INSTITUTO UNIVERSITÁRIO DE LISBOA

ISCTE SUMMER SCHOOL 2026

Introduction to Entrepreneurship in a Technology-Based Project and Portuguese culture

Lisbon, 20th to 31st July 2026

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WELCOME

Welcome to Iscte Summer School

The ISCTE Summer School offers an excellent opportunity to develop entrepreneurial and technological skills while discovering Portuguese history and culture.

The program of this Summer School is focused on the entrepreneurship development of technology-based projects for 2nd or 3rd year undergraduate students. Participants will work closely with experienced faculty from ISCTE School of Technology and Architecture and ISCTE School of Applied Digital Technologies, who are actively involved in research and innovation projects.

Program highlights

- Development of a technology-based entrepreneurial project
- Collaboration with international students
- Guidance from experienced ISCTE faculty
- Opportunity to explore Lisbon and Portuguese culture

In addition to the academic Program, participants will discover Lisbon, Portugal's capital city, and experience a vibrant cultural environment while developing intercultural communication skills.

Our goal is to provide an unforgettable two-week experience.

DISCOVER LISBON AND ISCTE

Lisbon: A City of Culture, Innovation and History

Lisbon, the capital of Portugal, is situated on the north bank of the Tagus River, on Europe's Atlantic coast. It is the westernmost city in continental Europe and its location in the center of Portugal makes exploring the country, and beyond, simple – it is only around 300 km to the resorts of the Algarve in the south and around 250 km to the eastern border with Spain.

Lisbon offers visitors a wide variety of sights and activities, including scenic countryside, breath-taking mountains, areas of historical interest and some of the best beaches in Europe, all just a few kilometers from the city center. The city is extremely safe and tourist friendly - in 2025 Lisbon was awarded Europe's Leading City Break Destination at the World Travel Awards, Europe's 2025 Ceremony.

Iscte – University Institute of Lisbon

Iscte - University Institute of Lisbon was founded in 1972 as one of Portugal's first modern universities, with the central aim of studying business and social dynamics in a rapidly changing world. Since its establishment, the university has expanded its disciplinary reach into five schools: Iscte Business School, the School of Sociology and Public Policy, the School of Technology and Architecture, the School of Social Sciences and Humanities and the School of Applied Digital Technologies in Sintra.

On campus, students find not only a robust intellectual tradition, with mentorship from teaching staff involved in cutting-edge research, but also a vibrant, multicultural environment. Of the approximately 14 000 students enrolled in undergraduate and postgraduate programs, nearly 24% are international, coming from 117 different countries.

Iscte School of Technology and Architecture

Iscte School of Technology and Architecture promotes the education of skilled professionals capable of responding to the major challenges created by the modern information society, and practicing Architecture and Urbanism in an innovative way, in symbiosis between technology and culture. This advanced training is grounded in our expertise in the fields of Architecture, Urbanism and Information Science and Technology, and is achieved through a varied set of courses that promotes versatility and the capacity for renewal in our students.

Iscte School of Applied Digital Technologies

Iscte-Sintra is Iscte School of Applied Digital Technologies, created to respond to the challenges of digital transition with a real impact on society. Located at Iscte's campus in Sintra (a historic town 30 km from Lisbon), it develops interdisciplinary training that combines digital technologies and social sciences, linking teaching, research, and territorial intervention.

With a pedagogical model focused on applied projects, strategic partnerships and educational innovation, ISCTE-Sintra trains professionals prepared for rapidly evolving digital contexts. Graduates are equipped to develop solutions with economic, social and public relevance.

ISCTE SUMMER SCHOOL 2026

Program Overview

The ISCTE Summer School combines academic learning with cultural and professional experiences in Lisbon. The program includes:

- 30 hours of Introduction to entrepreneurship in a technology-based project Course.
- Cultural visits in Lisbon and surrounding areas, including EXPO Quarter and Lisbon Oceanarium, Belem and Jeronimos Monastery, Benfica Club Museum and Stadium, Museum of Lisbon, and Cascais.
- Visits to companies.

The program focuses on the development of a technological project. Through practical exercises, students explore the main phases of a project, including requirements analysis, development, testing and iterative improvement. Participants will also have the opportunity to interact in an international environment and develop intercultural communication skills.

