15h00-16h30
DS4H Minors
http://ds4h.univ-cotedazur.eu
DS4H minors

https://ds4h.univ-cotedazur.eu/education/minors

Additional courses allowing you to access new disciplines alongside your major.
* Check Prerequisites!

<table>
<thead>
<tr>
<th>« Personal development »</th>
<th>« Innovation and Creativity »</th>
<th>Technical</th>
<th>« Digital Culture»</th>
<th>« Business »</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tools 2 Communicate</td>
<td>Sociology of Creative Industries</td>
<td>Web Technologies / Javascript intro</td>
<td>Introduction to AI: Data Analysis and Machine Learning</td>
<td>Digital Strategy</td>
</tr>
<tr>
<td>Introduction to Scientific Research</td>
<td>Innovation and Design Thinking</td>
<td>Advanced AI: Advanced Machine Learning and Deep Learning</td>
<td>Technological challenges in the IoT domain</td>
<td>Website creation Workshop</td>
</tr>
<tr>
<td>Anthropology and Ethics of technics</td>
<td>Innovation and Creativity</td>
<td>Quantum Computing and Networking</td>
<td>ICT and Environment</td>
<td></td>
</tr>
<tr>
<td>Organize your work in project mode</td>
<td></td>
<td>Sensor and Network devices</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Sociology of Creative Industries

M. Boutet
15h-15h05
During our time together, the sociological approach will be introduced and its merits for understanding the issues of the cultural and creative industries. Most of all, after this course, you will have the conceptual and methodological tools to make your own research in the domain you are the most interested in.

We begin by examining the place of techniques in societies, then we go back to the industrialization and urbanization of the 19th century, then we examine the development of communication techniques and media in the 20th century, and the rise of the publics, which bring us to the invention designated by Theodore Adorno as “Cultural Industry”. And as Michel De Certeau remarks, it is not only culture but the whole everyday life that is industrialized. From then on, the rise of communities and of innovations by use will first contradict all of Adorno's predictions, but then the industries will regain (partial) control by the development of advanced forms of “community management”. Finally, we will be able to understand the new place that creativity is taking in today's industries, as a criterion for recruitment and a goal of team management. From there we will describe the consequences of these evolutions on the careers of the new “creative professions”.
Sociology of Cultural Industries

• Technics as culture
• Industrialization & the City
• From communication to media
• Cultural Industry and Mass Culture
• The rise of the communities
• Community (micro-)management
• Creativity as team management
• The careers of the creative professions
Learning Outcomes:
- Understanding the place of technics in society
- Learning the history of modern industry
- Identify the major tensions and contradictions within the creative industries to better understand debates and polemics
- Thinking differently the relation between creativity and organizations
- Acquire some keys to understand the relationship between creativity and careers today
- Conceptual and methodological tools to go further in investigating

Reflective essay about creativity (2 pages)  Submission deadline  Date 16/12

Problematized summary note based on readings (5 pages)  Submission deadline  Date 16/12
Introduction to scientific research

G. Bernot
15h06-15h11
Introduction to Scientific Research

Being born a genius...

... or not,

under all circumstances,

scientific methodology will help you think, understand, deduce, anticipate... in a remarkably efficient manner.
Scientist is a profession, but also *a way to be*.

Science has rules, practices, methodology...

*Work the scientist out of you!*
Far beyond the film that made Woody Allen famous ...

Everything you always wanted to know about science (But were afraid to ask)
Introduction to Scientific Research

Epistemology (*Eric Picholle, INPHYNI*)
Research : a vocation (*Anne-Laure Simonelli, DS4H*)
Method for research (*Marco Winckler, I3S*)
Bibliography (*Sid Touati, I3S/Inria*)
Scientific writing (*Fabien Ferrero, LEAT*)
Hands-on workshop : experiments and statistics (*Sid Touati, I3S/Inria*)
Hands-on workshop : antenna measurements (*Claire Migliaccio, LEAT*)
Deontontology (*Anana Postoaca, GREDEG*)
PhD and opportunities (*Anne-Laure Simonelli, DS4H*)
Scientific collaborations (*Fabien Ferrero, LEAT*)
Article analysis (*Gilles Bernot, I3S*)
*Oral evaluation* : report on hands-on workshops and Article analysis
Prerequisites:
none

Capacity:
24 students (including students from EUR SPECTRUM)

