

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, Network engineer, Fault engineer,
Internet marketer, Content marketer,
System administrator

TARGET AUDIENCE

Holders of a STEM of Non STEM Bachelor

LEARNING OUTCOME

Overall, horizontal learning goals as following:

- Feel comfortable in IT environments (terminology & organization)
- Bridge business to technology (translate technology issue for business...)
- Communicate and manage your project



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.

Fees: 1.800 euros

Financial support is available, contact us for more information!

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 proposed by:





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PROGRAM

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)

- AI & 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 - IT internship (optional)

