EUCIP
Web & Multimedia Master
Professional Profile Specification

Version 3.0, April 2011

Short Description

A EUCIP Web & Multimedia Master is expected to combine design, development and administration skills for multimedia applications and websites; all aspects benefit from a thorough understanding of web systems and technologies, but creativity required for finding nice graphics and animation must be balanced by assessments on usability and accessibility, and a structured approach to publishing and administration.

This profile requires a minimum work experience of 18 months in a compatible job role; if this requirement is not fulfilled, the candidate might be certified as an Associate Web & Multimedia Master.
Tasks Overview

Acknowledges the customer’s demands, identifying the needs and defining the aims to be reached.

Designs the application’s information architecture, by arranging the contents inside a fruition path. Chooses the methods for information access and supply.

Draws the interface using drawing tools, and possesses composition abilities which allow to correctly harmonize shapes, images and colours.

Defines and creates templates to show the different content types, using editing applications and specific languages.

Creates an application model, to test its usability and the respect of accessibility guidelines, such as WCAG, and to check if the answer to the customer’s expectations is correct.

Develops the web or multimedia application, with the tools and software which better answer the identified demands, complying with the rules and standard issued by the W3C (World Wide Web Consortium).

Talks to software developers and is able to take part in preliminary choices of development languages and databases. Takes part in the choice of servers and networks to be used in the project. Also provides advise on how e-commerce tools work and which are the problems of data confidentiality and transactions security.

Recognizes the security needs to be satisfied during application development, installation and use, and checks that they are really enforced.

Formats contents with editors for image, audio, video and multimedia files, and places them correctly within the developed application.

Tests compatibility with the systems where the application will be run, and defines the minimal requirements needed for its use.

Tests and debugs the application to find and fix the bugs.

Follows processes and registration procedures of Internet domains and copyrights. Is also able to identify security and intellectual property concerns and can interact with legal personnel applying for authorization schemes.

Takes part in the release phases of the product, both via Internet, and by duplication of multimedia supports. Is also able to intervene in the authoring and publishing phases preliminary to distribution.

Defines the web marketing tools needed to obtain better indexing in search engines and advertising strategies to be used to promote the product.

Prepares the documentation needed to write the application’s User Manual and trains the personnel in charge of the application’s updating, maintenance and installation.
**Essential Behavioural Skills [2]¹**

The Web and Multimedia Designer role requires a good general knowledge, excellent oral and written expression, and a very wide range of more specific behavioural skills.

Attention to the client, interaction, ability to collect information, plus keen organisational and commercial sensitivity are required to understand quickly the client’s needs.

Creativity to compose and harmonize multimedia objects for creating interfaces is also needed to meet with client’s requirements and tastes.

Analytical and comparative intelligence, imagination and proactivity are required to formulate and validate solutions.

Attention to detail, a logical-minded and goal-driven approach, flexibility, determination, planning and control aptitude, teambuilding and leadership are required to achieve effective results.

¹ numbers in brackets represent EUCIP points
Detailed Skills Required

*Deep competence level [ 13,5 ]*

**A4.06 Web marketing [ 2 ]**
- Understand the main concepts like effective web presence and web audience.
- Collect and evaluate customer suggestions using social media and online survey tools.
- Define website goals.
- Achieve higher visibility to the search engines.
- Master the techniques for making a website more effective in attracting traffic.
- Write a strategic internet communication plan.
- Define a business model for selling on the web.
- Contribute to plan and run a web advertising campaign.

