

### IN THE HEART OF EUROPE

France:

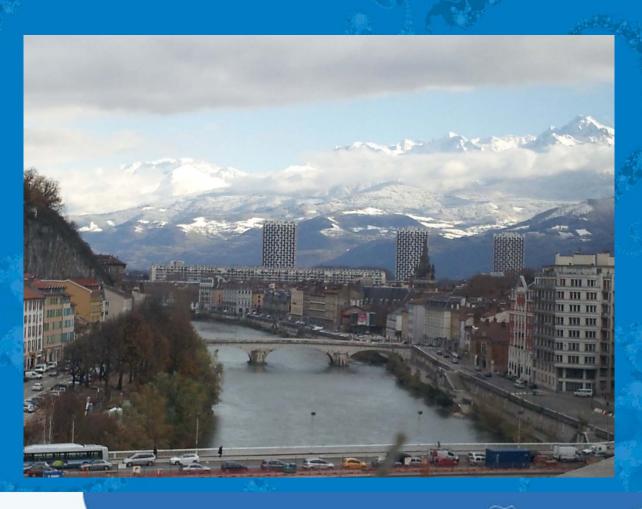
approx. 61 000 000 inhabitants

Rhône-Alpes: approx. 6 000 000 inhabitants

> Grenoble-Isere: 1 200 000 inhabitants



#### VIEW FROM THE 8TH FLOOR OF THE MIT SCHOOL





### INDUSTRY: MAJOR GROUPS

#### People employed

	Schneider Electric France Electrical engineering					6,600
	ST Microelectronics Italy/France Microelectronics					4,000
٠	Hewlett	t-Packard	USA	Informati	on technology	3,000
٠	Caterpi	llar	USA	Earth-mo	ving equipment	2,200
+	Tecums	eh Europe	USA	Refrigerat	tor units	1,300
P	BD	BD USA Medical equipment				
	Valeo France Automobil			le equipment		1,000
٠	Atofina	France	Chemicals	Chemicals		
٠	Rossign	ol	France	Mountain	sports equipment	700
	Arjomari Wiggins Appleton			UK	Paper	400
	Allibert - Andlinger			France	Plastics	400





### **KEY STATISTICS**

- 60 000 students in higher education
  1 in 5 people living in the Grenoble area is a student
- 4 universities now all reunited in UGA (University Grenoble Alpes)
- 18 engineering programmes
- Graduate schools (Architecture, Art, Political Sciences...)

