BOOTCAMP 2024

IoT & AI
FOR FRUGAL INNOVATION

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

Bootcamp Scientific Director
Prof. Leandro Pecchia

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

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 enroll in the Bootcamp, we strongly recommend that participants 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 partici-pants and women in STEM.

COSTS

	UCBM	Regular
Course only	€ 2.800,00	€ 3.800,00
All inclusive*	€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**.

WEEK 1	WEEK 2	WEEK 3
Artificial Intelligence Fundamentals	IoT Fundamentals and Enabling Technologies	Hackathon

The 120 hour programme includes:

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

Integrated in the programme to complement the technical teachings

Academic Tutors
Guide all the labs after each lecture to ensure participants' learning

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

Transferable Skills Training
Communication and presentation skills, project management, leadership and teamworking skills

Business Studies
Benchmarking and Business Modelling

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**.

PREVIOUS AND CURRENT PARTNERS

a³cube · DXC TECHNOLOGY · enav · IBM · INTESA SANPAOLO · WARWICK THE UNIVERSITY OF WARWICK BIOMEDICAL ENGINEERING INSTITUTE

ENDORSED BY

EAMBES Medical and Biological Engineering & Science · IEEE Sensors Council ITALY CHAPTER

BOOTCAMP@UNICAMPUS.IT
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.

Not included: travel costs; laptop computer or use of computer lab facilities.