Program Information

Objectives	The program focuses on the development of a technological project. Through practical exercises students explore: • Requirements analysis • Development and testing • Project iteration and improvement Participants also work with laboratory equipment and develop intercultural communication skills.
Learning Outcomes	By the end of the Program, students will be able to: • Understand the fundamentals of technology-based entrepreneurship • Develop and present an innovative project idea • Design basic business models and value propositions • Collaborate in multicultural teams • Communicate technical and entrepreneurial concepts effectively
Duration	2 weeks
Dates	20th to 31st July 2026
Location and venue	Lisbon, Portugal Iscte - University Institute of Lisbon Campus
Participants	30-50 undergraduate students (preferably in their 2nd or 3rd year)

Optional requirements	A foundational understanding of algorithm design and programming principles is recommended. Basic familiarity with programmable electronics is advantageous, but not mandatory.
Language	English intermediate/advanced level
Program format	Lectures, practical sessions and project-based learning
Credits	4 ECTS
Extra-curricular activities	Visits to laboratories and companies. Cultural activities are also organised, including visits to museums and historical sites in Lisbon and nearby areas. During the weekends, participants are encouraged to join social activities together with ISCTE students participating in the Buddy Program.
Evaluation and certificate	Evaluation is based on class participation, group work and a final report. Participants who successfully complete the Program will receive a Transcript of Records, indicating the total number of hours completed and the ECTS credits obtained.

Introduction to Entrepreneurship in Technology-Based Projects

Course Coordinator
Prof. Pedro Sebastião

Lecturers
Prof. Pedro Romano
Prof. João Gaspar
Prof. Mariana Jacob Rodrigues

Objective
At the end of the learning unit, the student must be able to: understand entrepreneurship, create new innovative ideas, using ideation techniques and design thinking, create value propositions, business models, and business plans, promote the company, the products and services, develop and test technology-based products and services, analyze business scalability, prepare internationalization and commercialization plans, search and analyze funding sources.

Course Content (30 hours)

I. Introduction to technological innovation in the European context
II. Planning a technological project and its phases
III. Essential aspects for the development of a project
IV. Definition of material resources
V. Budget for a project
VI. Partial and joint Test Plan
VII. Presentation of a technological project
VIII. Technological project demonstration
IX. Preparation of a Technical Report

Teaching Methods

The following teaching and learning methodologies will be used:

- Expository, to present the theoretical framework;
- Illustrative, to exemplify theoretical concepts in real-world contexts; Argumentative, involving the presentation and discussion of group work;
- Demonstrative, to showcase the functionality of the project.

Assessment

Grading system - Group project:

- First presentation: 30%;
- Second presentation: 30%;
- Final report: 40%.

Equipment

Participants should have their laptop computers, as they will need them to prepare some projects during the course (Iscte will not provide PCs).

Prerequisites

The course requires the following academic prerequisites:

- A foundational understanding of algorithm design and programming principles.
- Basic familiarity with electronics is recommended but not required, as it can be advantageous for hardware-based projects.

Global Planning

Below we present the overall plan for the entrepreneurship course. The plan is organised into lecture content, autonomous work, and deliverables. Within the lecture content, key moments are highlighted in bold, while the remaining items correspond to group work or presentations.

Day	Lecture Contents	Autonomous Work	Deliverables and Milestones
1	1.1 Networking session and presentation of students and their main skills 1.2 Group formation 1.3 Overview of the program 1.4 Introduction to entrepreneurship and its importance in technology-based projects 1.5 Project examples 2.1 Supporting groups in idea generation 2.2 Types of pitch: elevator pitch		
2	3.1 Preparation of Elevator Pitch 3.2 Presentation of Elevator Pitch 3.3 Feedback on the ideas presented 3.4 Video Pitch	A.3.1 Development of the Video Pitch	**D1 Slides of Elevator Pitch (M1)**
3	4.1 Planning the project (Chronogram, Architecture of System, and Documents, BMC) 4.2 Technical & Business Report Structure (and template) 4.3 Feedback on Video Pitch Script		
4	5.1 Supporting technologies: Software & Hardware 6.1. Development of the Project 6.2. Development of the Report	A.5.1 Final improvement of the Video Pitch A.6.1 Development of the Project A.6.2 Development of the Report	**D2 Video Pitch (M2)**

5	7.1 Development of the Project 7.2 Development of the Report 7.3 Project Test (partial and integrated) 7.4 Final Improvement of the Report 7.5 Pitch Deck 7.6 Development of the Pitch Deck		
6	8.1 Project Test (partial and integrated) 8.2 Final Improvement of the Project 8.3 Development of the Pitch Deck 8.4 Final Improvement of the Report 8.5 Final Improvement of the Pitch Deck	A.8.2 Finalization of the Project A.8.4 Finalization of the Report	**D3 Pitch Deck** **D4 Technical and Business Report** **D5 Prototype (M3)**
7	9.1 Pitch Deck Presentation 10.1 Demonstration of The Project's functionalities		**M4**

Deliverables

Participants will complete five key deliverables throughout the course:

D1 - Elevator pitch slides
Presentation of the project idea and its market potential.

D2 – Video pitch
Short video presenting the idea, target clients, business model and team.

D3 – Pitch deck
Final presentation of the project.

D4 – Technical and business report
Detailed analysis of the technological solution and business aspects.

D5 – Prototype
Development of a functional prototype demonstrating the feasibility of the proposed idea.

