

FONTYS ICT
UNIVERSITAT DE LLEIDA
FACHHOCHSCHULE OBERÖSTERREICH
HOGESCHOOL PXL
BELGIUM CAMPUS ITUNIVERSITY



INTERNATIONAL
MINOR

SEPTEMBER - DECEMBER 2024

GLOBAL ACTING IN IT

MINOR GUIDE

WELCOME TO THE **MINOR** GLOBAL ACTING IN IT!



The journey is about to start! In the upcoming semester you will be working on a international project with international students in an international setting. Are you excited yet? In this minor guide you will be finding everything you need the know about the program. the schedule, the different universities and the traveling. If there are any questions, please contact us! Good luck and have fun!

- The GA in ITeam

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SHAPE A BETTER TOMORROW WITH TECHNOLOGY

Globalization and digitalization kickstarted a revolution, changing everything from how we live to how we work. As students, you are not just witnessing this history; you have the power to (re)shape the future. In our program, you'll team up with peers from around the world to dive into a semester-long project with real-world impact. Guided by the [UN Sustainable Development Goals](#), you'll explore how future technology can shape a better tomorrow. Get ready to make a difference, because the future is in your hands.

THE THREE KEYSTONES OF THE PROGRAM ARE:

- Intercultural awareness and practice
- International collaboration and experience
- Examining IT from a global perspective, with focus on having a positive impact on society, the environment and beyond

THE OBJECTIVES OF THE MINOR ARE:

- Become a responsive ICT professional: adaptive, resilient, innovative and responsible
- Global Citizenship & Intercultural Awareness
- Communication and collaboration across borders
- You can study and work on real life projects in an international environment

ARE YOU READY?

In the minor 'Global Acting in IT' you visit several universities abroad and learn together with students from these universities. The focus of the minor is on combining international IT topics, intercultural and international competences and global citizenship. All combined in one stakeholder project. This minor consists of the following activities:

AN ONLINE START-UP WEEK

This week contains introductions and start-up on:

- Teambuilding
- Building a portfolio
- Intercultural Development
- Personal Development
- Stakeholder and project

FIVE 3-WEEK MODULES ORGANIZED BY THE 5 PARTNER INSTITUTES

You learn about the following IT topics, apply this to the group project, and keep track of your (intercultural) development in your portfolio. The IT topics are:

- Future Tech (FICT Eindhoven, Netherlands)
- Ux Design (Universitat de Lleida, Spain)
- Internet of Things (FH OÖ, Hagenberg Austria)
- Artificial Intelligence (PXL Hasselt, Belgium)
- Data Science (Belgium Campus iTversity Pretoria, South-Africa)

TWO WEEKS @HOME FOR REPARATIONS OF THE PROJECT OR MODULES

If you fail on one of the modules of the minor Global Acting in IT, you'll get the chance to do a reparation in the two weeks after Christmas break. See grading & schedule.



CONTENT OF THE MINOR

The minor contains five modules of each 6 ECTS: Future Tech, User Experience Design, Internet of Things, Artificial Intelligence and Data Science. Each of the module is divided into three parts for the grading: the IT topic (assignments), the stakeholder project and the personal development, including intercultural competencies.

LEARNING OUTCOMES

The learning outcomes of this minor Global Acting in IT revolve around comprehensive understanding of IT concepts and the application of those concepts in the project, as well as your ability to collaborate in an international setting. We will assess your academic knowledge, your technical proficiency, your intercultural competence, your teamwork, your communication skills, your ethical awareness, etc. The learning outcomes of the minor are linked to the IT topics, the project and your personal development. See next page.



01. IT TOPIC

The criteria for developing knowledge and skills within the specific IT topic of the module include demonstrating a deep understanding of core concepts and principles, and effectively applying this knowledge and skills to the given assignments. Additionally, you should show proficiency in relevant tools and technologies within the topic.

02. PROJECT

During each module you analyse how the different topics are relevant to and can be applied to your project, keeping in mind the international aspects.

Analyze: You gain insight in (research) and showcase the results of the contextual, theoretical and technical domains that are relevant for the project.

Design: You create a plan an/or prototype that integrates the theoretical concepts with practical application, tailored to the specific requirements of the project.

Implement: You execute the design plan, utilizing appropriate tools and technologies, and demonstrate the functionality and effectiveness of your solution within the project.

International: You explore international implications & cross-border challenges, addressing how global perspectives and cultural differences impact your project.

03. PERSONAL & INTERCULTURAL DEVELOPMENT

You are aware and able to reflect on your personal and intercultural development in relation to each module.

Entrepreneurial: You are aware; you see opportunities and seize them. You motivate yourself and others, are able to profile yourself, your team and others.

You are aware of your own development, show leadership and take responsibility.

Personal development: You make well-considered choices in your studies and work environment. You enhance your own learning capacity, recognizing a learning need in yourself and act accordingly through methodological reflection, evaluation and by asking for and giving feedback.

IT professional: You examine what type of professional you want to be in the long term, you can perceive which fields of work and types of positions you are attracted to, and you clearly visualize how you can differentiate yourself from others in the branch.