# ONE OF THE MOST BEAUTIFUL CAMPUSES IN EUROPE



30,000 trees

175 hectares of campus

40 works of art









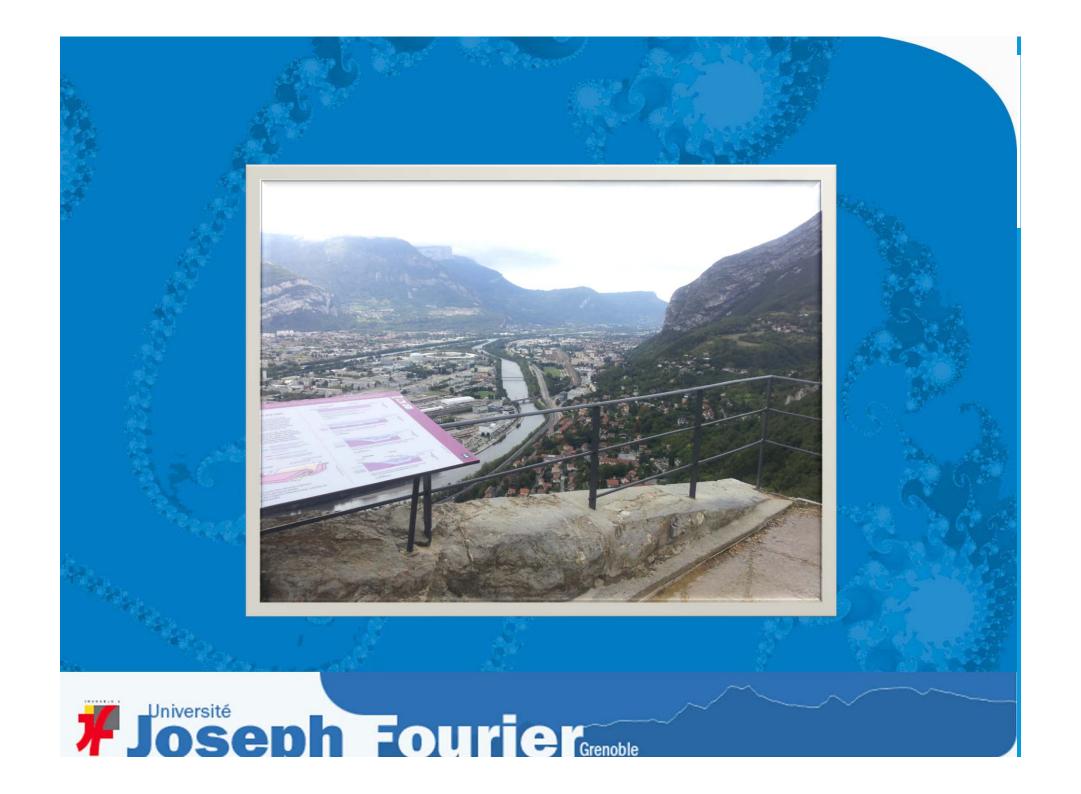
### GOING UP TO LA BASTILLE



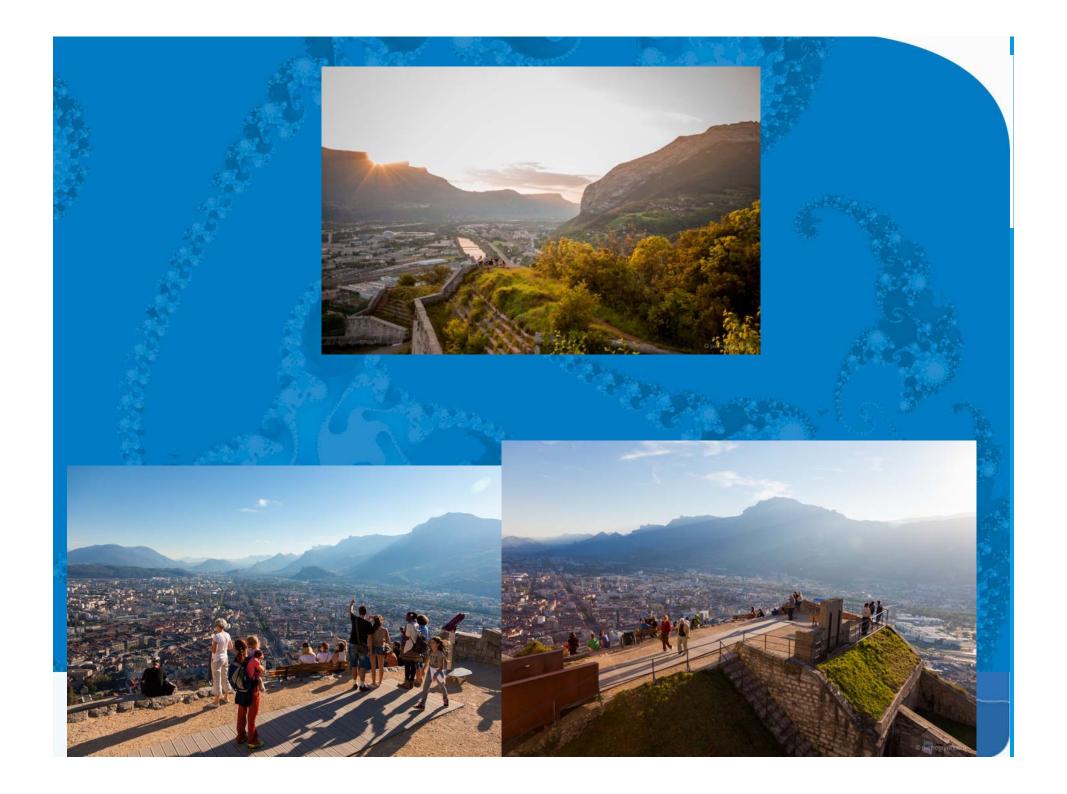


### VIEW FROM LA BASTILLE







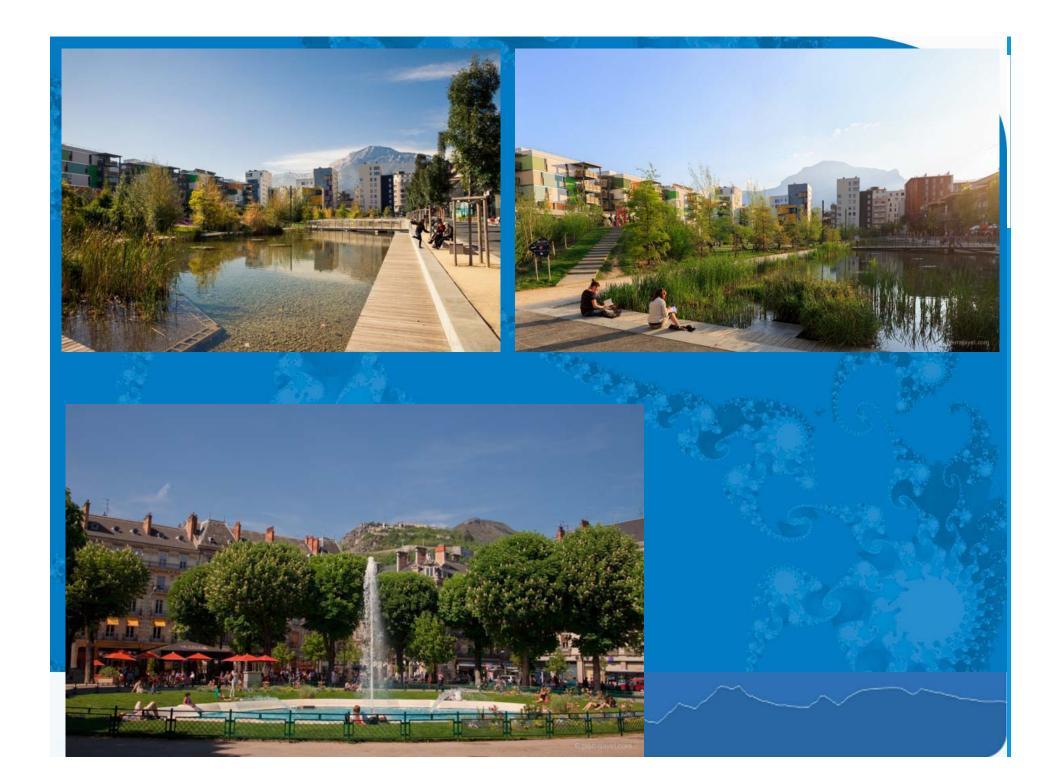