Evaluation:
- Bibliographic report
- Oral presentation of the hands on workshops
Sensor and Network devices

J.M. Ribero
15h12-15h17
The objective of this module is to program a Cherokey robot in Arduino language to go from point A to point B avoiding obstacles.
Introduction to sensor:
  Principle of functioning
  The main families of sensor
  Data extraction

Wireless Communication:
  Working principle
  Study of wireless protocol, application vs protocol
  Definition of main feature (metric) to quantify and qualify wireless communication
Practical Work and Project

Using an arduino BLE board: Bluetooth low energy, identical to the Arduino Uno board + bluetooth control

The language - based on C / C++

Goal: make this robot work on a course avoiding obstacles
It will have to cross the circuit first independently and then with a Bluetooth command (with Smartphone).
Minor 1. Introduction to AI: Data Analysis and Machine Learning
Minor 2. Advanced AI: Advanced Machine Learning and Deep Learning

M. Riveill
15h18-15h29
What is Machine learning?

• **Machine Learning** systems
  • discover *hidden patterns* in data, and use these patterns to make predictions about future data.

• An example
  • I want to predict the tomorrow weather...
    • from yesterday's time and today's time.
  • Two ways to proceed:
    1. I know a set of physical laws, and I build a model that implements these laws
    2. I have enough data \((X, y)\),
       \(X\) being the time over two days and \(y\) the time to predict
       I try to build a model – a function \(M\), which solves equation \(M(X) = y\)
There are many methods based on statistical approaches, on the search for the nearest neighbors, on the line that best represents the data or on the plane that best separates the data, etc.

Lecture goal: study the main approaches and we will ask the question of how to evaluate the relevance of the results.
What is Deep Learning?

• **Deep Learning** is a subfield of machine learning concerned with algorithms inspired by the structure and function of the brain called **artificial neural networks**.
Common organisation for 2 minors

• Give you the keys to understanding the issues in the field and the tools to deal with simple data sets.
  • Emphasize how an algorithm works and especially its use
    • Not on the programmation of the algorithm
  • Place ourselves from the point of view of a user

• Lab in Python 3.0.
  • A minimum of programming experience in Python is desirable
    • Advanced: student in computer science
    • Beginner: other student with an experience in Python Programming
  • Several online tutorials allow you to learn Python
    • French:
      • Python : des fondamentaux à l'utilisation du langage (fun-mooc)
    • English:
      • Python tutorial (w3schools)
      • Introduction to Data Science in Python (Coursera)
Syllabus

• Python ➔ learn by ourself:

• Rodrigo Cabral
  1. General introduction
     • The different problems of ML
     • The learning process
  2. Regression with the linear model
  3. Classification - Régression logistique
  4. Test at the beginning of 4th class, 40% of total grade
     SVM

• Lionel Fillatre
  5. LDA / Naive Bayes
  6. CART / Decision Tree / Random Forest

• Michel Riveill
  7. Clustering (k-means, hclust)
  8. Test at the beginning of 8th class, 40% of total grade
  9. M - Dimension reduction (PCA, t-SNE)
Organization

• Use of the sklearn library with Google Colab
• 3 classrooms
  • DS4h/Sophia Antipolis - presence of the teacher for the course, presence of a 3IA PhD student
    • python tutorials (advanced)
  
  • LIFE /Sophia Antipolis - distance learning, presence of a 3IA PhD student
    • Python tutorials (beginner with bio/health data)

• Spectrum/Nice - distance learning, presence of a 3IA PhD student
  • python tutorials (beginner)

• MCC : 1 lecture note (MCQ) + 1 TD/Project note
Syllabus

• Michel Riveill
  1. An introduction to Natural Language Processing
  2. Deep learning – General principles
  3. Deep learning - Multi-Layers perceptron
  4. Deep learning - Recommender Systems
  5. Deep learning - Recurrent Neural Network
     Test at the beginning of 5th class, 40% of total grade

• Diane Lingrand
  6. Deep learning - Convolutional Neural Network
  7. Deep learning – Model Explainability
  8. Deep learning - Reinforcement Learning
     Test at the beginning of 8th class, 40% of total grade
Organisation

• Use of the nltk + sklearn + Tensorflow/Keras libraries with Google Colab

• The principles of machine learning are supposed to be known

• 2 classrooms
  • Sophia Antipolis – presence of the teacher for the course, presence of a 3IA PhD student
    • python tutorials (advanced)
  • Nice – distance learning, presence of a 3IA PhD student
    • python tutorials (beginner)