Milestones

The course features four key milestones designed to assess participants' understanding of the material and their ability to apply it in practice:

M1 – Elevator Pitch Presentation
This initial milestone requires participants to present their project idea concisely, highlighting its uniqueness and market potential. The aim is to engage the audience through a clear and compelling narrative in a brief format, setting the stage for further development.

M2 – Video Pitch
At this stage, participants are required to submit a detailed video pitch covering aspects such as market analysis, the business model, and the technical architecture, together with a demonstration of a working prototype.

M3 – Pitch Deck, Technical and Business Report, and Prototype
At this stage, participants are required to submit a pitch deck, a technical and business report (in accordance with the provided template), and a functional prototype ready for demonstration.

M4 – Pitch Deck Presentation and Prototype Demonstration
At this advanced stage, participants will deliver a comprehensive pitch deck covering aspects such as market analysis, the business model, and financial projections, alongside a demonstration of a working prototype. This stage showcases their ability not only to conceptualise but also to implement their ideas in practice.

Projects in Past Editions

In previous editions of this summer school, students have undertaken projects such as:

FoodScanGo – Less Wait, More Taste. This project introduces an innovative system designed to enhance the efficiency and convenience of restaurant services in Portugal through online ordering and payment. By integrating QR code technology, customers can access a comprehensive digital menu by simply scanning a code placed on their table using their mobile devices. The system enables users to browse the menu, place orders, and make payments directly from their phones, significantly reducing waiting times and improving the overall dining experience.

My Pet Place. This project addresses the growing demand for pet ownership and the associated challenges in ensuring proper pet care. The team conducted market research and identified strong potential for the application of artificial intelligence in pet data management and health monitoring. The proposed solution is a mobile application offering integrated services and personalised pet management. The team developed the concept, designed the logo, produced a video pitch, and created the app interface using Figma and Flutterflow. Several features have already been implemented, although further development is required. Future work includes expanding the app's functionalities and establishing partnerships to support real-world implementation.

Bagless Travel. This project aims to redefine the travel experience by offering a service that allows travellers to travel without the burden of luggage. It provides a comprehensive solution for the purchase, rental, and delivery of daily necessities, ensuring that travellers have everything they need upon arrival at their destination. Through a user-friendly app and website, users can easily submit their requirements and specify the items needed for their trip. The service then ensures that these essentials are delivered promptly to the chosen destination.

Water Quality Detection Machine. This project outlines the development of an innovative sensor-based machine capable of operating autonomously in water bodies to monitor water quality in real time. The collected data are automatically transmitted to a backend system, enabling continuous analysis and monitoring. Users can access this information easily via a QR code, ensuring quick and convenient consultation.

Aeroeats. The Aeroeats project aims to transform the food delivery industry through the use of drone technology, enabling efficient and rapid delivery s ervices. It combines an advanced drone delivery system with intelligent navigation technology to bypass ground traffic congestion and deliver meals directly to consumers' doorsteps, thereby reducing delivery times and enhancing the user experience. The project is particularly focused on densely populated urban areas with heavy traffic, targeting a young and time-conscious consumer base. Through collaboration with local restaurants and delivery networks, Aeroeats proposes an integrated delivery system designed to ensure food freshness and safety. The project also places emphasis on flight precision, operational safety, data security, and privacy protection, in compliance with relevant regulations and standards.

NutriAnalyser. NutriAnalyser is an innovative portable nutritional analysis device designed for users seeking a healthier lifestyle. It identifies food items through image recognition, weighs them, and calculates their nutritional composition using data from a standard database. The device provides users with a quick, accurate, and user-friendly way of understanding the nutritional content of their daily diet.

Journey Helper. Against the backdrop of the rapid growth of global tourism, Journey Helper has been developed to provide travellers with personalised and diversified travel route planning services. The app uses an intelligent recommendation system to generate optimal routes based on users' interests and preferences, while also providing real-time information on congestion levels at tourist attractions to help avoid peak hours. In addition, it offers a simpler interface and more comprehensive services than traditional navigation tools by integrating real-time traffic and crowd-flow data, thereby ensuring a more comfortable and efficient travel experience. Future developments may include the integration of artificial intelligence, augmented reality, and blockchain technology to further enhance personalisation and data security.

BinWhisper. The BinWhisper project is inspired by everyday challenges and aims to make life easier for people, particularly those in physically demanding jobs, older adults, and individuals with limited mobility. It addresses a broad area of demand with the potential to benefit diverse population groups. The project combines an evaluation and recommendation system with an integrated online and offline sales model. The team brings together design, programming, management, and communication skills, supporting the project's development and implementation.