### **GRENOBLE: THE INNER CITY**



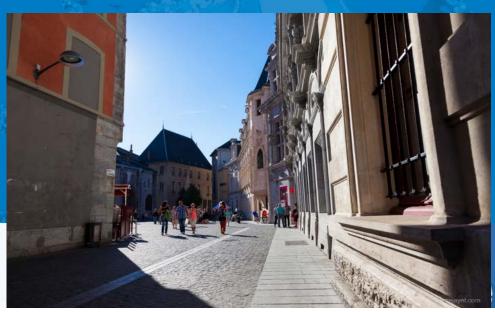


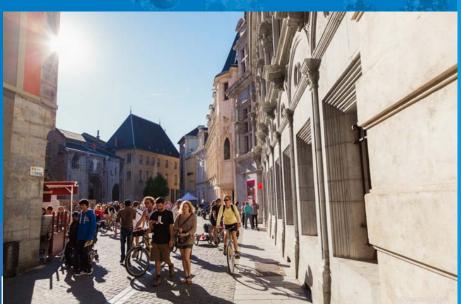












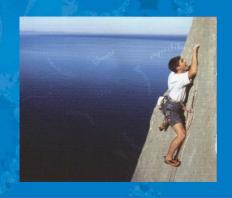
### A TOWN IN THE HEART OF THE ALPS

• 3 natural reserves:

Chartreuse, Belledonne and Vercors on the outskirts of the city

 Capital of mountain sports and outdoor activities

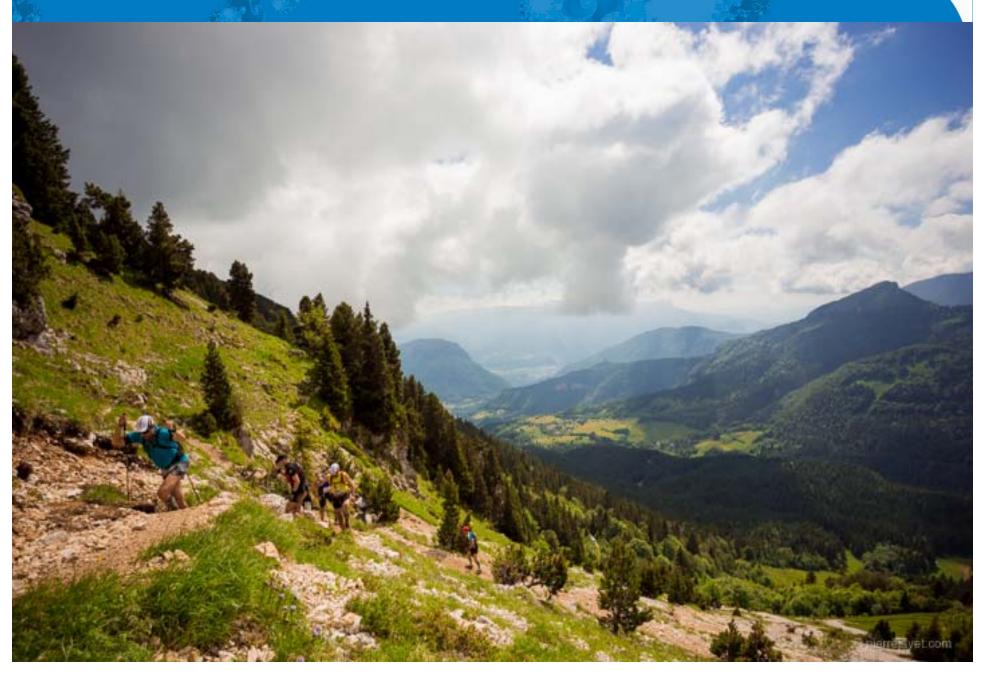




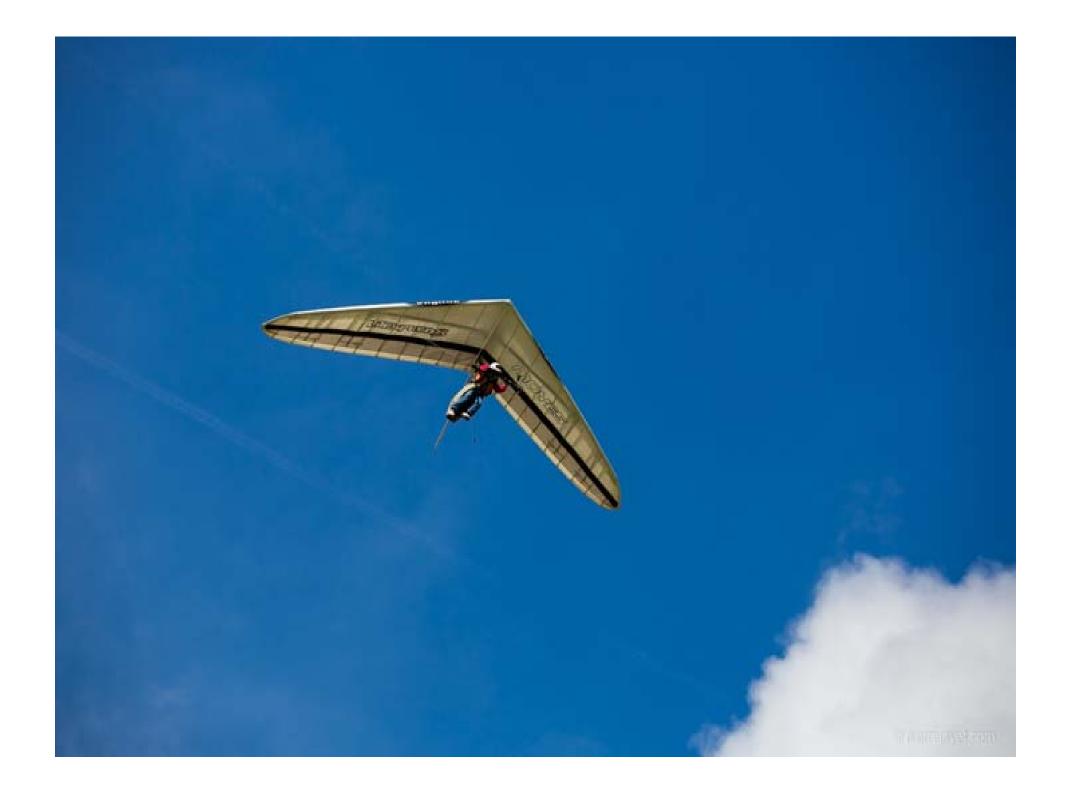




### SPORTS ACTIVITIES







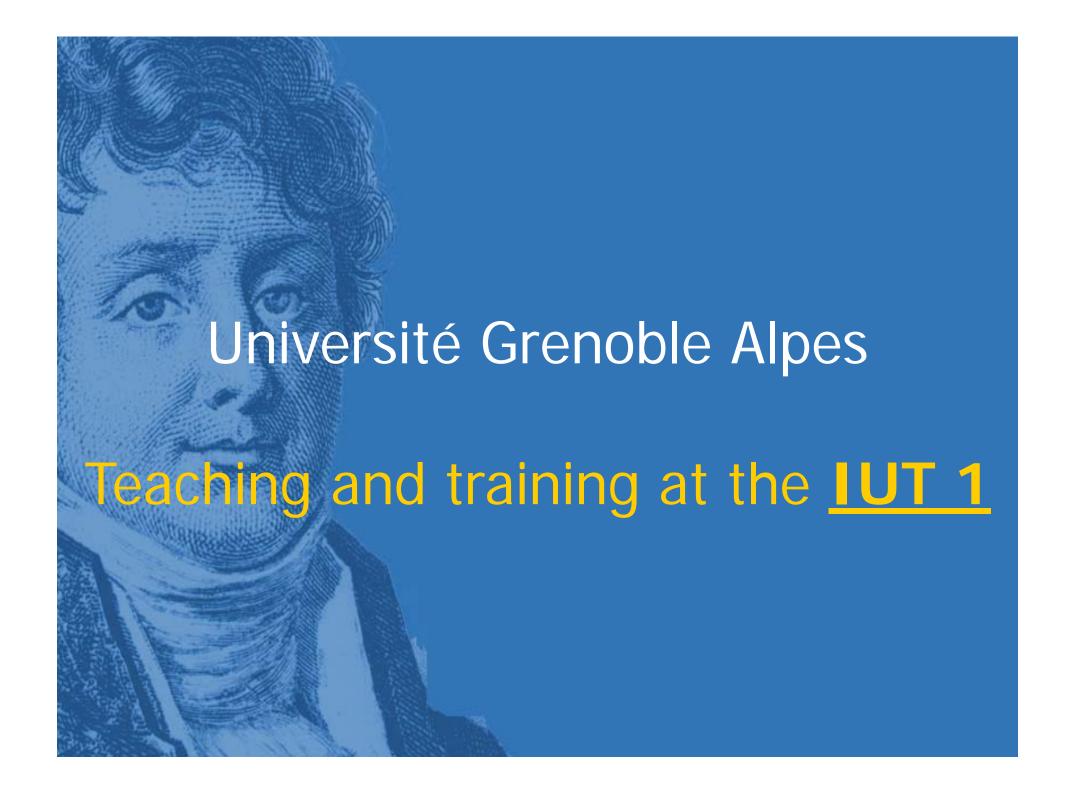












#### 8 UNIVERSITY TECHNOLOGY DEGREES

**UNDERGRADUATE DEGREE « DUT »** 

The DUT: A professional and technological two-year post A-level degree

- Chemistry
- Civil Engineering
- Electrical Engineering and Industrial Computing
- Mechanical Engineering / Manufacturing Processes
- Computer Networks and Telecommunications
- Energy
- Applied Physics
- Multimedia and Internet Technologies (MIT)



# PROFESSIONAL BACHELOR DEGREES UNDERGRADUATE DEGREE – 3RD YEAR

- Computer Networks and Telecommunications
- Chemistry
- Civil Engineering
- Electrical Engineering and Industrial Computing
- Mechanical Engineering / Manufacturing Processes
- Computer Networks and Telecommunications
- Energy
- Applied Physics
- Mobile Applications Development



# DURING YOUR MASTER DEGREE

- YOU CAN COME FOR A SEMESTER TO
- Have an internship within our school in one or our partners' laboratory or company
- Work on a project we'll define in details with your school
- TO VALIDATE ECTS FOR YOUR MASTER DEGREE
  TO GET AN EXPERIENCE ABROAD











#### - OBJECTIVE:

TO PROFESSIONALLY TRAIN

- IN 2 YEARS
- IN THE JOBS OF THE WEB AND MULTIMEDIA:
- >DEVELOPERS / DESIGNERS,
- >QUALIFIED TECHNICIANS,
- >PROJECT MANAGEMENT ASSISTANTS,
- >COMMUNICATION ASSISTANTS...