**B4.01 Web site development and usage [ 1,5 ]**
- Use a framework that covers the full website development process.
- Contribute to policy on the construction of an organisation's website, with particular reference to ease of use and adherence to standards.
- Evaluate the benefits gained and the costs incurred in using multimedia presentation techniques on a website for an organisation.
- Define measurable goals and objectives for websites.
- Apply best practice Web Site Design Principles to projects.
- Appreciate the reasons for bad web site design.
- Use a well-known website development framework.
- Appreciate the different roles in web site development.
- Contribute to defining web site goals and objectives.
- Define the target audience for a web site.
- Define usability requirements via Use Cases and scenarios.
- Perform information analytical design (types, chunks, relevance, labelling, consistency, multimedia, accessible detail, hierarchy of information).
- Contribute to organising content into web pages.
- Contribute to the selection of a suitable Content Management System (CMS).
- Define web site structures.
- Create a User Conceptual model and contribute to a site navigation model.
- Be able to active an RSS feed.
- Appreciate the visual impact (consistency, legibility, model elegance) of a web presence.
- Evaluate graphics usage and animation.
- Specify response times and evaluate technology issues with these needs.
- Contribute to testing the web site and usability inspection.
- Perform Benefits Realisation (implementation, promotion, evaluation, evolution).
- Appreciate Web Technology features (components: browsers, servers, linking to data sources, security, tools).
- Analyse, structure and present information in a way that meets the specific needs of the audience and their business scenarios.
- Organise information so that it is easy to access and navigate for use on a website.
- Present information in a visually appealing way to ensure consistency and effectiveness.
- Undertake usability inspections and reviews.
- Ensure benefits are realised from the development of websites.
- Contribute to the building of an organisation's website, in particular, assist in identifying target user characteristics and needs.
- Evaluate websites from the business/user perspective, placing emphasis on ease of navigation, clarity and scarcity of information presentation, and on the use of business driven standards for colour, fonts and graphics.

**B4.02 Designing and developing web applications [1,5]**
- Choose platforms that support each programming language and environment.
- Be able to:
  - Master servlets and JSPs, which are the most popular components of the J2EE standard and critical elements used by companies building e-commerce sites;
  - Build web-based applications using Java servlets and Java Server Pages (JSP). Know the concepts and use of the servlet API, plus the productive development of applications through Java Server Pages.
- OR:
  - Master COM/COM+/ .NET and ASP;
  - Build web-based applications using ASP or VBA in a .NET environment. Know the concepts and use of web services.
- OR:
  - Master other integrated development environments, like Python.

**C4.02 World Wide Web [3,5]**
- Configure clients and support users in understanding:
  - the definition of Universal Resource Locator (URL),
  - the WWW as a client-server application,
  - the role of the server,
  - the role of the client and the configuration of its browser,
  - the operations of HTTP and S-HTTP protocols,
  - http content-type headers vs MIME standard,
  - the aim of main markup languages (HTML, SGML, XML, CSS, XSL) and style sheet,
  - the concept of the Common Gateway Interface (CGI),
o the concept of an applet,
  o cookies, their benefits and dangers.
- Perform main browser setup (proxy, plug-in, etc.).
- Be aware of operating systems on mobile devices, like iOS, Android, Windows Mobile, and set up mobile devices.
- Install configure and manage a simple web service.
- Explain how to distinguish a secure connection from an insecure one and when it is necessary to use a secure transaction.
- Enable and disable cookies, ActiveX, Java, and JavaScript server etc.
- Apply and support users in understanding the common rules of Netiquette.
- Verify and explain how to verify correct implementation of standards in web pages.
- Know the accessibility guidelines and the tools used to evaluate them.
- Know standard bodies such as W3C (World Wide Web Consortium).

B4. 04 Image editing [ 2 ]
- Understand main concepts underlying digital images (colour model, graphic format, pixel and resolution,...).
- Capture an image with a scanner or a digital camera.
- Use an image editing application:
  o Manipulate an image,
  o Use layers,
  o Format text,
  o Create drawn objects,
  o Paint on an image,
  o Use effects and filters.
- Prepare an image for printing or publishing on World Wide Web or on a multimedia application.

B4. 05 Multimedia editing [ 3 ]
- Understand main concepts underlying video (pixel, frame, interlacing, refresh frequency).
- Understand the differences between television standards (PAL, NTSC, SECAM), analog standards (i.e. VHS, S-VHS, Video8), digital standards for reproduction (i.e. DV, miniDV, DivX, XviD, DVD) and for compression (i.e. MPEG-1, MPEG-2, MPEG-3, MPEG-4).
- Recognize the different signal representations (i.e, frequency, amplitude, spectrum, harmonics, bitrate).
- Apply specific techniques for audio editing (i.e. sampling, binary coding, analog-to-digital and digital-to-analog conversions, compression methods).
- Prepare a storyboard for designing movies and animations.
- Configure the hardware for manipulating audio, video and the peripherals for capturing, acquiring and playing audio tracks and video.
- Use an animation editing application:
  o Use techniques as layers, keyframes, libraries, texts and fonts,
- Create symbols,
- Create and modify animations,
- Export animation.
- Use a video editing application:
  - Capture and video acquiring,
  - Cutting,
  - Apply effects and transitions,
  - Make colour correction,
  - Export video.
- Use an audio editing application:
  - Capture and audio acquiring,
  - Cutting,
  - Mixing,
  - Apply effects,
  - Export audio.
- Conduct the authoring phase of a video editing project.
- Prepare the output for external supports like tapes, CDs, DVDs, portable digital players.
- Integrate movies and audio into web pages and applications.