Intercultural: You can define your own personal cultural profile by using different cultural dimensions and understand the relativism of cultures by interpreting behaviours of others within their cultural framework.



Each of the module is divided into three parts for the grading: the IT topic, the stakeholder project and the personal and intercultural development. The IT topic and the (progress of the) project will be graded by the lecturers from the host institution. The personal development will be graded by your coach or contact person from your home institution.

ERASMUS GRADING

The grading for the IT topic and your application of your knowledge and skills in the stakeholder project is based on Erasmus grading. For the personal development part of your portfolio you will receive a pass or fail for each module.

Letter	Points	Description
A	90+	Outstanding performance without errors
B	80-89	Above the average standard but with minor errors
C	70-79	Generally sound work with some errors
D	60-69	Fair but with significant shortcomings
E	55-59	Performance meets the minimum criteria
F	0-54	Fail

Throughout the semester you will be assessed on your overall performance on the learning objectives. The student needs to pass all three parts of the module to pass the whole module. There will be one integrated letter mark per module. You need to pass 5 out of the 5 modules to pass the minor. If you have not passed 5 out of 5, you'll have two weeks of reparation time by the end of the minor.

GRADING PER STUDENT

Student	<i>Future Tech</i>	<i>UX Design</i>	<i>IoT</i>	<i>Ai</i>	<i>Data Science</i>
IT Topic	A/B/C/D/E/F	A/B/C/D/E/F	A/B/C/D/E/F	A/B/C/D/E/F	A/B/C/D/E/F
Project	A/B/C/D/E/F	A/B/C/D/E/F	A/B/C/D/E/F	A/B/C/D/E/F	A/B/C/D/E/F
Personal Develop.	PASS/FAIL	PASS/FAIL	PASS/FAIL	PASS/FAIL	PASS/FAIL
Total	A/B/C/D/E/F	A/B/C/D/E/F	A/B/C/D/E/F	A/B/C/D/E/F	A/B/C/D/E/F

* PORTFOLIO

During this semester, you will be working on a personal portfolio. You hand in your portfolio at the end of each module in Canvas. **The portfolio contains:**

- Assignments from all modules
- The work you did for the stakeholder project
- Your personal and intercultural development - reflections and assignments

REFLECTIVE INTERVIEW

In the last week of each module you will have a reflective interview with your coach/lecturer of the home institution to talk about your progress. Make sure you plan these interviews on time.

DEADLINES FOR HANDING IN THE PORTFOLIO:

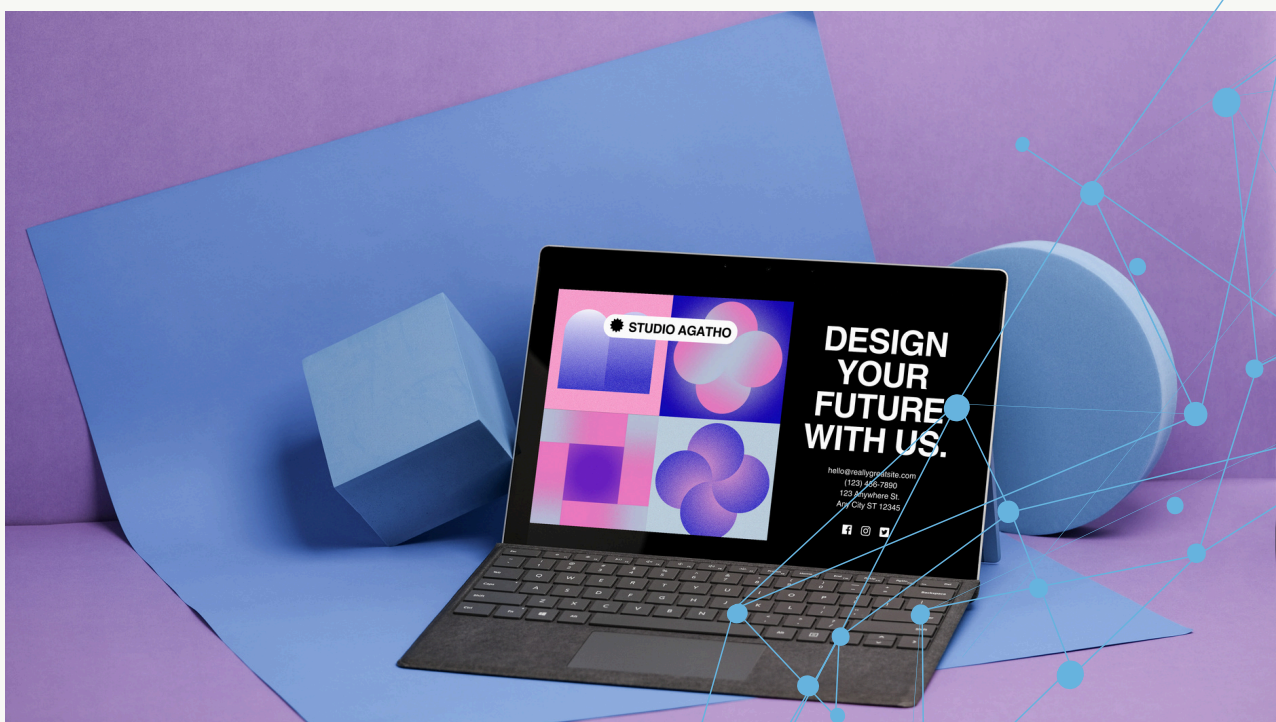
Future Tech: *26th of September*

UX Design: *17th of October*

Internet of Things: *7th of November*

Artificial Intelligence: *28th of November*

Data Science: *18th of December*



FUTURE TECH

9 - 26 September 2024

The rapid pace of technological progress and the immense potential of new technologies requires adaptive students with a broad perspective. Not only on the (future) possibilities of technology, but also on the effects on people and society. In addition, these developments require a high degree of creative ability. Developing new, unusual applications for existing or future issues, exploring the limits of technology and, with this, responding to the society of the future. In the module Future Tech, you learn how to develop creative, technical concepts and evolve them into impactful innovations. We challenge you to develop your own vision of technology in tomorrow's world.

TOPICS COVERED IN THIS MODULE

Future Technology (threats and opportunities), Speculative Design, Empathy, Technology and Social Change, Creative Coding Frameworks, Rapid Prototyping, Ethics, Behavioral Science, Trendwatching, Creative and Critical Thinking.

LEARNING OUTCOMES FOR THIS SPECIFIC MODULE

Vision You have developed your own vision on future scenarios through research of future technology and the evolution of mankind's relationship with technology. Your vision is expressed in the assignments and the concept ideas for the project.

Innovative Concepting You have discovered and defined several innovative concepts using creative thinking techniques combined with research of users, technology and context.

Presentation You have presented your research outcomes and reflections in relation to your research, concept and vision, to stakeholders and peers.

UX DESIGN

30 September - 17 October 2024

Human-Computer Interaction (HCI) discipline has become more important as technology has been introduced into all facets of people's lives. Thus, HCI puts the person as a central element of any IT development, seeking that it is easy to use and that it is easy for all people. In this module, you will learn in a practical way, how to design user interfaces (UIs) focusing on its usability and, above all, on the experience of users (UX) while making use of them. You will develop the functional UIs prototypes of the global project system and will carry out user tests to assess the quality of use of the interfaces that students are designing.

TOPICS COVERED IN THIS MODULE

Introduction to HCI, User eXperience (UX) Design, User Centered Design methodologies. Prototyping (Design the UI of the project using a professional tool), Usability evaluation (experts evaluation, evaluation with users, professional reports).

LEARNING OUTCOMES FOR THIS SPECIFIC MODULE

Upon successful completion of this module, the student will be able to:

- Ability to understand the user's needs expressed in non-technical language.
- Ability to understand the environment of an organization and its needs in the Information and Communications Technology context.
- To use user-centric methodologies and development organization, assessment and management-based applications and Information Technology to ensure its accessibility, ergonomics and usability.
- Ability to select, deploy, integrate and manage Information Systems that meet the needs of the organization, with the criteria identified cost and quality.
- Ability to conceive systems, applications and network technologies based services, including Internet, web, e-commerce, multimedia, interactive services and mobile computing.

IOT

21 October - 7 November 2024

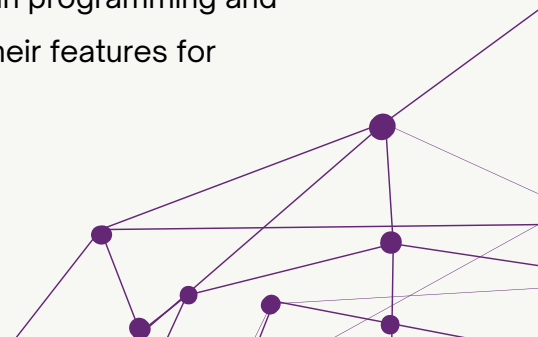
The IoT module explores a diverse range of topics, focusing on the application of IoT technologies to address real-world challenges such as the management of invasive species. Key components of the course include in-depth study and practical implementation of ESP32 and ESP8266 microcontrollers, which serve as the backbone for connecting and controlling various sensors used in environmental monitoring. Students will gain hands-on experience with different types of sensors, such as temperature, humidity, and motion sensors, essential for detecting and analyzing environmental data. The course also covers communication protocols like MQTT, which facilitates efficient and reliable data transmission between devices. Integration with the Android IDE is explored to develop mobile applications for remote monitoring and control of IoT systems. Additionally, students will learn to utilize Node-RED for wiring together hardware devices, APIs, and online services in new and interesting ways. The course also delves into the use of LoRaWAN technology for long-range, low-power communication, critical for deploying IoT solutions in remote or expansive areas.

TOPICS COVERED IN THIS MODULE

IoT, ESP32, ESP8266, Sensors, MQTT, Node-RED, LoRaWAN, Data-Monitoring, Network Communication, Hardware Integration, JS/TS/Python/C/C++ Development, SSL/TLS

LEARNING OUTCOMES FOR THIS SPECIFIC MODULE

- Understanding of IoT Fundamentals: Gain a solid foundation in Internet of Things concepts, architectures, and applications, with a specific focus on environmental monitoring and the management of invasive species.
- Proficiency with ESP32 and ESP8266: Develop proficiency in programming and deploying ESP32 and ESP8266 microcontrollers, utilizing their features for connecting and controlling various environmental sensors.