• MCC : 1 lecture note (MCQ) + 1 TD/Project note
To summarize the proposals

• **Introduction to machine learning**
  • For all students (master or PhD)
  • DS4h
    • Computer Science → lecture / lab in Sophia Antipolis
    • Other diploma – you have the choice
      • → lecture / lab in Sophia Antipolis with LIFE students
      • → lecture / lab in Nice with SPECTRUM students
  • LIFE
    • Lecture / lab in Sophia Antipolis with “bio” dataset
  • SPECTRUM
    • Lecture / lab in Nice

• **Introduction to deep learning**
  • For all students (master or PhD), if you have followed an introduction lecture
    • You are a Python programmer → lecture / lab in Sophia Antipolis
    • You don’t program regularly (and not in Python) → Lecture / lab in Nice
Anthropology and Ethics of Technics

V. Tirloni
15h30-15h35
The aim of this minor is to develop critical thinking on technological issues.

We generally consider technology as a very useful tool to improve our life, to solve problems and to enjoy ourselves. Though, is there any negative downside? Has human being lost something of his/her peculiar nature? Is human being enhanced or diminished? How human being has changed with technological progress? Did we lose any particular value during that evolution?
Anthropology and Ethics of Technics

MINOR

Valentina Tirloni

4 Axes

Anthropological inquiry on Technics:
  New sociability
  A New Narcissism
  The impact of Technologies and Communication Tools on human life

Transhumanism:
  Enhancement, augmentation, transformation of human body by technological devices

Philosophical inquiry on Technics:
  The Question of Technics: what is the technological paradigm?

An ethical approach to Technics:
  The ethical inversion: Tools and Aims
  Rights and Freedoms
Anthropology and Ethics of Technics

Valentina Tirloni

Format/Location/Capacity

Blended: Moodle asynchronous + synchronous live online tutorials

Capacity: 20 students
Anthropology and Ethics of Technics

Valentina Tirloni

Prerequisites

NONE !!!

But it will be useful to have done the following activities:

- Watch at a few TV series
- Focus on your everyday life
- Take things as not guaranteed
<table>
<thead>
<tr>
<th>Date</th>
<th>Time slot</th>
<th>Course title</th>
<th>Room</th>
</tr>
</thead>
<tbody>
<tr>
<td>Oct 18</td>
<td>Written essay submission deadline</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Oct 21</td>
<td>18h00-19h00</td>
<td>Tutoring session</td>
<td>online synchronous</td>
</tr>
<tr>
<td>Oct 28</td>
<td>18h00-19h00</td>
<td>Tutoring session</td>
<td>online synchronous</td>
</tr>
<tr>
<td>Nov 25</td>
<td>18h00-19h00</td>
<td>Tutoring session</td>
<td>online synchronous</td>
</tr>
<tr>
<td>Dec 9</td>
<td>18h00-19h00</td>
<td>Tutoring session</td>
<td>online synchronous</td>
</tr>
<tr>
<td>Dec 16</td>
<td>Written essay submission deadline</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Digital Strategy

L. Arena
15h36-15h41
MINOR

Digital Strategy

Coordinator: Lise Arena

Module’s lecturers (UCA, CNRS, GREDEG)

Lise Arena
Amel Attour

Module’s objectives: Develop your skills about digital strategy!

Two main competences:
- Manage your digital strategy!
- Design your business model and your digital ecosystem!
1. Manage your digital strategy!

Digital transformation is trendy ... but what is it and what is it for?

- SAP’s clients move to the cloud and redesign their internal organizational processes

- Burberry invest millions in its CRM and develop a 360 client strategy

- Michelin changes its economic model and redefines its business model and its strategy

Our playground: Digital transformation’s success and failure projects

Skills developed at the end of the module:

- Identify what degree (maturity) of digital transformation a project could have?
- Acquire the fundamentals in project management through the analysis of real case-studies
- Develop a critical perspective on digital transformation
2. Design your business model and your digital ecosystem!

- What is a business model of smart innovation?
- How do economic actors innovate?
- What is the role of knowledge management in open business ecosystems?
- What are digital platforms designed for?
Illustration of final projects’ expectations (year 20-21)
Any questions?

