



DI LUXURY.CO

D ENSKILL PROGRAMME

OFFICIAL CATALOG

A Hybrid Skills Training Programme — In-Person (Ilorin) & Online

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Chapter 1 — About Us

1.1 Who We Are

D Enskill is the professional skills training programme run by Di Luxury.co. We train people in technology, design, data, and product skills that are immediately useful in the job market — not just theory. Our approach is hybrid: students attend in-person sessions at our Ilorin facility and also work online, so that people who cannot attend every physical session can still complete assignments, watch recordings, and participate in group work remotely.

1.2 Mission

Our mission is simple: nobody graduates from D Enskill without proving they can actually do the work. We do not pass students through a programme because they paid, attended, or seemed enthusiastic. A student earns their certificate by demonstrating competence twice over — once as part of a team building something real, and once individually, under exam conditions. This is deliberate. Employers and clients don't care how many classes someone sat through; they care whether the person can deliver. D Enskill is built to produce people who can deliver.

1.3 Our Instructors

D Enskill instructors are practitioners — people who work or have worked in the fields they teach (software development, UI/UX design, data analysis, product management, and cybersecurity/compliance). See section 11.2 for the current list of instructors and administrators.

1.4 Enrolling in D Enskill

To enroll, a prospective student selects a track (see Chapter 3), pays the required deposit or first installment, and is scheduled into the next available cohort. Once enrolled, the student gains access to the class WhatsApp/online group, the class schedule, and hybrid session details (in-person location and online link).

Chapter 2 — Applying & Cohort Structure

2.1 Registering for a Track

Once accepted, a student registers for a specific track and is placed into a cohort with a fixed weekly schedule of in-person and online sessions for the duration of the track (11 or 22 weeks, depending on track — see Chapter 3).

2.2 Cohort Structure

Each track is delivered in three layers every week:

- Lecture & Tools Session — live instruction (in-person and streamed/recorded for online students), covering theory and the specific tools used in that track (e.g. Figma for Product Design, VS Code and GitHub for development tracks, spreadsheet/BI tools for Data Analysis, NIST CSF frameworks and security tooling for Cybersecurity).
- Group Cohort Project — each cohort is split into small teams. Each team is assigned a real deliverable to build together over the term (see 4.3).
- Critique / Review Time — a separate session where instructors review individual and team progress and give direct feedback.
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2.3 Class Instruction

D Enskill is a hybrid programme. Students may attend sessions physically at the Ilorin facility, or join online via the class link. All lecture sessions are recorded. Group project work and critique sessions should be attended live (in person or online) whenever possible, since teamwork depends on real-time coordination. A student who cannot attend a given session in person must join online, or notify their instructor in advance and catch up via recording — see Chapter 7 for attendance rules.

2.4 Interaction with Instructors

Instructors are available during scheduled Lecture and Critique sessions, and via the class messaging channel for questions. Instructors are working practitioners and may not respond outside class hours, so students should raise questions during class or during General Review sessions (2.6).

2.5 Cohort Size

Cohorts are kept small — normally 8 to 15 students — so that group project teams stay small enough for real accountability (typically 3–5 students per team) and instructors can give direct feedback to everyone.

2.6 General Reviews

D Enskill offers periodic open review sessions where any student, from any track, can bring their work for feedback from instructors — useful for extra help outside the normal class schedule.

2.7 Bonus Classes

Graphic Design is offered as a bonus course to all enrolled students at no extra charge, in addition to their primary track.

Chapter 3 — Programmes

3.1 Programme Breakdown & Pricing

Four-week installment plans are available on every track. All prices in Nigerian Naira (₦).

Programme	Price	Duration	Installment Plan
Front-end Development	₦80,000	11 Weeks	Every 4 Weeks
Back-end Development	₦80,000	11 Weeks	Every 4 Weeks
Fullstack (Python)	₦200,000	22 Weeks	Every 4 Weeks
Fullstack (Node.js)	₦200,000	22 Weeks	Every 4 Weeks
Product Design (UI/UX)	₦80,000	11 Weeks	Every 4 Weeks
Product Management	₦80,000	11 Weeks	Every 4 Weeks
Data Analysis	₦80,000	11 Weeks	Every 4 Weeks
Intro AI / Machine Learning	₦200,000	22 Weeks	Every 4 Weeks
Web3 and Blockchain	₦200,000	22 Weeks	Every 4 Weeks
Data Science	₦80,000	11 Weeks	Every 4 Weeks
Mobile Development	₦100,000	11 Weeks	Every 4 Weeks
Cybersecurity Fundamentals	₦100,000	11 Weeks	Every 4 Weeks

Bonus: Graphic Design is included free with any track enrollment.

