

EXECUTIVE MASTER IN DIGITAL AND IT ESSENTIALS

January to June 2024

UNIVERSITÉ LIBRE DE BRUXELLES

THE ASSETS

Facilitate your access to positions in IT environment:

Application consultant, Account manager, Data protection officer, Data manager, Data scientist, Digital project manager, Digital business analyst, IT enterprise architect, IT recruiter, IT manager, IT project manager, IT consultant, IT helpdesk worker, IT teacher, Scrum master, Internet marketer, Content marketer, System administrator

TARGET AUDIENCE

This program is dedicated to people who want to start or continue their career in the IT fields. No prior STEM background required.

LEARNING OUTCOMES

IT TECHNICAL SKILLS:

- IT literacy
- Digital fluency
- · Digital transformation essentials
- · Application of basic coding

TRANSVERSAL SKILLS:

- Translate and bridge business to technology
- Manage and communicate on your projects in the digital era
- Feel comfortable in IT environments



PRACTICAL INFORMATION

The training will take place on the Brussels campus of the Université libre de Bruxelles (Campus de la Plaine and Campus du Solbosch) and campus of de Vrije universiteit Brussel.

Fee for employed: 3.300 €

Sponsoring: Contact us!

Admissions are based on applications. Candidates must present a certificate of successful completion of an undergraduate degree or apply for a VAE.

Registration:



A program in collaboration with:





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PROGRAM

ACADEMIC COORDINATION: AN BRAEKEN (VUB) & Charles CUVELLIEZ (ULB)

MODULE 1 - Foundations (coord. Jean CARDINAL)

- Computational thinking/philosophy
- Programming
- Problem-solving

MODULE 2 - Technology (coord. Yifan YANG)

- Intelligent hardware
- Developing a starter-level sensor system with Arduino platform
- The technology stack incl. infrastructure (vert.)
- Cloud, XaaS, encryption & PKI, tooling

MODULE 3 - AI & data (coord. Johan LOECKX)

- Al & data mindset
- Responsible innovation with AI
- Assessing readiness
- Impact
- Opportunities & Limitations
- Trends & applications
- Case study project

MODULE 4 - Cybersecurity (coord. An BRAEKEN)

- Data protection and data security
- Cybersecurity basics
- Network security
- SW security
- · Risk management

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PROGRAM

MODULE 5 - IT Sector / organisation (coord. Valentin DIRKEN)

- Roles, stakeholders & departments
- Ecosystem (market, incl. startups)
- Open Source movement
- · Legal, Ethics & IP related issues

MODULE 6 - Methodologies (coord. An JACOBS)

- · General introduction to the methodologies used in software companies
- Interdisciplinary collaboration and personality profiles
- Business aspects of IT products C
- Design thinking and requirement gathering
- Product management
- Software development
- UI design (styleguides, UI dev tools, mobile apps, ...)
- Feature or product launch (marketing, implementation, evaluation,...)
- Technical documentation
- External funding

MODULE 7 - Solving real-world issues using digital (coord. Marie-Mo VAEYENS)

- Real-world applications in STEM fields
- Real-world applications in non-STEM fields
- Professional IT role models f/m/X

INTERNSHIP - Optional internship of several months (possible at your employer)

MENTORING - Mentorship by female role models (through Inspiring 50 and sponsors)

