BOOTCAMP 2024

IoT & AI FOR FRUGAL INNOVATION

Community-centred innovation | Tech for good **Circular economy | Sustainable production**



Bootcamp Scientific Director Prof. Leandro Pecchia

WHAT IS THE BOOTCAMP?

An intensive 3-week programme of lectures, labs and project work to acquire technical skills and soft skills based on industry use cases. Tutoring and teamwork are essential parts of this team learning journey.

WHERE IS THE BOOTCAMP?

The Bootcamp is be a full-immersion experience held at Jesus College at the University of Cambridge. This prestigious location allows participants to be in the centre of Cambridge close to all amenities.

INDUSTRY USE CASES

We believe in project-based learning. The programme is entirely built on use cases provided by our industry partners. Participants work in teams to find innovative solutions to real problems.

ENTRY REQUIREMENTS

The Bootcamp is designed for students, researchers and professionals who want to have a multi-disciplinary experience and want to acquire IoT and AI skills in close contact with industry partners.

To enrol in the Bootcamp, participants must have:

- B2 level or higher of English
- · basic computing skills and familiarity with at least one programming language.

APPLICATION PROCESS

Application for admission to Bootcamp 2024 must be submitted no later than 11.59pm on 8th July 2024. Please refer to the Registration Guidelines on Bootcamp 2024 for the application procedure

SCHOLARSHIPS

For eligibility requirements and scholarship application procedure, please refer to the Scholarship Guidelines on Bootcamp 2024. Please note, the scholarship application deadline is **30 May 2024.** We particularly welcome applications from international participants and women in STEM.

COSTS

	UCBM	Warwick**	Regular
Course only	€ 2.800,00	€ 2.800,00	€ 3.800,00
All inclusive*	€4.000,00	€4.000,00	€ 5.000,00

PROGRAMME

The IoT & AI Bootcamp 2024 program will focus on Frugal Innovation. Fully aligned with sustainability and circular-economy principles, Frugal Innovation refers to the process of reducing the complexity and costs of new products, methods and designs that are created for, with or by people in developing countries. Designed in collaboration with academics and professionals, this is a short and effective 3 week course based on experiential learning and practical activities.

WEEK1	WEEK 2	WEEK 3
Artificial Intelligence	IoT Fundamentals	Hackathon
Fundamentals	and Enabling Technologies	

The 120 hour programme includes:

- Tech Lectures (IoT & AI) • Tech Labs with tutors
- Team Project Work
- Business Lectures
- Transferable Skills Training
- Al and Ethics

Integrated in the programme to complement the technical teachings







Help the teams with their work to ensure the successful completion of projects

Business Studies

Benchmarking and Business Modelling



Transferable Skills Training

Communication and presentation skills, project management, leadership and teamworking skills

PITCH DAY

During the final **Pitch Day** on the 13th September each team will present their solution to a **Jury Panel** of industry experts. The team presentations will be followed by a formal Gala Dinner and the Award Ceremony.



HTTPS://WWW.UNICAMPUS.IT/IOT-AND-AI-FOR-FRUGAL-INNOVATION-2024/

*All inclusive formula includes: accomodation in single room; breakfast; all courses, labs, & tutoring sessions; all hardware and technical equipment; Hackathon; group project work guided by academic and industry tutors; soft skills training sessions; attendance Certificate at the end of the course; networking opportunities with industry partners. - ** If you are a student at the University of Warwick, contact us at <u>bootcamp@unicampus.it</u> for all the details Not included: travel costs: laptop computer or use of computer lab facilities.

6TH Edition 26 AUGUST - 13 SEPTEMBER 2024 Jesus College Cambridge (UK)