Get in touch with the minor’s coordinator:
lise.arena@univ-cotedazur.fr
ICT and Environment

G. Urvoy-Keller
15h42-15h47
The origin

• Environment will become a key issue in every human activity in the coming years

• ICT, has any activity sector, has to take part to this global effort

• Hence the question:

  Is ICT a cure or a curse for environment?
Our objective

• Provide a holistic view of ICT: from mineral to e-waste
• Assess the carbon footprint of ICT and the Internet
  • Based on state-of-the-art scientific studies
• Discuss the basics of eco-friendly software design and green algorithms
• Open to non technical perspectives: law and digital world
• Session 1 The Anthropocentric age
• Session 2 Background on Energy and ICT
• Session 3+4 Measuring ICT and Internet Footprint
  • Hands-on session
• Session 5 Green Algorithm Design
• Session 6 Eco-friendly software design
  • Hands-on session
• Session 7 Law, Environment and Digital world
• Session 8 Oral presentation of personal projects
Innovation and Design Thinking

N. Bruno
15h48-15h53
The Innovation & Design Thinking minor aims to train students in innovation, creativity, and 21st-century skills while proposing solutions to challenges faced by businesses and other organizations.

Choose 3 workshops among the 5 below:

- Design Thinking
- Effectuation
- Digital Marketing
- Identify Your Talent
- Business Model

Each workshop will be evaluated and will constitute an independent grade.

Espace Vernassa
Campus Saint-Jean d’Angely
What's in the workshop?

**Design Thinking**
The Design Thinking is an innovation approach based on the notion that, to innovate, it is necessary to connect with people, understand the user's real needs, and explore the whole context of the project with a constant attitude of research.

**Effectuation**
Effectuation is a way of thinking used by entrepreneurs to create successful businesses. It helps people to see the world as a set of opportunities: starting with the means available to achieve reasonable goals.

**Digital Marketing**
Overview of digital marketing or web marketing. The ambition of this course is to discover this type of marketing that surrounds and manages our digital life.
What's in the workshop?

Identify Your Talent

This workshop will provide an answers to questions such as: What am I naturally good at? What skills and career path would suit my superpower?

Business Model

Discover relevant business model design techniques, explore the antecedents and consequences of business model innovation, and examine issues related to the implications for strategic decision making.
Dates & Hours

**Design Thinking**
- 14 October 09:00 – 13:00
- 21 October 09:00 – 13:00

**Effectuation**
- 4 November 09:00 – 13:00
- 18 November 09:00 – 13:00

**Identify Your Talent**
- 14 October 09:00 – 14:00
- 21 October 09:00 – 14:00

**Digital Marketing**
- 9 Décembre 09:00 – 13:00
- 16 Décembre 09:00 – 13:00

**Business Model**
- 25 November 09:00 – 13:00
- 2 December 09:00 – 13:00
Stay connected

Website
https://ice.univ-cotedazur.fr

Instagram ICE_UCA
https://www.instagram.com/ice_uca/

Linkedin
https://www.linkedin.com/company/innovation-centre-for-entrepreneurship/
Quantum Computing and Networking

G. Neglia
15h54-15h59
Quantum world

- 1900-1930 Quantum mechanics theory
- 1970-1990 Design of quantum systems
  - 1984 first quantum computer
- Today: computers with 50-100 qubits
What with a quantum computer

- Some exponentially faster operations
  - Integer factorization

- Simulating quantum systems
  - Molecule design (new medicines, fertilizers, batteries)
The team

- Philippe Nain, quantum networks
- Konstantin Avrachenkov, quantum random walks
- Virginia D’Auria, quantum devices
Technological challenges in the IoT domain

F. Verdier
16h00-16h05
THE INTERNET OF THINGS
AN EXPLOSION OF CONNECTED POSSIBILITY
Technological challenge in the IoT domain

This course mixes different topics of Electronics and Computer Science related to the development of the Internet-of-Things with both technical and societal viewpoints:

- Distributed infrastructures for connected objects
- Environmental issues in IoT
- Introduction to data valorization
- Security and privacy for IoT

It starts with an introduction to high-level infrastructures used to design connected objects and their infrastructures. It goes down to the level of the devices addressing environmental issues (power consumption, DAS, antennas). Then, it covers basic high-level solutions to exploit all the data produced by large infrastructures of connected objects. Finally, it gives the fundamental notions to understand security and privacy issues raised by IoT systems and ideas of the effort required to address those issues.
## Technological challenge in the IoT domain