IOT

21 October - 7 November 2024

- **Sensor Integration and Data Collection:** Acquire skills in integrating different types of sensors, such as temperature, humidity, and motion sensors, to collect and analyze environmental data effectively.
- **Communication Protocols:** Master the use of MQTT for efficient and reliable data transmission between IoT devices, ensuring seamless communication within IoT networks.
- **Utilization of Node-RED:** Gain experience in using Node-RED for visually wiring together hardware devices, APIs, and online services to create complex IoT systems.
- **Deployment of LoRaWAN:** Understand and implement LoRaWAN technology for long-range, low-power communication, essential for deploying IoT solutions in remote or expansive areas.
- **Security Measures:** Implement security protocols, including SSL/TLS, to safeguard data integrity and privacy in IoT systems, ensuring secure communication and preventing unauthorized access.
- **Application to Environmental Monitoring:** Apply IoT technologies to real-world scenarios, specifically targeting the detection, monitoring, and management of invasive species, demonstrating the ability to develop innovative solutions for environmental challenges.
- **Problem-Solving and Critical Thinking:** Enhance problem-solving and critical thinking skills by designing, implementing, and troubleshooting IoT systems tailored to specific environmental monitoring needs.
- **Project Management and Collaboration:** Develop project management and teamwork skills through collaborative projects, preparing students for professional roles in the IoT and environmental monitoring industries.

AI

11 - 28 November 2024

Artificial Intelligence is big. It's being introduced in all kinds of businesses, products and services to be used as a replacement for repetitive and time-consuming tasks. Due to the exponential growth of AI usage and the rapid development in the domain, it is important that graduate Computer Science students have a good understanding of the matter. The goal of this module is to give students an overview and hands-on experience with commonly used techniques and practices, so they can apply this knowledge in future projects.

TOPICS COVERED IN THIS MODULE

Intro to AI - History of Artificial Intelligence, Python crash course, Classic AI algorithms*

Overview of machine learning - Current state of AI, Popular techniques and relationships, AI & Ethics. Deep Learning basics

Neural Networks - Practical approach to Neural networks, Image classification with CNN's, Sequence models for time series data*, Building LLM applications*

LEARNING OUTCOMES FOR THIS SPECIFIC MODULE

Upon successful completion of this module, the student will be able to

- Understand different path finding and search algorithms and to select and apply the appropriate approach for solving different problems.
- Have a thorough understanding of the foundations of deep learning techniques.
- Understand the history and progression of AI.
- Build and finetune neural networks and successfully apply them in projects.
- Identify the possibilities for using CNN's and successfully apply them in projects.
- Present and discuss their ideas, insights and findings in AI-related topics to a range of audiences.
- Demonstrate the ability to identify and address ethical issues faced when working with information.

DATA SCIENCE

2 - 19 December 2024

Data science is the field that involves using scientific methods, algorithms, and systems to extract knowledge and insights from structured and unstructured data. Data visualizations are crucial in data science as they transform complex data sets into intuitive and accessible visuals, helping to reveal patterns, trends, and insights. Effective data visualization facilitates understanding and enables clear communication of the data's story, making it easier for stakeholders to make informed decisions.

TOPICS COVERED IN THIS MODULE

Scientific Methods in Data Science, Data Collection and Preparation, Introduction to Data Visualization, Creating Data Visualizations, Advanced Data Visualization Techniques, Data Storytelling, Revealing Patterns and Trends, Communicating Insights.

LEARNING OUTCOMES FOR THIS SPECIFIC MODULE

- Students will be able to understand and apply key scientific methods, algorithms, and systems used in data science to extract knowledge and insights
- Students will be proficient in creating various types of data visualizations, using appropriate tools and techniques, to transform data sets into intuitive and accessible visuals that reveal patterns, trends, and insights.
- Students will develop the skills to effectively communicate data-driven insights and narratives through compelling data visualizations and presentations, tailored to different stakeholders to support informed decision-making.

* PROJECT

In this minor, you work together in a group on a crucial international project focused on addressing the pervasive issue of invasive species in South Africa. The project aims to leverage IT to devise innovative solutions for this global environmental challenge.

You will dive deep into the world of invasive species so you will learn more about this global problem. Next to coming up with innovative IT-solutions for measuring and monitoring the spread of invasive species using IoT sensors and data analytics, you will think of IT-based strategies for controlling and removing these species, focusing on sustainability and minimizing environmental impact. The project will also involve designing user-friendly tools and apps that help local communities, conservationists, and policymakers effectively use these solutions.

By the end of the project, you will have developed a working solution that combines the latest technology and practical strategies to manage invasive species in South Africa, helping to protect the environment and preserve biodiversity.

PROJECT DELIVERABLES

Future Tech: Projectplan, research document on problem, technology and users (also look at the different international perspectives), several ideas for concepts, user profiles.