**Incisive competence level [16,5]**

**B4.03 Build internet applications [1]**
- Be aware of the features of Software as a Service (SaaS) solutions.
- Create form modules, including components for database interaction and GUI controls.
- Reuse objects and code.
- Choose appropriate data sources for data blocks.
- Ensure application security.
- Create and manage multiple-form Internet applications.
- Handle the notion of stateless connection and use of sessions.

**A7.02 Business risk and IT security [1]**
- Specify the business need for recovery and back-up of data and for protection against viruses.
- Evaluate the need for encryption of data (at rest/in transit) in the light of network "threats" to data integrity.
- Evaluate the risks to the business caused by security threats to IS/IT.
- Contribute to a Security policy for (part of) a business organisation.

**B1.14 System deployment methods [1]**
- Organize the deployment of a system, i.e. the delivery of it to the users in the target client organisation.
- Control and understand the business application of artefacts resulting from software development.
- Organise deployment workflow and product roll-out activities; including:
  - testing the software in its final operational environment (beta test),
- packaging the software for delivery,
- software distribution,
- software installation and configuration,
- data population, both through new data entry activities and through migration from legacy system files or databases,
- training the users.
- Support the client organisation in planning and acting the operational start-up of the new system.
- Organise and control initial support service provision during system start-up.

**B3.01 Programming [2,5]**
- Use different programming design methods, such as Object-Oriented (OO) design, "top down" design, structured programming.
- Know how to use abstraction as a technique of problem-solving and design.
- Cope with the specific needs of legacy systems in program design.
- Use different data structures such as records, arrays, and linked lists.
- Decide when to use each one of the data structures above and related algorithms.
- Use some of the main types of programming languages (different generations, functional, procedural, OO-based) to compose new algorithms and functions or to modify existing programs.
- Interpret correctly syntax in programming languages.
- Choose between compiled and interpreted programming languages.

**A7.03 Data protection [1]**
- Evaluate the importance of preventing unauthorized access to business-critical data.
- Analyse issues related to data protection, personal rights regarding privacy and free access to information held by public authorities.
- Explain the principal concepts of the laws in force in the own country and compare them with European recommendations and different jurisdictions.
- Determine which rights, restrictions and obligations apply in a given real case, and what they mean to the organisation.
- Define a robust organisational approach to cope with such regulations and business priorities.
- Analyse risks by probability and severity and identify adequate countermeasures.
- Design procedures for obtaining, using and storing sensitive personal data in compliance with specific requirements, such as:
  - information on why, how and by whom the data are used,
  - right to access personal records and to have them deleted,
  - anonymity and secrecy.
- Propose effective ways to train employees about processes, and responsibilities (both organisational and personal).
- Analyse storage solutions and business practices in terms of security and appropriate availability.
B3.02 Languages [2,5]
- Write effective source code in a specific procedural programming language.
- Example: Basic, Pascal, C, Cobol, etc.
- Use a specific OO programming language.
- Example: C++, Java, Delphi, etc.
- Use a scripting language.
- Example: PERL, Python, PHP, Ruby, etc.
- Define the principles of Mark-up Languages.
- Use Extensible Mark-up Language (XML), use provided tools to execute XML-friendly database queries, employ XML technology in programs and applications, know XSLT and how to use it to transform a document.

B2.07 Database creation and maintenance [1]
- Describe the main architectural components of a DBMS
- Start-up the DBMS server process
- Manage a DB instance
- Create a new DB
- Analyse and maintain Data Dictionary content
- Analyse and maintain the Control File
- Analyse and maintain Redo Log / Journaling files
- Analyse and manage Tablespaces and Data files
- Manage storage structure and relationships
- Manage Undo Data
- Manage Tables and Indexes
- Know how to assure Data Integrity
- Load Data into a DB
- Import and export data: methods include the bulk copy