3.2 Track Curricula — Course by Course

Every track below follows the same pattern: a description of what you'll actually learn, the tools you'll touch, the group project your cohort team will be assigned, and the individual exam that decides whether you repeat the level or move up. This is the same pattern for every single track — no course skips the two-gate rule (see Chapter 4).

Front-end Development

You'll learn to build what people actually see and click on the web: layout, styling, interactivity, and connecting a front-end to real data. By the end, you should be able to take a design and turn it into a working, live web page on your own.

- Touches: HTML, CSS, JavaScript, React, Git/GitHub, deployment.
- Group Project: your team is assigned a real product brief and must design + build a deployed, working front-end together, with each member's contribution tracked.
- Exam: individual practical build task + theory questions on the term's material.
- Promotion Rule: pass the group project AND the individual exam to move up. Fail either, repeat that component (see 4.5). No exceptions.

Back-end Development

You'll learn what happens behind the screen: servers, databases, and how data moves safely between a front-end and the systems that store it.

- Touches: Server-side programming, databases, APIs, authentication, Git/GitHub.
- Group Project: your team builds and documents a working API that a front-end team could plug into.
- Exam: individual practical build task + theory questions.
- Promotion Rule: same two-gate rule as every other track.

Fullstack (Python) & Fullstack (Node.js)

This combines front-end and back-end into one path — you learn to own a product from the interface all the way down to the database, using either a Python or Node.js stack.

- Touches: Full stack toolchain (chosen language), databases, deployment, Git/GitHub.
- Group Project: your team ships one complete, end-to-end deployed application — not a front-end and back-end built separately, but one connected product.
- Exam: individual practical build task covering both front-end and back-end material, plus theory.
- Promotion Rule: same two-gate rule. Because this is a 22-week track, the two gates are checked at each stage of the course, not only at the very end.

Product Design (UI/UX)

You'll learn to design digital products people can actually use — research, wireframes, prototypes, and polished interface design.

- Touches: Figma, user research basics, wireframing, prototyping, design systems.
- Group Project: your team researches, designs, and prototypes a full product flow for a real brief, start to finish.
- Exam: individual design task done solo (a brief you design alone) + theory questions.
- Promotion Rule: same two-gate rule.

Product Management

You'll learn how a product actually gets built and shipped — not the design or the code, but the planning, prioritization, and coordination that holds a team together.

- Touches: Roadmapping, sprint planning, stakeholder communication, product documentation tools.
- Group Project: your team runs a full mock product sprint, with you producing the roadmap, backlog, and sprint outcomes as the deliverable.
- Exam: individual case-study exam — given a product scenario, you must plan and defend a course of action alone.
- Promotion Rule: same two-gate rule.

Data Analysis & Data Science

You'll learn to take raw data and turn it into something a business can act on — cleaning it, analyzing it, and presenting it clearly.

- Touches: Excel, SQL, Python or R, dashboards/BI tools.
- Group Project: your team is given a real (or realistic) dataset and must deliver a full analysis report or dashboard as a team.
- Exam: individual practical analysis task on a dataset you haven't seen before, plus theory.
- Promotion Rule: same two-gate rule.

Intro AI / Machine Learning

You'll learn the fundamentals of how machine learning models are built, trained, and evaluated — enough to build and explain a working model, not just talk about AI.

- Touches: Python, core ML libraries, model training and evaluation.
- Group Project: your team builds and presents a working model solving a defined problem.
- Exam: individual practical task + theory questions on the material.
- Promotion Rule: same two-gate rule, checked at each stage across the 22-week track.

Web3 and Blockchain

You'll learn how decentralized applications actually work, and how to build one — not just the theory of blockchain, but hands-on smart contract development.

- Touches: Smart contract language (e.g. Solidity), blockchain fundamentals, dApp development.
- Group Project: your team ships a working smart contract or dApp demo.
- Exam: individual practical build task + theory questions.
- Promotion Rule: same two-gate rule, checked at each stage across the 22-week track.