UX Design: Design of user interface, user tests & analyzation

Internet of Things: Research characteristics to detect, create and to demonstrate in IOT and come up with a plan about what kind of data will be generated with this

Artificial Intelligence: First working proof of concept using AI

Data Science: Data visualization, end presentations with fully functional working concepts.



* PID

As you progress through this international minor, it's essential to document your personal and intercultural development in your portfolio. This will provide a comprehensive record of your growth and achievements throughout the program.

PERSONAL DEVELOPMENT

Reflect on your journey by writing in a methodological way (STARR, Borton's what/so what/now what or any other reflective model) about your personal learning goals. Also, how you've deepened your understanding of IT concepts and principles. Include examples of how you applied this knowledge to practical scenarios and projects. Highlight instances where you demonstrated creativity and innovation, integrating new technologies and coming up with unique solutions. Document your progress in project management, detailing how you planned, organized and solved problems efficiently. Additionally, reflect on your communication skills and collaborative skills. Discuss how you have taken on various roles within your team, showing leadership and resolving conflicts. Make sure you don't forget to elaborate on what kind of IT-professional you want to be in the future.



INTERCULTURAL DEVELOPMENT

Capture your experiences working in diverse, international teams. Write about how you've learned to appreciate and adapt to different cultures and communication styles, using Hofstede's Cultural Dimensions Theory as a framework. Reflect on dimensions such as individualism vs. collectivism, power distance, uncertainty avoidance, masculinity vs. femininity, long-term vs. short-term orientation, and indulgence vs. restraint, and how these have influenced your interactions and teamwork.

Include a personal cultural profile that highlights your understanding of your own cultural background and how it compares to those of your international peers. Document specific examples of cross-cultural collaboration, noting successful teamwork and any challenges you faced and overcame. Reflect on how these experiences have expanded your cultural awareness, adaptability, and competence in intercultural communication.

By incorporating these insights and reflections into your portfolio, you will demonstrate a thorough understanding of intercultural dynamics and your ability to navigate and thrive in a global environment.



RULES OF THE GAME

ATTENDENCE

Students are expected to attend all scheduled classes, seminars, and project meetings. Regular attendance is crucial for successful collaboration and participation in the program. If you are unable to attend a session due to illness or other valid reasons, inform your instructor or project coordinator as soon as possible.

ACADEMIC HONESTY

All work submitted must be original. Plagiarism, including copying from other students, sources without proper citation is strictly prohibited. Whenever you use ChatGPT or any other AI tool to help with your assignments, project work, or any form of submission, you must disclose this. Clearly state which parts of your work were assisted by an AI.

SUBMISSION OF ASSIGNMENTS

Submit all assignments and projects by the specified deadlines. Late submissions may be subject to penalties unless prior arrangements are made with the instructor.

COMMUNICATION

Maintain professionalism in all communications, whether with peers, instructors, or external partners. Use respectful language and adhere to email etiquette. Keep up-to-date with course announcements and deadlines.

RESPECT AND INCLUSION

Respect the diverse backgrounds and perspectives of your peers. Foster an inclusive environment where everyone feels valued and heard. Strive for equity in group work, ensuring fair distribution of tasks and responsibilities.

FIELD WORK AND TRAVEL

Prepare adequately for any fieldwork or travel, including understanding local customs, health and safety considerations, and logistical arrangements. Maintain professionalism and respect in all interactions during fieldwork. Represent the institution positively.

HEALTH AND WELLBEING

Maintain a healthy balance between your academic, personal, and social life. Seek support if you are feeling overwhelmed.

COMMUNICATION

CANVAS

Canvas is your primary hub for all course-related information. Here, you will find detailed information about the course structure, assignments, and important dates. Lecture slides, study materials, and other resources will be regularly uploaded to Canvas. Additionally, you will submit all your assignments through Canvas, ensuring everything is organized in one place.

MICROSOFT TEAMS

Microsoft Teams will be used for online lectures, real-time communication and collaboration. Important announcements and updates will be posted here, so make sure to check it regularly. Teams also provides a platform for group communication, allowing you to collaborate easily with your peers on projects and assignments. You can also use Teams to chat directly with your lecturers, ask questions, and seek guidance.

E-MAIL

For more formal or private communications, use email to contact your lecturers. This is the best channel for sending messages that require detailed explanations. Make sure to use your institutional email.



MINOR GLOBAL
ACTING IN IT

PEOPLE

WHO WE ARE



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EINDHOVEN

9 - 26 September 2024

UNIVERSITY

Fontys University of Applied Sciences

UNIVERSITY ADDRESS

Fontys InnovationLab
TQ - Room 4.1
Achtseweg Zuid 151
Eindhoven, The Netherlands

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LECTURERS

Maike Simon
Mijke van der Zee
Samuil Angelov
Roopali Gupta
Luciënne Wijgergangs

CLASS DAYS

Monday, Tuesday, Thursday
Wednesday and Friday for project work, portfolio work
and excursions

TRANSPORT

By plane, you'll travel either to Eindhoven Airport or Schiphol Airport in Amsterdam. From Schiphol Airport you can take the train to Eindhoven Station. It takes about 90 minutes and costs 24 euro. You can buy a 40% discount card for train tickets for travelling outside rush hour. Visit the [website of the Dutch railways](https://www.dutchrailways.nl) for more information.