Econscious. The Econscious project addresses the challenges of urban waste management through the development of an intelligent waste bin system integrating both hardware and software components. The hardware consists of smart bins equipped with sensors to detect fill levels and classify waste types, thereby supporting correct recycling practices. The software includes a mobile application that provides real-time information on the location and fill status of nearby bins, helping to optimise waste disposal. This system enhances the efficiency of waste collection while also encouraging recycling among citizens, thereby reducing the environmental and health costs associated with improper waste management. The project also contributes to the Sustainable Development Goals, particularly those related to climate action and sustainable infrastructure.

Serenights. Serenights is a smart sleep-care bed designed to support older adults and people with disabilities, particularly those who are unable to move independently during sleep. The bed is equipped with built-in sensors, data processors, and mechanical structures capable of detecting pressure and movement, thereby enabling the monitoring of sleep quality. When necessary, assisted movements and massage functions can also be activated. A companion app, Serenight Companion, allows users and caregivers to track sleep quality and manage the bed's functions. The project is primarily aimed at senior centres, nursing homes, and hospitals, where there is a need

to improve care provision while reducing labour demands. The product may also be made available through retailers for individual consumers.

Each of these projects illustrates a combination of technical skills, creative problem-solving, and entrepreneurial initiative, highlighting the students' ability to develop innovative solutions to real-world challenges.

Cultural Activities

Iscte Lisbon Summer School Program offers cultural visits to Lisbon EXPO Quarter where Lisbon Oceanarium is located, Belem where the Jeronimos Monastery is located, Museum and Stadium of Benfica Football Club, Tile Museum, and Cascais city near Lisbon.

S.L. Benfica Museum – Cosme Damião
This visit explores the history of the Portuguese sports club S.L. Benfica, one of the "Big Three" football clubs in Portugal and the one with the biggest number of supporters worldwide. Named after Cosme Damião, one of the club's founders in 1904, the museum is located near Benfica's stadium. The museum is split into thematic areas covering the history of Benfica, contextualised into domestic and international historic events of the 20th and 21st centuries.

Expo Lisbon Quarter (Parque das Nações)
Eastern Lisbon used to be an industrial area, until it was chosen as the site to host the last World Fair of the 20th century, Expo 98. Now this part of the city is called *Parque das Nações*, often referred to as “Expo” by locals. Since the fair, it has been reborn into a futuristic glass-and-steel district, home to some striking examples of contemporary architecture.

Oceanarium (Oceanário de Lisboa)

Considered the best aquarium in the world by Tripadvisor, in 2015, 2017 and 2018, *Oceanário de Lisboa* creates emotions through the ocean and its 8,000 marine creatures. Among these, rays, coral reefs, sharks and sea otters. The visit it's between two levels, at surface and underwater. Touring through the permanent exhibition is an exalting experience for the senses. A big central aquarium, with five million liters of saltwater, symbolizes the Global Ocean. Surrounding this big aquarium, four marine habitats create the illusion that there is only one aquarium.

Telecabine Lisboa

Nations Park Gondola Lift is endowed with 40 closed cabins with capacity for 8 people. The trip lasts 8 to 12 minutes on a course of 1230 meters over the Tagus River at 30 meters high where we see a breathtaking panorama of the Nations Park. The South terminal is located on Passeio de Neptuno, next to the Oceanarium and the North terminal is located on Passeio das Tágides, next to the old Vasco da Gama Tower.

Cascais (40 minutes from Lisbon by train)

Cascais became a cosmopolitan resort town after WWII, when it attracted exiled monarchs from around Europe. Today, their grand mansions overlook a series of beaches and are private properties or have been turned into hotels or museums. This is the "Portuguese Riviera," with Atlantic waters but a Mediterranean atmosphere. There are beaches for everyone, from families to surfers. Naturally, it's mostly a summer destination, but thanks to a mild climate, it's an enjoyable place throughout the year, for strolls by the sea.

Situated close to the sea and traditionally a fishing village, Cascais enjoyed an important period of development in the 14th century, when it was a major stopping off point for boats on their way to Lisbon, turning it into a very busy port at that time. In the second half of 19th century, when the sea bathing became a popular activity Cascais was transformed into a very fashionable summer resort.

Nowadays, Cascais is a very lively and cosmopolitan town that still preserves a great deal of its earlier aristocratic atmosphere. A stylish summer resort, with numerous restaurants, bars and discotheques, it also features the following historic places: Castro Guimarães Museum and Sea Museum; the 18th century churches of Nossa Senhora da Assunção and Nossa Senhora dos Navegantes; the hermitages of Nossa Senhora da Guia (15th century) and São Sebastião (16th-17th centuries) and the 17th-century fortress.

Just a few minutes away lies Guincho beach (a great place for those who enjoy surfing and wind surfing).

Workshop on Tile Painting and Visit to Azulejo Museum

This visit explores the history, uses, themes, and artistic evolution of Portuguese tiles from the 16th century to modern days. *Azulejo* is the Portuguese word to describe a square ceramic plaque with decorations and glaze on one side. The azulejo have transcended their utilitarian decorative function in Portugal to become one of the most expressive art forms of Portuguese culture, being addressed as identity art with a capacity for self-reinventing and adapting itself to new times, aesthetics, and meanings.