C3.01 Network principles and standards [1,5]
- Evaluate the basic components of a network, such as server, client, NIC, protocols, Network Operating System (NOS), shared resources.
- Evaluate a Server, its requirements, and function. Also evaluate the basic server components.
- Build or order a server, dimensioning it to cover the network needs.
- Evaluate a client, its requirements, and function. Also evaluate the basic client components.
- Build or order a client, dimensioning it to covers both user’s and applications’ needs.
- Configure computers and mobile devices for data synchronization.
- Evaluate the function of a Network Interface Card (NIC). Also be able to choose the appropriate card for a network.
- Differentiate between the basic network topologies:
  - Busnet,
  - Ringnet,
  - Starnet,
- their function, capabilities and limitations.
- Differentiate between a Local Area Network (LAN) and a Wide Area Network (WAN).
Recognise “de facto” and “de jure” standards in data transmission:
- the TCP/IP suite,
- the OSI model,
- purpose of the layered reference model (principle of encapsulation and service access points in layer models).
- main standard organisations, such as CCITT, ITU-TS, IEEE, ISO and IAB and domains they are focusing on.
- aim of the different layers (physical, data link, network, transport, session, presentation, and application).

**B3.03 Software Development process [1]**

- Write documentation: proper formats, tools, internal documentation.
- Develop formal methods, use tools and environments for software engineering, recognise the role of programming paradigm and process maturity.
- Perform Rapid Prototyping.
- Perform testing/acceptance/deployment procedures:
  - development of major UI components,
  - development of prototypes to explore any other system uncertainties like response time, scalability etc.
- Apply methods and techniques for planning and monitoring progress of projects. Examples: work breakdown structures, critical path analysis, conflict resolution.
- Correct course and control changes, according to the Change Control Process.
- Apply a proper coding process in a development environment aimed at a massively parallel execution, as well as for embedded systems, real time response systems and very high availability systems.
- Conduct acceptance testing.
- Be able to identify milestones.
- Test functionality, system stress and load.
- Use commercial tools packages for various types of testing and bug tracking.
- Build an acceptance test.
- Support deployment and hand-over.
- Provide application and technical support.

**B1.12 Defining a solution architecture [1]**

- Gather and analyse:
  - user requirements,
  - operational requirements,
  - system requirements for hardware, software, and network infrastructure.
- Transform requirements into functional specifications: considerations include performance, maintainability, extensibility, scalability, availability, deployability, security, and accessibility.
- Transform functional specifications into technical specifications: considerations include performance, maintainability, extensibility, scalability, availability, deployability, security, and accessibility.
- Understand and work within a standard enterprise architecture framework like TOGAF.
- Select the appropriate paradigm for a solution like centralized, two-tier, three-tier, web-based architecture.
- Evaluate Web Services based development using technologies like the SOAP protocol.
- Evaluate the advantages, disadvantages of using Cloud Computing solutions for infrastructure (IaaS), software platforms (PaaS) or applications (SaaS).
- Know the most well known middleware products like DBMS, Application Server, Online Transaction Processing, Web Server. Select the appropriate middleware product configuration.
- Select the appropriate technologies for the physical design of the solution.
- Create the physical design for:
  o the solution,
  o deployment,
  o maintenance,
  o the data model.
- Create specifications for auditing and logging.
- Validate the physical design.

A4.01 New technology opportunities and the matching of these to business needs [2]
- Analyse business processes and compare them against alternative solutions proposed by standard software packages ("best practice" approach).
- Evaluate various options for the "virtual organisation" within a business scenario.
- Establish a business case for moving from a "segregated" sales and marketing strategy to the "unique customer" approach in a given organisation.
- Produce a report on the effects of globalisation for an organisation.
- Evaluate the Internet as a tool for creating new opportunities for an organisation.
- Evaluate extranets as a tool for achieving efficiencies in customer/supplier interaction.
- Produce an impact analysis for an organisation related to the increased use of e-business mechanisms.
- Evaluate a project which used IT as the enabler for significant business change.
- Produce a report documenting the major features of Customer Relationship Management tools.
- Compare the features offered by two major Supply Chain Management packages.
- Evaluate the case for using Enterprise Resource Planning tools for a given business scenario.
- Compare the strengths and weaknesses (from a business viewpoint) of developments in IT technical architectures (e.g. web based vs. "2 tier" client server).
- Evaluate the case for using Document Management systems.
- Evaluate the benefits of Knowledge Management systems.
- Evaluate the benefits and potential of implementing social media for customers, suppliers or staff.
- Evaluate the potential of tools to exploit portable devices through functions like virtual shops, geolocation of physical points of sale.
- Evaluate the advantages, disadvantages of cloud computing.