HOUSING

In and around Eindhoven, you can walk, bike, take a bus or a train. Or carpool with the Dutch students if possible. For the most actual information on public transport visit [9292](https://9292.nl).

Housing is not arranged by Fontys. There are multiple options for accommodations in The Netherlands:

- The cheapest way is staying with Dutch students from the program. Either in their room or at their house.
- Stay at a hostel. For instance [3BE Hostel](#) or the [Social Hub](#), the costs are around 40 euros per night.
- Rent an Airbnb, apartment or house together through Booking.com.

COSTS

The Netherlands is an expensive country. Students spend an average of 800 - 1,100 euro a month, but that includes housing. Monthly expenses (food, drinks, clothes, going out, public transport, etc.) are about 350 - 400 euro.

All cities have pubs (called eetcafés) where you can get a good meal at a good price. In the bigger cities you will find lots of foreign restaurants. But the cheapest way to eat is to do your own cooking and buy groceries at Lidl or Aldi.

Some average prices:

- a cup of coffee/tea in a café: € 3,00
- a beer: € 3,00
- a cheese sandwich: € 4,00 - 6,00
- dinner in a typical student restaurant: € 12,50 - 15,00
- bus ticket, single fare € 2,00

Many bars, restaurants, museums and cinemas give student discounts. Most of these ask for proof in the form of a student card from your institution or the International Student Identity Card (ISIC). It is valid worldwide.

EXCURSIONS

At Fontys University, one or more field trips will be part of the program. Some of the options when in The Netherlands are:

- Visit Amsterdam & Volendam (Rijksmuseum, bicycle tour, the Red Light District, canal tour, Heineken Experience, Anne Frank house, herring bites)
- Visit the Efteling
- Visit the windmills of Kinderdijk
- Eating stew
- Soccer Match PSV
- Pub Quiz
- Visit the beach and/or a beach party
- Go to a festival like Dream Village (Breda), Lief Festival (Utrecht), Appelpop = free (Tiel), Total Loss (Eindhoven)
- Ice-skating or ice-karting

More things in Eindhoven

Festivals in September

LLEIDA

30 September - 17 October 2024

UNIVERSITY

Universitat de Lleida

UNIVERSITY ADDRESS

Escola Politècnica Superior
Campus Cappont
C/ de Jaume II 69
Lleida - Spain

CONTACT PERSON

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LECTURERS

Toni Granollers
Rosa M^a Gil

CLASS DAYS

Every afternoon during weekdays

TRANSPORT

More info in the Visitor Guide in Teams.

From Lleida-Alguaire airport to Lleida's bus station by bus
From Barcelona airport (el Prat) to Sants station
(Barcelona) by train. From this railway station you can take
another train to Lleida
There is also a bus line from el Prat to Lleida (two daily
buses-Rapid Aeroport)
From Reus to Lleida by train
From Girona to Lleida by bus ("Eix bus")

HOUSING

Housing is not arranged by UdL but you can take a look in
the Visitor Guide that is prepared for that purpose.

COSTS

Spain is expensive but Lleida is much cheaper than in big
cities such as Barcelona or Madrid. Including housing,
students spend an average of 700€-1000€ a month.
On campus, or nearby, there are different cafes and
restaurants quite well priced.

EXCURSIONS

Whatever you are passionate about, you will find it in
Catalonia and live an unforgettable experience. Discover
Catalonia here.

HAGENBERG

21 October - 7 November 2024

UNIVERSITY

Fachhochschule Oberösterreich

UNIVERSITY ADDRESS

FH OÖ
Campus Hagenberg
Softwarepark 11
Hagenberg, Austria

CONTACT PERSON

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LECTURERS

Prof. Volker Christian

CLASS DAYS

tba

TRANSPORT

By plane, you'll travel either to Linz or to Vienna. From Vienna you can take a direct train to Linz. From Linz airport, there is a free shuttle to train station Hörsching which takes you to Linz or take a bus to Linz. There are busses every hour from Linz to Hagenberg.

For more information see the [Austrian railways](#).

In and around Hagenberg, you can walk, bike, take a bus, or the train from Pregarten (town nearby). Or carpool with the Austrian students if possible.

HOUSING

Housing is arranged by FH Upper Austria. All participating students will be housed in the students dormitory on campus. It is €550 for a single room (plus 39€ handling fee) or €440 for a double room (plus 39€ handling fee) for the time of the stay. There will be a shared kitchen on each floor. The whole amount has to be paid in cash during the check in or can be paid per card (only European students).

COSTS

Austria is a rather expensive country. Students spend an average of 700 - 900 euro a month. Accommodation incl. heating & electricity is around 350 - 500 euro, food 220 euro and public transport 20 euro.

Campus Hagenberg offers a canteen where you can get a good meal at a good price and there is a pub. In Hagenberg, you can find a grocery store and a supermarket as well as several restaurants. In Linz you will find lots of bars, restaurants and shops.