The museum is installed on the former Madre de Deus Convent, known for the remarkable architectural and decorative quality of the building. The collection features decorative ceramic tiles or azulejos from the second half of the 15th century to modern days. Besides tiles, it includes ceramics, porcelain and faience from the 19th to the 20th century. Its permanent exhibition starts with a display of the materials and techniques used for manufacturing tiles.

Museum of Lisbon

The headquarters of the Museum of Lisbon is housed in a summer palace dating from the first half of the 18th century, framed by what remains of an old manor house. In addition to the long-term exhibition, which shows the evolution of the city from prehistoric times to the end of the 20th century, the Museum of Lisbon - Pimenta Palace has two temporary exhibition areas (Black Pavilion and The Backroom), a documentation center, shop and gardens with a kiosk.

The living quarters in Pimenta Palace, all decorated with azulejo panels, including a chapel, kitchen, pantry, bedroom and rooms - have been used to reconstitute an "Ensemble d´Époque", evoking life in the 18th century and forming an integral part of the museum space.

The museum has a vast collection of archaeology, painting, drawings, engravings and engraved stones, etc., illustrating the history of Lisbon from prehistoric and Roman times to the 19th century, with special attention to the Baroque and Pombaline periods. Particularly impressive is the large model of the city before the earthquake in 1755, made in the 1950´s by Ticiano Violante under the guidance of the great Lisbon historian Gustavo de Matos Sequeira.

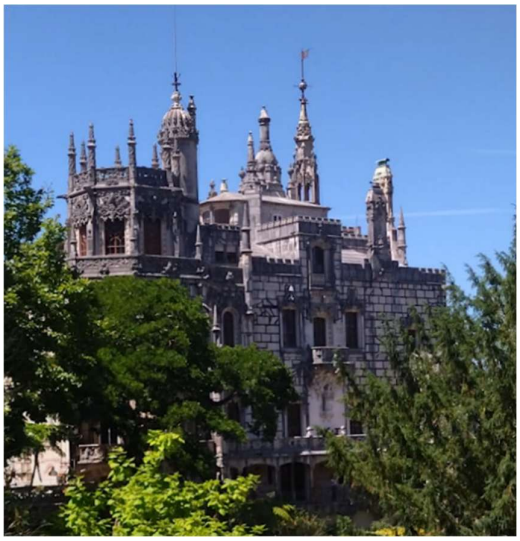
Belém

Belém is a civil parish and district of Lisbon, the capital of Portugal. Belém is located in western Lisbon, to the west of Ajuda and Alcântara and directly east of Lisbon's border with Oeiras. Belém is famous as a museum district, as the home of many of the most notable monuments of Lisbon and Portugal alike, such as the Belém Tower, the Jerónimos Monastery, the Padrão dos Descobrimentos, and Belém Palace (official residence of the President of Portugal).

It's one of the most prominent examples of the late Portuguese Gothic Manueline style of architecture in Lisbon. It was erected in the early 1500s near the launch point of Vasco da Gama's first journey, and its construction funded by a tax on the profits of the yearly Portuguese India Armadas.

Quinta da Regaleira - Sintra

Quinta da Regaleira is a fascinating site located near the historic center of Sintra. It is classified as a UNESCO World Heritage Site within the "Cultural Landscape of Sintra". The property includes a romantic palace, a chapel, and a luxurious park with lakes, grottoes, wells, fountains, and various exotic structures.



The palace is also known as the "Palace of Monteiro the Millionaire," referring to its most famous owner, António Augusto Carvalho Monteiro. He collaborated with the Italian architect Luigi Manini to create a space that reflected his interests in alchemy, Freemasonry, the Knights Templars, and the Rosicrucian.

The Quinta da Regaleira is an impressive example of eclectic architecture, combining different styles such as Manueline, Renaissance, Medieval, and Classical. It is a place full of symbolism and mystery, perfect for those who appreciate history, art, and nature.

Sintra (40 minutes from Lisbon by train)

According to UNESCO, Sintra as a fairytale town was the world's first center of Romantic architecture and is now a World Heritage Site. It's a magical forest of fantastic castles and palaces, which has become one of Portugal's must-see destinations. Sintra is a very romantic town, due to its architecture and landscape. Visitors can join a mysterious journey filled with many historical buildings completed between the XV and XIX centuries, such as the Castelo dos Mouros, the Pena National Palace and the Sintra National Palace, in addition to the Sintra Mountains and Nature Park.

Company Visit

Iscte Summer School program includes a visit to a Portuguese technology company (the name of the company will be confirmed at a later stage) located in Lisbon District Area, in order to get to know the similarities and differences between Chinese and Western laboratories, learn laboratory safety knowledge, learn to design solutions for complex problems, etc.