**C7.02 Service Management essentials [1]**

- Establish a proper Service Level Management process and explain its benefits for the organisation.
- Evaluate the main elements of a Service Level Agreement.
- Compare the uses and purposes of Service Level Agreements, underpinning contracts and Operational Level Agreements.
- Negotiate SLA (Service Level Agreement) with internal/external customers and suppliers.
- Identify roles/responsibilities in order to control the actual service level against SLA.
- Promote initiatives for customers satisfaction and benchmarking.
- Set up a proper policy for availability and capacity planning and for IT Service contingency planning.
- Design and assure automatic capture of information for SLA.
Annex: External references to Frameworks and Schemes

European e-Competence Framework (e-CF) version 2.0 by CEN

This is a reference framework of 36 ICT competences that can be used and understood by ICT user and supply companies, the public sector, educational, and social partners across Europe. One of the strategic objectives of EUCIP is to provide a detailed competence scheme that sits under and references the competences set out in the e-CF in order to provide a range of certifications and services to IT professionals and industry in Europe.

A.7: Technology Watching

“Explores latest ICT technological developments to establish understanding of evolving technologies. Devises innovative solutions for integration of new technology into existing products, applications or services or for the creation of new solutions.”

B.1: Design and Development

“Designs and engineers software and/or hardware components to meet required specifications, including energy efficiency issues. Follows a systematic methodology to analyse and build the required components and interfaces. Performs unit and system testing to ensure requirements are met.”

B.4: Solution Deployment

“Following predefined general standards of practice carries out planned necessary interventions to implement solution, including installing, upgrading or decommissioning. Configures hardware, software or network to ensure interoperability of system components and debugs any resultant faults or incompatibilities. Engages additional specialist resources if required, such as third party network providers. Formally hands over fully operational solution to user and completes documentation recording all relevant information, including equipment addressees, configuration and performance data.”

B.5: Documentation Production

“Produces documents describing products, services, components or applications to establish compliance with relevant documentation requirements. Selects appropriate style and media for presentation materials. Creates templates for document-management systems. Ensures that functions and features are documented in an appropriate way. Ensures that existing documents are valid and up to date.”

Note: Some technical competences of this profile are loosely characterized in terms of e-CF Dimension 2 because in e-CF these technical competences are described in more general terms.
The Skills Framework for the Information Age (SFIA) provides a common reference model for the identification of the skills needed to develop effective Information Systems (IS) making use of Information Communications Technologies (ICT). It is a simple and logical two-dimensional framework consisting of areas of work on one axis and levels of responsibility on the other.

Skill 4: Information policy formation
“The development of policies, procedures, working practices and training to promote compliance with legislation regulating the holding, use and disclosure of personal data.”

Skill 8: Information content publishing
“The planning, design and creation of textual information, supported where necessary by graphical content. This material may be delivered electronically (for example, as collections of web pages) or otherwise. This skill includes managing the quality assurance and authoring processes for the material being produced.”

Skill 14: Enterprise architecture
“The creation, communication and improvement of the key principles, methods and models that describe the enterprise’s future state and enable its evolution. The scope of the enterprise architecture process involves the interpretation of business goals, drivers and strategies (including for instance security and sustainability), the assessment of the current capabilities of the people, processes, information and technology of the enterprise, and the determination of how these relate to one another and to the external environment. The process supports the formation of the constraints, standards and guiding principles required to define, assure and govern the required evolution and the transitional processes that facilitate predictable transition to the intended state through information-enabled change in the organisation's structure, business processes, information systems and infrastructure.”

Skill 17: Solution architecture
“The development and communication of structural frameworks (hardware, software and other components) which meet the present and future requirements of an organisation, and the interrelationships between these components. The design of solutions required to automate business processes and resolve business issues in a particular business or functional area. The provision of direction and guidance on all technical aspects of the development of, and modifications to, information systems to ensure that they take account of relevant architectures, strategies, policies, standards and practices and that existing and planned systems and IT infrastructure remain compatible.”

Skill 18: Emerging Technology Monitoring
“The identification of new and emerging hardware, software and communication technologies and products, services, methods and techniques and the assessment of their relevance and potential value as business enablers, improvements in cost/performance or sustainability. The promotion of emerging technology awareness among staff and business management.”