SKILLS ACQUIRED OVER THE TRAINING

TECHNICAL KNOW-HOW OF THE WEB WORLD AND THE MULTIMEDIA TOOLS.

OUR MULTITASK STUDENTS CAN PROVE EFFICIENT AND USEFUL AT MANY LEVELS:

- >Studying marketing options, developing communication tools and managing projects.
- >Conceiving the architecture of multimedia tools on or off line.
- Developing and programing / coding applications aimed at their interactive or dynamic functioning.
- Designing and conceiving the applications' esthetics and ergonomics.
- > Defining the books of the technical specifications.



• THE DUT IS BASED ON THREE TUITION UNITS:

>1/ COMMUNICATION, CULTURE AND KNOWLEDGE OF THE SOCIO-ECONOMIC ENVIRONMENT:

>2/TECHNOLOGY AND MUTIMEDIA DEVELOPMENT

▶3/ PROFESSIONAL ENVIRONMENT



- 1/ COMMUNICATION, CULTURE AND KNOWLEDGE OF THE SOCIO-ECONOMIC ENVIRONMENT:
- > Foreign languages and Intercultural Communication
- ► Information and Communication Theory
- **▶** Design, Scripting, Language and Communication
- > Project management, Organizations, Personal Professional Project
- Communication Culture: Concepts of Sociology, Strategy, Esthetics, oral and written guiding principles of communication



- 2/TECHNOLOGY AND MUTIMEDIA DEVELOPMENT
- >Applied sciences and information management
- ➤ Networks and networks services
- ➤ Computer Methods and tools for multimedia
- >Creation and integration of digital media



3/ PROFESSIONAL ENVIRONMENT

➤Tutored Team Project

>Professional internships





# PROFESSIONNAL BACHELOR MOBILE APPLICATIONS DEVELOPMENT

#### OBJECTIVE:

- ➤ Mastering of the Web technologies
- ➤ Adaptation of the Web Medias to mobile phones and devices
- ➤ Training Professionals to the Web mobile services

#### JOB OPPORTUNITIES:

- **≻**Webmaster
- ➤ Higher technicians and engineers assistants for Computer Engineering Services companies



# PROFESSIONNAL BACHELOR MOBILE APPLICATIONS DEVELOPMENT

- SKILLS ACQUIRED BY THE END OF THE TRAINING:
- ➤ Technical knowledge of the Web development
- > Web porting / migration to mobile devices
- ➤ Conception of short messages contents
- PROFESSIONALS FROM THIS TRAINING ARE ABLE TO:
- ➤ Master the Web development
- > Enable websites to rollout on mobiles devices
- ➤ Design technological mobile interfaces
- Develop applications for various equipments / devices



# PROFESSIONNAL BACHELOR MOBILE APPLICATIONS DEVELOPMENT

- EDUCATIONAL CONTENTS: THE TRAINING IS BASED ON FIVE TUITION UNITS:
- ▶1/ APPLIED SCIENCES AND TECHNOLOGIES
- ▶2/ PROGRAMMING, COMMUNICATION, METHODOLOGY
- ▶3/ MOBILE ARCHITECTURES AND SERVICES
- >4/COMPUTER SYSTEMS, MOBILE PROGRAMMATION, NOMADIC MARKETING, MOBILE MEN-MACHINES INTERFACES...
- >5/ NOMADIC INTERFACES AND MOBILE COMMUNICATION, PROGRAMMATION, SHORT MESSAGES, ERGONOMICS AND NAVIGATION
- + PROFESSIONAL INTERNSHIP AND PROJECT (14 weeks)



### SO? WHAT DOYOUTHINK?

### **QUESTIONS?**