Some average prices:

- a cup of coffee/tea in a café: € 3,50
- a beer (0,5l): € 4,50
- a cheese sandwich: € 3,00 - 5,00
- dinner in the student restaurant: € 7,00 - 12,00
- bus ticket, single fare in Linz € 2,70

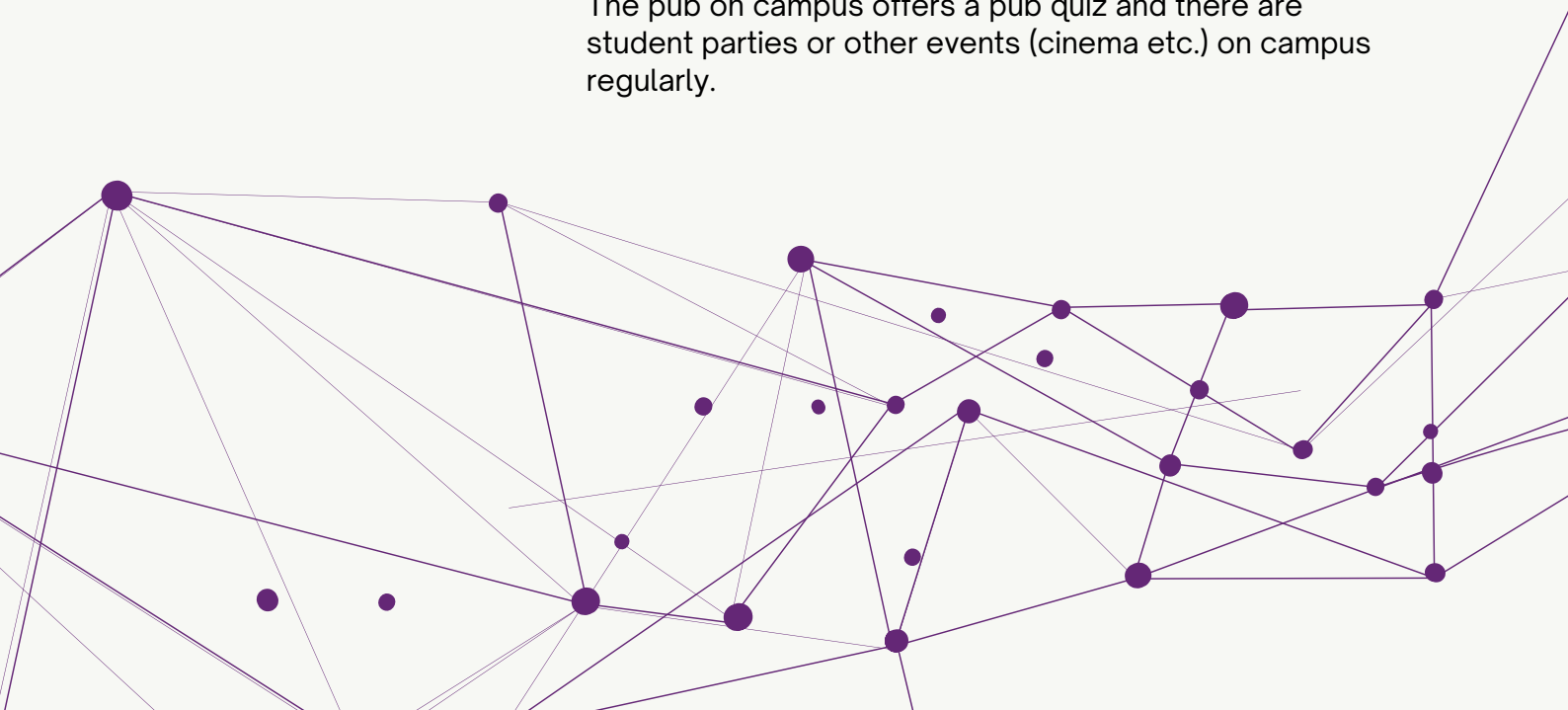
Many facilities give student discounts. Most of these ask for proof in the form of a student card from your institution or the International Student Identity Card (ISIC). It is valid worldwide.

EXCURSIONS

At University of Applied Sciences Upper Austria, one or two field trips will be part of the program:

- a visit to Linz and the Ars Electronica Center
- a trip to Hallstatt / Salzkammergut or similar

The pub on campus offers a pub quiz and there are student parties or other events (cinema etc.) on campus regularly.



HASSELT

11 - 28 November 2024

UNIVERSITY

PXL Hasselt

UNIVERSITY ADDRESS

PXL Digital
Campus Elfde Linie, building G
Gouverneur Verwilghensingel 3
Hasselt, Belgium

CONTACT PERSON

Johan Cleuren
johan.cleuren@pxl.be

LECTURERS

Nele Custers
Sam van Rijn

CLASS DAYS

tba

TRANSPORT

By plane, you'll travel to Brussels Airport. From there you can take the train to Hasselt Station. It takes about 60 minutes and costs 14.10 euro (youth ticket). Visit the [website of the Belgian railways](#) for more information.

In and around Hasselt, you can walk, bike, take a bus or a train. Everything in Hasselt is doable on foot.