Mobile Development

You'll learn to build working mobile apps, from interface to functionality, that run on a real device.

- Touches: Mobile development framework (e.g. React Native), Git/GitHub, deployment/build basics.
- Group Project: your team ships a working mobile app demo.
- Exam: individual practical build task + theory questions.
- Promotion Rule: same two-gate rule.

Cybersecurity Fundamentals

You'll learn how organizations actually assess and manage cyber risk — grounded in the NIST Cybersecurity Framework — plus hands-on practice recognizing and responding to real security incidents.

- Touches: NIST CSF (Identify, Protect, Detect, Respond, Recover), basic security tooling, incident-response practice in a sandbox environment.
- Group Project: your team runs a mock risk assessment on a sample organization and executes a simulated incident-response drill together.
- Exam: individual practical scenario exam (you respond to a simulated incident alone) + theory questions on the NIST CSF.
- Promotion Rule: same two-gate rule.

3.3 What a Certificate Will Offer You

Graduating from a D Enskill track prepares you for entry-level and freelance work in the relevant field. Every graduate leaves with a portfolio of real, reviewed project work (from their group cohort project and individual exam work) — not just a certificate. D Enskill does not guarantee employment, but graduates who complete the full programme are eligible for internship placement (see 4.8).

3.4 Clock Hours

Each 11-week track includes structured lecture, group-project, and critique time each week, plus recommended outside project work. 22-week tracks (Fullstack, AI/ML, Web3) follow the same weekly structure over a longer curriculum.

3.5 Switching Tracks

A student who discovers a track isn't the right fit may request to switch to a different track before the second week of a term, subject to space being available in the new cohort.

Chapter 4 — Progression & Graduation

4.1 Grading System

D Enskill uses a straightforward Pass / Repeat scale for both the Group Cohort Project and the Individual Exam:

Grade	Meaning	Result
Distinction	Excellent, portfolio-ready work	Pass — eligible for competitions/showcase
Pass (C or higher)	Meets the required standard	Pass — proceed to next level
Below Pass	Does not meet the required standard	Repeat required (see 4.5)

4.2 The Two-Gate Progression Rule

This is the core rule of D Enskill: a student may only advance to the next level if they pass BOTH of the following. Passing one does not excuse the other.

- Gate 1 — Group Cohort Project: the team's deliverable must meet the required standard, and the individual student's contribution to it must be verified by the instructor.
- Gate 2 — Individual Exam: the student must independently pass a solo practical and/or theory exam covering that level's material.

There are no exceptions. A strong group project does not carry a student who fails their individual exam, and a strong individual exam does not excuse a student who did not genuinely contribute to their team's project. Both gates exist for a reason: the group project proves you can work with a team and ship something real; the individual exam proves the skill is actually yours.

4.3 Group Cohort Projects

At the start of each level, the instructor splits the cohort into teams (typically 3–5 students). Each team is assigned a specific, real deliverable appropriate to the track (see the table in 3.2). Teams present their work at the end of the level to the instructor and, where scheduled, to a review panel. Instructors assess both the team deliverable and each member's individual contribution — a student who does not meaningfully contribute will not receive credit for the group gate even if the team's overall output is strong.

4.4 Individual Exams

At the end of each level, every student sits an individual exam — a mix of practical tasks (e.g. build a feature live, solve a case study, design a screen from a brief) and theory questions specific to the track. This is done independently, without teammates.

4.5 When Repeating a Level is Necessary

A student who fails either gate must repeat that level before progressing. This is not a punishment — it means the skill has not yet been demonstrated to the required standard, and moving forward without it would set the student up to struggle later.

Situation	Repeat Requirement	Cost
Fails Group Project only	Repeat the Group Project component of the level	50% of that level's tuition
Fails Individual Exam only	Retake the Individual Exam only	Flat re-sit fee (see 10.4)
Fails both	Repeat the entire level	Full level tuition applies again

4.6 Graduation Process

After a student has passed every level of their track (both gates, every time), their full portfolio and exam record is reviewed by an instructor/review panel. Approved students receive their Certificate of Completion and are highlighted at the next D Enskill showcase event.