Summer School Schedule

ISCTE SUMMER SCHOOL, Iscte School of Technology and Architecture and Iscte School of Applied Digital Technologies

20th to 31st July 2026

Iscte - IUL, Building 4, Auditorium A302*

WEEK 1

	19-jul SUNDAY	20-jul MONDAY	21-jul TUESDAY	22-jul WEDNESDAY	23-jul THURSDAY	24-jul FRIDAY	25-jul SATURDAY	26-jul SUNDAY
09:10 - 10:40	Arrival at 14:00 Lisbon Airport		Introduction to entrepreneurship in a technology-based project	Introduction to entrepreneurship in a technology-based project	Introduction to entrepreneurship in a technology-based project	Introduction to entrepreneurship in a technology-based project *10:40 Photo, T-shirts*	Visit to Cascais City (by train) and Cabo da Roca with Buddies	
11:00 - 12:30		11:00 Welcome Session, Auditorium A306 12:00 Introduction to Portuguese history and culture	Introduction to entrepreneurship in a technology-based project	Introduction to entrepreneurship in a technology-based project	Introduction to entrepreneurship in a technology-based project	Introduction to entrepreneurship in a technology-based project		
12:30 - 14:00		12:30 Welcome Lunch (INDEG)	Lunch Break**	Lunch Break**	Lunch Break**	Lunch Break**		
14:00 - 15:30		14:00 Travelling to EXPO Quarter	Group-work: Development of the Elevator Pitch	Group-work: Development of the Project and Video Pitch	13:30 Tile (*Azulejo*) painting workshop, classroom (tbc)	Group-work: Development of the Project, Report and Video Pitch		
15:40- 17:10		15:00 Visit to Oceanarium			14:30 travel to Musem 15:30 Visit to Museum of Lisbon			

** Note: It is not allowed to bring food and drinks to the classroom, only water*

*** Canteen, Building 2*

INSTITUTO UNIVERSITÁRIO DE LISBOA

ISCTE SUMMER SCHOOL, Iscte School of Technology and Architecture and Iscte School of Applied Digital Technologies

20th to 31st July 2026

Iscte - IUL, Building 4, Auditorium A302*

WEEK 2

	27-jul MONDAY	28-jul TUESDAY	29-jul WEDNESDAY	30-jul THURSDAY	31-jul FRIDAY	1-ago SATURDAY	2-ago SUNDAY
09:10 - 10:40	Introduction to entrepreneurship in a technology-based project	Introduction to entrepreneurship in a technology-based project	Pitch Deck Presentation	8:30 at Iscte (meeting point at canteen to collect LUNCH BOX) and take a coach bus at 8:40	10:00 to 12:40 Visit to Benfica Museum and Stadium	Departure	
11:00 - 12:30	Introduction to entrepreneurship in a technology-based project	Introduction to entrepreneurship in a technology-based project	Pitch Deck Presentation	09.30 - 12.00 Visit to company Apametal in Sintra Region (tbc)	12:50 travelling to Iscte		
12:30 - 14:00	Lunch Break**	Lunch Break**	Lunch Break**	12:30 Lunch	13:30 Farewell Lunch (INDEG)		
14:00 - 15:30	Group-work: Finalization of the Project, Report (Technical & Business) and Pitch Deck	13:30 travelling to Belem Quarter 15:00 Visit to Jeronimos Monastery and Belem Tower	Demonstration of the Project´s Functionalities	14:30 Sintra, Quinta da Regaleira (tbc) 18:00 return to Lisbon, drop off at Iscte at 18:00	14:30 Farewell Session, Auditorium A306		
15:40- 17:10							

** Note: It is not allowed to bring food and drinks to the classroom, only water*

*** Canteen, Building 2*

Lecturers

Prof. Pedro Sebastião
Professor at the Department of Digital Technologies of Iscte School of Applied Digital Technologies (Iscte-Sintra)
Curriculum

Prof. Pedro Romano
Lecturer at the Department of Digital Technologies of School of Applied Digital Technologies (Iscte-Sintra)
Curriculum

Prof. João Gaspar
Lecturer at the Department of Digital Technologies of School of Applied Digital Technologies (Iscte-Sintra)
Curriculum

Prof. Mariana Jacob Rodrigues
Assistant Professor at the Department of Digital Technologies of School of Applied Digital Technologies (Iscte-Sintra)
Curriculum

Prof. Renato Ferreira
Invited Assistant Professor at the Department of Digital Technologies of Iscte School of Applied Digital Technologies (Iscte-Sintra)
Curriculum

Prof. Manuel Oliveira
Invited Senior Assistant at the Department of Social and Enterprise Sciences of Iscte School of Applied Digital Technologies (Iscte-Sintra)

