

Course Fees

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Learners supports

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PRE- REGISTRATION FORM



Instructions:
Please do read before affixing the required information.
Please detach this form after filling the specimens.

PERSONAL INFORMATION

1) NAME OF APPLICANT (Surname, First name and Last name)

2) BIRTH DATE:

D D

M M

Y Y Y Y

3) SEX:

4) CONTACT PHONE NUMBERS:

5) E-MAIL:

6) COMPLETE HOME/PERMANENT ADDRESS:

7) ZIP CODE:

PREVIOUS EDUCATIONAL BACKGROUND

9) Nursery school:

9) Primary school:

10) Junior secondary:

11) Senior secondary:

12) High School:

(or vocational edu.)

13) University:

14) Master degree:

15) PhD:

APPLYING COURSE

16) Course Name:

17) Course code:

18) Course Module:

19) Course module code:

20) How did you hear about us?

- 1) I hereby solemnly agrees to all policy governing the school standard including rules and regulations.
- 2) I also certify to the accuracy of the foregoing data/information.
- 3) I hereby certify that I'm a person of good moral character.

PROSPECTIVE STUDENT

DIRECTOR OF STUDIES