4.7 Showcases, Hackathons & Competitions

D Enskill runs regular competitive events to sharpen students beyond the standard curriculum:

- Termly Internal Hackathon — each track competes within itself on a themed build challenge.
- Cross-Track Sync Build — mixed teams (e.g. a Product Designer + a Frontend student + a Backend student) ship one combined product together, once per programme cycle.
- External / International Competitions — where eligible, top-performing students and teams are entered into external hackathons or design/data competitions to represent D Enskill.

4.8 Internship Placement

Graduates who complete their full track (all levels, both gates passed) become eligible for internship placement — either with Di Luxury.co client/partner projects or external placement support — before or alongside receiving their final certificate.

Chapter 5 — Enrollment

5.1 Single-Track ("Express") Option

Students who only want to take one track (rather than pursue an entire multi-track pathway) may enroll directly into that track.

5.2 Requirements for Admission

To apply to D Enskill, prospective students need to:

- Be able to attend hybrid sessions (in person in Ilorin or online) for the duration of the track.
- Have access to a personal computer/smartphone appropriate to the track (see Chapter 9).
- Have basic literacy/computer familiarity appropriate to the track.

5.3 Enrollment Denial

If an applicant is not admitted, any deposit paid is refunded in full within an agreed window.

5.4 Enrollment Agreement

All students agree to the terms in this catalog — including the progression rules (Chapter 4) and standards of conduct (Chapter 7) — as a condition of enrollment.

Chapter 6 — Withdrawal & Scheduling

6.1 Withdrawal & Cancellation

Students may withdraw from a track. Refunds for tuition already paid are calculated based on how much of the term has been completed — full policy and week-by-week refund percentages to be confirmed by administration.

6.2 Taking a Break Mid-Term

A student needing to pause mid-term should notify administration in writing as early as possible.

6.3 Class Cancellation or Instructor Substitution

If an instructor is unavailable, D Enskill will substitute a qualified instructor or reschedule the session; students are notified in advance where possible.

6.4 Transferring Tracks

See 3.5.

6.5 Instructor Absence

If an instructor does not appear for a scheduled session, students should contact administration. A make-up session will be arranged.

6.6 Term Breaks

Between terms there is a short-scheduled break before the next cohort begins.

6.7 Leave of Absence

For medical or other serious personal circumstances, a student may request a leave of absence in writing to administration.

Chapter 7 — Rules & Standards of Conduct

7.1 Standards of Progress

Students must pass both gates (4.2) at each level to continue. Students who fail a level twice will be placed on probation (7.8).

7.2 General Conduct Rules

- Treat instructors, staff, and fellow students with respect at all times — in person, online, and in the class chat/group.
- No harassment, discrimination, or derogatory language toward any person, based on tribe, religion, gender, disability, or any other characteristic.
- No sharing of class recordings, materials, or paid resources outside the cohort.
- Personal disputes between students should not be brought into class time or group project work

7.3 Attendance & Punctuality Rules

- Students are expected to attend all scheduled sessions — in person or online — for the track they are enrolled in.
- A student who cannot attend must notify their instructor in advance and catch up via the class recording.
- Repeated unexcused absence (3 or more sessions in a level) may result in a reduced grade or referral to probation, at instructor discretion.
- Lateness beyond 15 minutes to a live session without notice is recorded as a partial absence.

7.4 Group Project Conduct Rules

- Every team member must contribute meaningfully and visibly (e.g. via commits, design files, documented tasks) — contribution is checked individually, not assumed from team output.
- Teams must agree on task division within the first week of a project and share it with the instructor.
- A student who is not contributing should be reported to the instructor by their team early, not at the deadline — this is treated as a coaching issue, not punishment, when raised in time.
- Plagiarizing another team's project, or reusing a prior cohort's project without disclosure, is academic dishonesty (see 7.5).

7.5 Academic Integrity Rules

- No cheating on individual exams — this includes having someone else complete your practical exam task.
- No plagiarism — copying code, designs, or written work without attribution, whether from another student, a past cohort, or an external source presented as your own.

- Any confirmed academic dishonesty results in an automatic fail of that gate and a mandatory meeting with administration before any re-sit is permitted.

7.6 Equipment & Facility Rules (In-Person Sessions)

- Students are responsible for their own laptops/devices unless a shared lab machine is provided.
- Any shared D Enskill equipment (monitors, cables, lab computers) must be returned in the condition it was issued.
- No food or drink near shared equipment.
- The facility should be left tidy after each session.