<table>
<thead>
<tr>
<th>Date</th>
<th>Time Slot</th>
<th>Course Title</th>
<th>Lecturer</th>
<th>Room</th>
</tr>
</thead>
<tbody>
<tr>
<td>October, 14</td>
<td>9h00 – 12h00</td>
<td>Environmental issue in the IoT domain</td>
<td>François Verdier, LEAT</td>
<td>E-203, Templier 2</td>
</tr>
<tr>
<td>October, 21</td>
<td>9h00 – 12h00</td>
<td>Distributed infrastructure for connected objects</td>
<td>Jean-Yves Tigli, I3S</td>
<td>E-203, Templier 2</td>
</tr>
<tr>
<td>October, 28</td>
<td>9h00 – 12h00</td>
<td>Environmental issue in the IoT domain</td>
<td>François Verdier, LEAT</td>
<td>E-203, Templier 2</td>
</tr>
<tr>
<td>November, 18</td>
<td>9h00 – 12h00</td>
<td>Distributed infrastructure for connected objects</td>
<td>Jean-Yves Tigli, I3S</td>
<td>E-203, Templier 2</td>
</tr>
<tr>
<td>November, 25</td>
<td>Asynchronous</td>
<td>Security and privacy for IoT Students’ questions</td>
<td>Yves Roudier, I3S</td>
<td>Online</td>
</tr>
<tr>
<td></td>
<td>18h00 – 19h30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>December, 2</td>
<td>Asynchronous</td>
<td>Security and privacy for IoT Students’ questions</td>
<td>Yves Roudier, I3S</td>
<td>Online</td>
</tr>
<tr>
<td></td>
<td>18h00 – 19h30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>December, 9</td>
<td>To be confirmed</td>
<td>Introduction to data valorization</td>
<td>Guilhem Molines, IBM</td>
<td>E-203, Templier 2</td>
</tr>
<tr>
<td>December, 16</td>
<td>To be confirmed</td>
<td>Introduction to data valorization</td>
<td>Guilhem Molines, IBM</td>
<td>E-203, Templier 2</td>
</tr>
</tbody>
</table>
Tools 2 Communicate

A.L. Simonelli
16h06-16h11
Tools 2 Communicate

To become aware of the importance of becoming an effective communicator.

To identify the audience, the main purpose of the communication and adapt the communication adequately.

You’ll learn:
• how to communicate specifically to enter the work force
• how to communicate effectively to a wider audience
Tools 2 Communicate

How to communicate specifically to enter the work force

How to write / improve your CV...

... a cover letter / an email

with Sylvain Lareyre (Employment Branding Consultant)
How to set up and edit my LinkedIn profile + personal branding

NB! Professional photo shoot offered at the end of the session
Internships/Apprenticeship/job search strategies: spontaneous application, jobbards, cooptation / networking, being hunt...

How to prepare a job interview
The job market: Parallel sessions organized
- IT job market
- Strategy Digital
- Electronic job market
- Law

How to communicate effectively to a wider audience
Short Video production
Oral communication
Tools 2 Communicate

Prerequisites:
To already have a LinkedIn Profile created and a written Resume/CV

Capacity:
20 students

Evaluation:
• Engagement throughout the session (10 %)
• Quality of revised CV (30%)
• LinkedIn Profile (30%)
• Short video production (30%)
Web Technologies / Javascript introduction

M. Buffa
16h12-16h17
Web Technologies / JS Introduction

• You will learn
  • HTML5 and CSS basics
  • Learn JavaScript and how to add interactivity to Web Pages and Apps

• And most of all, practice coding techniques thanks to multiple interactive examples

• It’s an online course + two group online sessions (https://www.edx.org/course/javascript-introduction)

• Also: continuous support by email and private chat (slack)
You will learn

- HTML5 and CSS basics
- Learn JavaScript and how to add interactivity to Web Pages and Apps
- Write a small 2D game using graphics and animation

And most of all, practice coding techniques thanks to multiple interactive examples

- Online course + two group Slack sessions
- Continuous support by email and private chat

**FREE CERTIFICATION W3C obtained (value 100 euros/dollars) if you succeed!**
Web Technologies / JS Introduction

Evaluation

1. Embedded quizzes at the end of each online Module
2. Final exam also as an online quizz
3. Two assignments to send to me (interactive program written in HTML/CSS/JS),
   • one in the middle of the course schedule,
   • one at the end.

