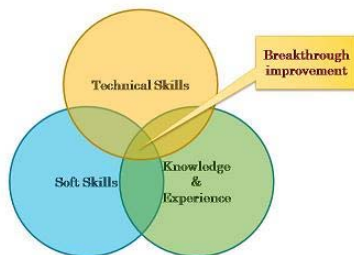


## Learning for Earning (L4E)

**L4E** – an interdependent ‘employer-employee’ learning process by which means both parties achieve high quality growth, development and success. It is a **corporate learning process for connecting learning to Earning**. The corporate learning objective is to create space, time, resource & infrastructure system that will combine personal & group development processes to produce well directed top performing.



## What they don't teach you in Engineering Colleges

### CLASSIC EDUCATION

- Selection of students based on academic performance
- The Pass/Fail syndrome, testing theoretical knowledge
- Mainly a passive curriculum
- Marking regime orientation, working on old technologies
- Specific academic focus and academic rigour, not industry focus
- 'student sole trader', difficult to get Job after 4 years of Graduation

### CORPORATE LEARNING

- Innovative process focus on learning, efficiency, coordination, communication, and alignment
- Lifelong learning & continuing professional development
- A dynamic hybrid curriculum
- Application & harvesting of emergent premium-rate knowledge
- Encouragement in the application of free intelligence around best business practice
- Inter-dependency of the payback for the company and the student

## Eligibility – Final year student can also apply

**System Solution Provider - Hardware, Networking, Security, Storage:** 10+2 pass, Graduate

**Web Developer – Designing, Programming, Deployment:** 10+2 pass, Graduate

**Software System Integrator – SOA, Web Service, BPM, ESB, Portal, CMS:** Computer, IT Graduate and Post-Graduate

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