Skill 34: Stakeholder Relationship Management
“The coordination of relationships with and between key stakeholders, during the design, management and implementation of business change.”
### Skill 38: Systems design
“The specification and design of information systems and the design or selection of components to meet defined business needs, retaining compatibility with enterprise and solution architectures, conforming to corporate standards, within constraints of cost, security and sustainability.”

### Skill 41: Programming/software development
“The design, creation, testing and documenting of new and amended programs from supplied specifications in accordance with agreed standards.”

### Skill 44: Information content authoring
“The planning, design and creation of textual information, supported where necessary by graphical content. This material may be delivered electronically (for example, as collections of web pages) or otherwise. This skill includes managing the quality assurance and authoring processes for the material being produced.”

### Skill 46: Systems Ergonomics
“The iterative development of the allocation of function (between the human, machine and organisational elements of systems), user interaction and job design. The optimisation of accessibility and usability, based on user requirements, the context of use, relevant ergonomics knowledge and feedback from evaluations of prototypes.”

### Skill 47: Usability requirements analysis
“The establishment, clarification and communication of non-functional requirements for usability (for example, screen design/layout/consistency, response times, capacity). The analysis of the characteristics of users and their tasks, and the technical, organisational and physical environment in which products or systems will operate.”

### Skill 48: Usability Evaluation
“Formal assessment of the usability (including health and safety, and accessibility) of new or existing products or services (including prototypes). Methods include user trials, expert review, survey, and analysis.”

### Skill 49: Human Factors Integration
“Achievement of optimum levels of product or service usability, by ensuring that project and enterprise activities take account of the user experience.”

### Skill 57: Service Level Management
“The planning, implementation, control, review and audit of service provision, to meet customer business requirements. This includes negotiation, implementation and monitoring of service level agreements, and the ongoing management of operational facilities to provide the agreed levels of service, seeking continually and proactively to improve service delivery and sustainability targets.”

### Skill 87: Marketing
“The research, analysis and stimulation of potential or existing markets for IT and related products and services, both to provide a sound basis for business development and to generate a satisfactory flow of sales enquiries.”
Italian “Borsa Lavoro” scheme

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<thead>
<tr>
<th>Denominazione Figura Professionale</th>
<th>Specialista di applicazioni web e multimediali</th>
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<tbody>
<tr>
<td>Finalità</td>
<td>Identifica le esigenze di immagine e comunicazione di una organizzazione, rileva l'insieme dei servizi che possono essere erogati tramite sistemi web e contribuisce a progetti di allestimento di tali servizi. In particolare definisce l'architettura dei siti web e le caratteristiche di navigazione e di interfaccia utente per ogni singolo servizio e tipo di destinatario. Fornisce supporto all'attivazione dei servizi ed alla loro erogazione.</td>
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AITTS by the German Government – Arbeitsprozessorientierten Weiterbildung in der IT-Branche

Profil 1.5: User Interface Developer

(Nutzerschnittstellenentwickler/in)

“User Interface Developer konzipieren und implementieren Schnittstellen für die Interaktion zwischen IT-Systemen und deren Benutzern.”

Profil 1.6: Multimedia Developer

(Multimediaentwickler/in)

“Multimedia Developer konzipieren und implementieren interaktive Multimedia-Anwendungen für die Online- und Offline-Nutzung.”

Profil 5.4: Web Administrator

(Webadministrator/in)

“Web Administrator konfigurieren, überwachen, betreiben und pflegen die für den Betrieb von Websites und Webservern notwendige Infrastruktur. Sie koordinieren und strukturieren die Entwicklung von Websites.”

Profil 3.2: E-Marketing Developer *

(E-Marketingentwickler/in)

“E-Marketing Developer wirken bei der Konzeption eines die externe Unternehmenskommunikation betreffenden Aktionsplans für den Online-Bereich mit, setzen diesen um und passen ihn an die jeweiligen aktuellen Gegebenheiten an.”

*The match between this EUCIP profile and the AITTS external reference is partial and weak.
### Métier 3.4: Intégrateur d'applications

“Sous la responsabilité du chef de projet maîtrise d'œuvre, il participe au choix des différents composants logiciels (progiciels, bases de données, développements spécifiques...) et en assure l'assemblage dans le respect du plan d'urbanisme des systèmes d'information de l'entreprise et de l'architecture retenue pour le projet.”