7.7 Online/Hybrid Conduct Rules

- Cameras should be on during Critique and Group Project sessions where reasonably possible, to support real-time collaboration.
- Class links and recordings are for enrolled students only — do not forward outside the cohort.
- Online students are held to the same attendance, contribution, and exam standards as in-person students — hybrid does not mean reduced accountability.

7.8 Probation

A student who fails a level twice (either gate) is placed on probation for one level. During probation, the student receives a clear improvement plan from their instructor. Failure to meet the plan's requirements leads to dismissal (7.9).

7.9 Termination/Dismissal

A student may be dismissed from D Enskill for: repeated failure to pass probation requirements, serious breaches of conduct (7.2–7.7), confirmed academic dishonesty (7.5), or non-payment unresolved after notice. A dismissed student may petition administration in writing to be considered for readmission at a later date.

7.10 Non-Discrimination Policy

D Enskill does not discriminate in admissions, teaching, or staffing on the basis of tribe, ethnicity, religion, gender, disability, or any other protected characteristic. We aim to make technology and design training accessible to people from all backgrounds in Ilorin and beyond.

7.11 Class Governor

At the start of each cohort, one student is selected by the cohort (with instructor sign-off) to serve as Class Governor for the duration of that level.

- The Class Governor is the point of contact between the cohort and instructors/administration — relaying schedule issues, group concerns, or logistics questions on behalf of the class.
- The Class Governor helps coordinate group project team formation and keeps track of attendance concerns to flag to the instructor.
- Being Class Governor does not exempt a student from any rule in this catalog, including the two-gate progression rule (4.2) — the role is a coordination responsibility, not an academic advantage.
- A new Class Governor may be selected at the start of each new level, or the same student may continue if the cohort agrees.

Chapter 8 — Student Support

8.1 Employment & Internship Advisory

Graduates receive support identifying internship and entry-level opportunities, including portfolio review, referrals to Di Luxury.co partner projects, and general job-search guidance. D Enskill does not guarantee employment.

8.2 Language of Instruction

Instruction is conducted in English.

8.3 Student Complaint Policy

Students with a concern or complaint (about grading, an instructor, or any policy in this catalog) should submit it in writing to administration. Complaints are reviewed by at least one member of staff not directly involved in the issue, and the student is informed of the outcome.

8.4 Academic Calendar

8.5 Student Services

Students can reach D Enskill administration by phone (08083165652 / 08134984001) or email (info@diluxuryco.org) for registration, payment, or general support issues.

Chapter 9 — Requirements

9.1 Hardware & Software Requirements

Requirements vary by track. In general:

- Development tracks (Front-end, Back-end, Fullstack, Mobile, AI/ML, Web3): a laptop capable of running a modern code editor and browser.
- Product Design: a laptop capable of running Figma (browser-based, low hardware requirement).
- Data Analysis / Data Science: a laptop capable of running spreadsheet software, SQL tools, and Python/R.
- Cybersecurity Fundamentals: a laptop capable of running a virtual machine / security sandbox environment for practical labs.

9.2 Internet Requirements

Students joining online sessions need a stable internet connection sufficient for video calls (minimum ~1.5 Mbps download / 1 Mbps upload recommended).

9.3 Facility Access (Hybrid)

In-person sessions are held at the Di Luxury.co facility in Ilorin (see cover page for address). Students attending in person should arrive at least 10 minutes before the scheduled session start.

Chapter 10 — Costs & Payment

10.1 Programme Costs

See the pricing table in 3.1 for the full breakdown by track.

10.2 Four-Week Installment Plan

Every track supports a 4-week installment plan: tuition is split into equal payments due every 4 weeks across the length of the track, rather than one lump sum.

10.3 Materials & Software Costs

Most tools used (Figma, VS Code, GitHub, most Python/R libraries) are free at the student tier. Any track requiring a paid tool or license will have this stated at enrollment.

10.4 Late Payments & Repeat Fees

Installments not paid by the due date may result in restricted access to class materials until payment is resolved. Repeat/re-sit fees for failed gates are outlined in 4.5.

Chapter 11 — Administration

11.1 Apply

To apply: chat on whatsapp 08134984001, visit denskill.com, or visit the Di Luxury.co facility in Ilorin (address on cover page).