Prof. Cecilia Vaz
Invited Assistant Professor at the History Department of Iscte, where she teaches *Portuguese History and Culture* to international mobility students, as well as other courses, such as *Cultural Theories*
Curriculum

Coordination Team

Prof. Ricardo Paes Mamede
Iscte Vice-Rector for Internationalization and Outreach
Associate Professor at the Department of Political Economy of Iscte School of Social Sciences and Humanities
Curriculum

Prof. Sérgio Moro
Dean of Iscte School of Technology and Architecture
Professor at the Department of Information Science and Technology of Iscte Technology and Architecture
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Dean of Iscte School of Applied Digital Technologies
Professor at the Department of Social and Enterprise Sciences of Iscte School of Applied Digital Technologies
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Mrs. Rita Fonseca
Office Coordinator
Iscte Technology and Architecture

Mr. Frederico Neves
Office Coordinator
Iscte School of Applied Digital Technologies

Mrs. Anna Piekosz Guerreiro
International Relations Officer
at Iscte Technology and Architecture

PRACTICAL INFORMATION

Iscte Buddy Program

Buddy Programme (Buddy System) is a mentoring initiative in which students from Iscte – Technology and Architecture and Iscte – School of Applied Digital Technologies provide support to Summer School participants.

Each student buddy is responsible for contacting their assigned participants prior to arrival, welcoming them in Lisbon, and supporting their integration and socialisation throughout the programme. This includes providing assistance before arrival and accompanying participants during their stay, including in their free time.

Tuition Fee

The Iscte Summer School fee is **€1,500 per participant** and **includes:**

- Tuition
- Course materials
- Public transportation cards in Lisbon
- Welcome Lunch and Farewell Ceremony
- Lunch at Iscte canteen* each day of Summer School
- Transcript of Records certificate
- Accommodation in Lisbon at Iscte university residence for students
- Entry tickets to selected museums, according to the program.

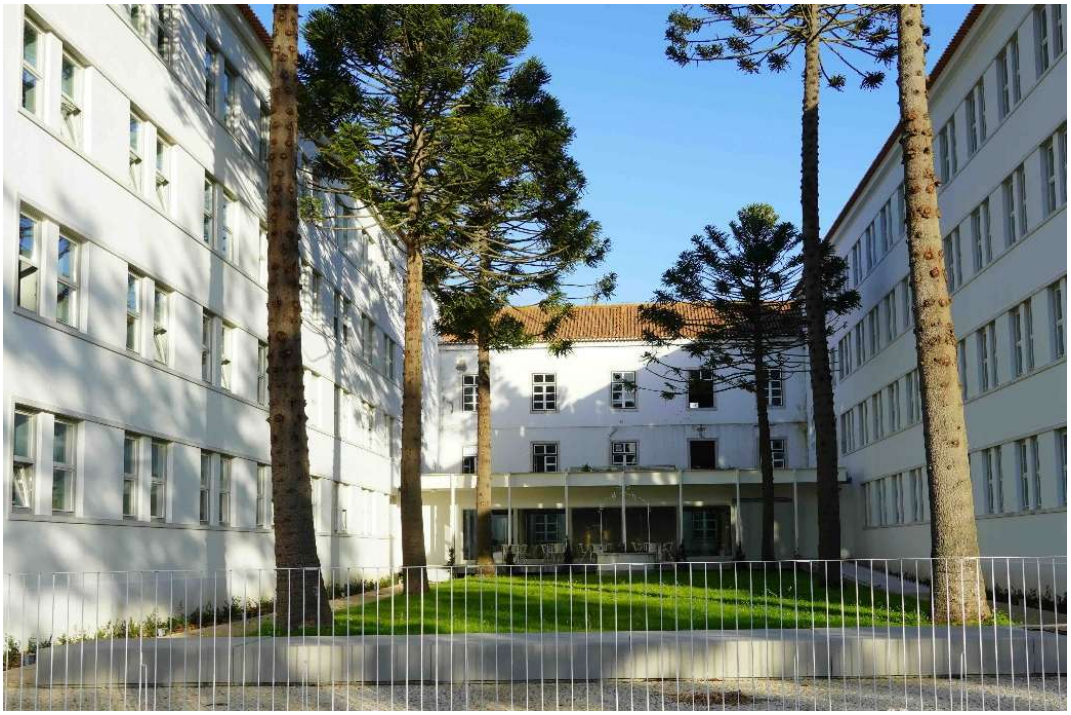
*In the Iscte premises, there are canteens serving full meals (soup, main course, drink, and dessert) at social prices. In addition to the canteens, there also snack bars and restaurants with a variety of prices (in the buildings 1, 2 and 3).

The tuition fee does not include:

- Travel costs to and from Portugal (flights tickets),
- Travel and health insurance,
- Breakfasts (Iscte university residence does not provide breakfasts),
- Dinners during the summer school weeks and all weekend meals (to be paid separately by participants).