• Steps 1 and 2 represent 40% of the final grade
• Assignments 30% each
Website creation workshop

N. Fogliarini
16h18-16h23
WEBSITE AND ONLINE PORTFOLIO CREATION

MINOR’S SUMMARY

Introduction on various online portfolio’s plateforms

Website / Online Portefolio creation from scratch:

Practical courses
Introduction on various online portfolio's platforms
Video: Vimeo / Youtube / Smash
Graphic design: Behance
Sites: wordpress / wix
Selling your work on platforms: behance / fiveer / 5euros / malt

Website / Online Portfolio creation from scratch:
Writing the specs of your future portfolio
Finding and buying a domain name + hosting plans (need a small investment for each student)
Choosing between Wix and Wordpress
Finding the right theme and plugins
Creating content using adobe suite or free services (canva, pixabay)
Uploading using FTP client
Security (backup / SSL)
Google my business creation
Working on your Linkedin page and your personal online presence.

Creating your own personal online portfolio
SCHEDULE

SEPTEMBER 16th  Kick off

OCTOBER 14th  3 hours (9h-12h)
OCTOBER 28th  3 hours (online course on Zoom) (9h-12h)
NOVEMBER 18th 3 hours (9h-12h)
NOVEMBER 25th 3 hours (9h-12h)
DECEMBER 2nd 3 hours (9h-12h) + 1 hour of live tutorial session (18h30 – 19h30)
DECEMBER 9th  3 hours (9h-12h) + 1 hour of live tutorial session (18h30 – 19h30)
DECEMBER 16th  3 hours (9h-12h) + 1 hour of live tutorial session (18h30 – 19h30)
Innovation and Creativity

C. De Smet
16h24-16h29
The “Innovation and creativity” course aims to develop the creative competencies of the participants, learn them how to think out of the box or how to generate more qualitative ideas. We achieve this through a series of exercises and activities in which individual and collaborative approaches will be developed. Students embark on a journey of both self-introspection and collective effort with their peers. They are invited to leave their comfort-zone and to push their boundaries.
Course content

5 chapters:

• We discuss the link between innovation and creativity...
• You’re invited to think like Leonardo da Vinci, to shut down your smartphone to discover your creative self and to enhance your creative abilities...
• You learn how to picture your ideas...
• You discover how collaboration leads to the generation of creative ideas...
• And you explore the link between creativity and critical thinking
Course modalities

100% online course + 2 online tutoring sessions

Date:
21/10 18:30 PM
18/11 17:30 PM

Three tasks (assignment module LMS)

More information: https://ds4h.univ-cotedazur.eu/education/minor-innovation-and-creativity
Since september 2019, 100 students passed this course as a DS4H minor

“Since september 2019, 100 students passed this course as a DS4H minor. I thank you for all your efforts and I am really happy to have passed this minor. It is not only a minor but also instructive because of the personal development included in the articles. I read Chris Lewis' book thanks to you.”

“This course has given me a lot of good things. All the knowledge you shared with us is really necessary and useful. It helps me a lot, not only for work but also for everyday life, in my "creative" life.”
Organize your activity in project mode

E. Le Roy
16h30-16h35
"I believe this nation should commit itself to achieving the goal, before this decade is out, of landing a man on the moon and returning him safely to the Earth,"

JF Kennedy announcement to US Congress on May 25, 1961
Organize your activity in project mode

What you will learn:

- How to formalize and idea in a project and make a first assessment about its feasibility
- How to define the initial scope of your project with the budget and the time needed to make it happen
- How to identify risks and how to manage them
- How to control the quality along your project
- How to manage people and monitor cost, time and scope along your project
- Why communication is essential to the success of a project and how to do it properly
- How to close your project properly while collecting information to make your next project even more successful

EVALUATION

- Engagement (10%)
- Assignment 1: Project charter (20%)
- Assignment 2: Project management plan (50%)
- Quizz (20%)
What to do? When? How?

Before September 22nd

→ Choose your project (up to 3 in order of preference)

→ Choose your minor (up to 3 in order of preference)

**ONE LINK:** [https://ds4h.univ-cotedazur.eu/erebe](https://ds4h.univ-cotedazur.eu/erebe)

CAUTION! Take care that minors’ schedules are compatible with your own major’s schedule + some required prerequisites! It’s of your responsibility!

According to available places you’ll be enrolled to your first, second or third choice!

First arrived, first served!