HOUSING

For Belgium, you should arrange the accommodation yourself. There are different options for accommodations:

- Stay at [H hostel](#). The costs are around 35 euros per night.
- Rent an [Airbnb](#) or house together. Last year students stayed at [Eurparcs](#) together (20 min drive by car, 1h with public transport)
- Book a hotel.

COSTS

Belgium is an expensive country. Students spend an average of 800 - 1,100 euro a month, but that includes housing. Monthly expenses (food, drinks, clothes, going out, public transport, etc.) are about 350 - 400 euro.

The cheapest way to eat is to do your own cooking. You can buy groceries at Lidl or AH, which are both on walking distance from PXL.

The second cheapest option is the PXL restaurant. It is famous for its good food and has many options (menu of the day, grill, local specialties, salad bar, vegan, pasta, pizza). We will arrange that you get student price.

Other restaurants are available from cheap (frituur), to moderate (bistro), to expensive.

Some average prices:

- a cup of coffee/tea in a café: € 3,00
- a beer: € 3,00
- a cheese sandwich: € 4 - 6 (PXL 3 to 5)
- a typical student restaurant: € 13 - 15 (PXL 5 - 7.5)
- bus ticket, single fare € 2,00

Many facilities give student discounts. Most of these ask for proof in the form of a student card from your institution or the International Student Identity Card (ISIC). It is valid worldwide.

EXCURSIONS

At PXL University, one or more field trips can be part of the program.

- Visit brewery / Jenevermuseum
- Site visit related to project

Some of the options when in Belgium are:

- Visit Brussels / Bruges / Leuven or another city
- Enjoy Belgian beers and chocolates
- Try out the frituur snacks

PRETORIA

2 - 19 December 2024

UNIVERSITY

Belgium Campus iTveristy

UNIVERSITY ADDRESS

Belgium Campus
138 Berg Ave
Heatherdale PTA, South Africa

CONTACT PERSON

Francois Venter
venter.f@belgiumcampus.ac.za

LECTURERS

Francois Venter
Dino Giovannoni

CLASS DAYS

tba

TRANSPORT

By plane, you'll travel to South Africa OR Thambo in Johannesburg. From airport you can take an Uber to the accommodation at around 300 Rand for the trip (~15 euro). It takes about 50 minutes. If you are unsure of booking an Uber, please contact Francois so he can assist in helping with transport.

In and around Pretoria where the guesthouse is located you are 800 meters from a big shopping mall, for travel you will most likely book Uber.

HOUSING

Housing is recommended to the students at our preferred supplier La Frans Guesthouse. Rooms can be shared to save on cost, single rooms are available. Accommodation includes breakfast in the price. Meals and laundry can be requested at the guesthouse, there is also a kitchen available for you to make dinners. Costs are around 18 euro per night.

COSTS

South Africa is not an expensive country. Accommodation is around 500 Euro.

The cheapest way to eat is to do your own cooking and buy groceries at the shopping malls.

Some average prices:

- a cup of coffee/tea in a café: € 1,50
- a beer: € 2,00
- a cheese sandwich: € 3,00 – 4,00
- dinner in a typical restaurant: € 7,00 - 12,00
- Uber 40 to 50 Km distance, single fare € 10,00

EXCURSIONS

At Belgium Campus, one or more field trips will be part of the program. Some of the options when in Pretoria are:

- Game Drives
- Cheetah sanctuary
- Walk with Elephants
- Traditional Braai
- Pub Quiz
- Visit Hartbeespoort Dam
- Additional options can be discussed



MINOR GLOBAL ACTING IN IT

PLANNING

WK	DATE	MON	TUE	WED	THU	FRI	WEEKEND
1	02/09 - 08/09	Online Week				Travel to Eindhoven	
2	09/09 - 15/09	Future Tech					
3	16/09 - 22/09	Future Tech					
4	23/09 - 29/09	Future Tech, plan interviews			Deadline Portfolio	Travel to Lleida	
5	30/09 - 06/10	UX Design					
6	07/10 - 13/10	UX Design					
7	14/10 - 20/10	UX Design, plan interviews			Deadline Portfolio	Travel to Hagenberg	
8	21/10 - 27/10	IoT					
9	28/10 - 03/11	IoT					
10	04/11 - 10/11	IoT, plan interviews			Deadline Portfolio	Travel to Hasselt	
11	11/11 - 17/11	AI					
12	18/11 - 24/11	AI					
13	25/11 - 01/12	AI, plan interviews			Deadline Portfolio	Travel to Pretoria	
14	02/12 - 08/12	Data Science					
15	09/12 - 15/12	Data Science					
16	16/12 - 22/12	Data Science, plan interviews			Deadline Portfolio	Travel home	
17	23/12 - 29/12	Christmas Break					
18	30/12 - 05/01						
19	06/01 - 12/01	Reparation Weeks					
20	12/01 - 19/01						

FONTYS ICT
UNIVERSITAT DE LLEIDA
FACHHOCHSCHULE OBERÖSTERREICH
HOGESCHOOL PXL
BELGIUM CAMPUS ITUNIVERSITY



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