Accommodation and Transport

Accommodation at Iscte University Residence



Iscte provides accommodation for the participants of Iscte Summer School at *Mosteiro de Odivelas* University Residence of Iscte, which is in Odivelas, at Mosteiro D. Dinis de Odivelas, Rua da Fonte 4, 2675-403 Odivelas (Coordinates: 38.7913606333657, -9.182384286185666).

Mosteiro de Odivelas University Residence offers accommodation for 204 students. It has 100 single rooms and 52 double rooms, with private bathrooms, a kitchen (one per floor) and living room on each floor, study rooms, social areas, and laundry facilities.

Mosteiro de Odivelas University Residence of Iscte is a space for research, culture, and leisure. Its privileged location allows students to enjoy historic sites in the area surrounding the Mosteiro de Odivelas, as well as important municipal infrastructures such as the Municipal Library, the Multiuse Pavilion and the City Park.

General Conditions

- The rooms have individual beds, wardrobes, desks and chairs, and a bathroom with a shower.

- The price includes the use of the room, common areas, water, gas, and electricity consumption, as well as Internet access. The Residence has a laundry room, a lounge area with a TV, a game room, a kitchen, a dining room, a study room and Internet available in all the rooms.

- During the accommodation period rooms will be cleaned, and the residents will be provided with a bed and bath linen and towels (a face towel, and a bath towel).
- Residents have the right to receive visits, preferentially in the common spaces, from 8 am to 11 pm, being responsible for their actions and observance of the rules. On Fridays and Saturdays, the maximum limit is extended until midnight.
- The Residence operates 12 months of the year and is open 24/7.
- Students may enter and exit the Residence at any time

- There is a shared kitchen on each floor, fully equipped.

Getting to the Residence

By metro	The nearest subway station (Metro) is *Odivelas* – Yellow Line Walk 18 min. (1,3 km) from Iscte Residence to *Odivelas* metro station, take metro (direction Rato) and get off at *Entrecampos* Station or *Cidade Universitária* and walk 10 min. (600 m) to Iscte
By bus	From the Bus Stop at Av. D. Dinis (*Bombeiros Odivelas*) Carris Bus 736 to *Entrecampos* Norte, and walk 8 min. (500 m) to Iscte
By bus and metro	From the Bus Stop at Av. D. Dinis (Bombeiros Odivelas) Carris Bus 736 to *Senhor Roubado* metro station, and take metro (Yellow Line, direction Rato) and get off at *Entrecampos* Station or *Cidade Universitária*, and walk 10 min. (600 m) to Iscte

For more information, you can check www.carris.pt, to find bus timetables and route simulations. To find the most convenient route to travel, you can also consult Citymapper

Public Transport in Lisbon

Iscte Summer School participants will be offered tickets for the Lisbon district public transport network:

Travel pass. Called Navegante card, it is a card for a regular public transport user, to be used in July; Navegante card can be used in Lisbon District Area, from Setubal (south of Lisbon) to Mafra (north of Lisbon) via Lisbon.

Iscte Summer School participants will receive the Travel Pass *Navegante* on the day of their arrival in Lisbon, at the airport. Iscte Buddy Students will be present at the airport to welcome the participant of Summer School and accompany them to the university residence. To obtain all the cards before the arrival, we will ask the participants to fill in a form and provide us with a photo before the arrival (a few weeks before Summer School). The *Navegante* Cards can be used by the participants to travel between the university residence and Iscte, daily to participate in all the lectures. When it comes to the Programd visits the participant will travel accompanied by Iscte Buddy students, and they will use the Lisbon public transport network* with their *Navegante* Cards.

When it comes to the visit to companies, at this stage, as the visit is not confirmed yet, we are unable to confirm the means of transport to be used, as it depends on the location of the company. If the company is in Lisbon, the participants will use public transport, but if the company is located outside the Lisbon District, a private bus will be rented and Iscte will cover the cost of it.

**Within Lisbon public transport network, a different company operates each transport (train, subway/metro, bus, etc.), but Navegante card, can be used in all of them.*

Public Transport Network in Lisbon District Contains:

Ferries	The ferries link the two sides of the Tagus River, with routes from Lisbon (*Belém, Cais do Sodré or Terreiro do Paço*) to the southside (*Cacilhas, Montijo, Barreiro* or *Seixal*);
Trains	The Cascais train line connects Lisbon (Cais do Sodré) to the coastal towns of Estoril and Cascais. (**Link**) 

Buses	The bus network connects all areas of Lisbon and the surrounding districts, providing access to locations not directly served by metro or train lines. Several routes operate between the city centre, university campuses and residential areas. (Link)
Metro	The Lisbon Metro is one of the fastest ways to travel across the city. It connects the main transport hubs, including the airport, train stations and central districts. **Network (Link)** 

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