

iscte

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

TABLE OF CONTENTS

WELCOME	2
Welcome to Iscte Summer School.....	2
DISCOVER LISBON AND ISCTE	3
Lisbon: A City of Culture, Innovation and History	3
Iscte – University Institute of Lisbon	3
Iscte School of Technology and Architecture	4
Iscte School of Applied Digital Technologies	4
ISCTE SUMMER SCHOOL 2026	5
Program Overview.....	5
Introduction to Entrepreneurship in Technology-Based Projects.....	6
Cultural Activities.....	15
Summer School Schedule.....	22
Lecturers.....	24
Coordination Team.....	25
PRACTICAL INFORMATION	26
Iscte Buddy Program.....	26
Tuition Fee.....	26
Accommodation and Transport	26
Public Transport in Lisbon.....	29

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.

Programme 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 programme, 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 but 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 400 km to the northern 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 2019 Lisbon was awarded Europe's Leading City Break Destination at the World Travel Awards, Europe's 2019 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 labour 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. In Sintra, one of the youngest and most dynamic areas of the country, 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 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, Cascais,
- Visit 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	<p>The program focuses on the development of a technological project. Through practical exercises students explore:</p> <ul style="list-style-type: none"> • Requirements analysis • Development and testing • Project iteration and improvement <p>Participants also work with laboratory equipment and develop intercultural communication skills.</p>
Learning Outcomes	<p>By the end of the programme, students will be able to:</p> <ul style="list-style-type: none"> • 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	20 th to 31 st 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) from UESTC, Chengdu

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 programme 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 Joaquim Amaro Sebastião

Lecturers

Prof. Pedro Sousa Romano

Prof. João Filipe de Quadros 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 along the lines of Europe
- 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-learning methodologies will be used:

- Expository, to present the theoretical framework;
- Illustrative, to exemplify theoretical concepts in real scenarios;
- Argumentative, with presentation and discussion of group work;
- Demonstrations to demonstrate 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 (organizers will not provide PCs).

Prerequisites

The course requires the following academic prerequisites:

- A foundational understanding of algorithm design and programming principles.
- Preferably, a basic familiarity with programmed electronics, which, although not mandatory, offers a distinct advantage in completing hardware-based projects.

Global Planning

Below we present the global planning for the entrepreneurship course. The planning is divided into the lecture contents, autonomous work and deliverables. Inside the Lecture contents, keynote moments are signaled in bold, while the remaining represent group work or presentations.

Day	Lecture Contents	Autonomous Work	Deliverables and Milestones
1	1.1 Network moment and presentation of students and their main skills 1.2 Organization of groups 1.3 Program of Curricular Unit 1.4 Introduction to entrepreneurship and its importance in technology-based projects 1.5 Examples of Projects 2.1. Support the groups to obtain the ideas 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 two pivotal milestones designed to showcase the participants' grasp of the material and their ability to apply it practically:

M1 – Elevator Pitch Presentation

At this initial milestone requires participants to concisely present their project idea, emphasizing its uniqueness and market potential. The challenge is to captivate the audience with a clear, compelling narrative in a brief format, setting the stage for further development.

M2 – Video Pitch Deliverable

At this milestone the participants will deliver a detailed video pitch, covering aspects like market analysis, business model, technical architecture coupled with a demonstration of a working prototype.

M3 – Pitch Deck, Technical and Business Report and Prototype Deliverable

At this milestone the participants will deliver the Pitch Deck presentation, The Technical & Business Report (according to the template) and finishing the prototype for demonstration.

M4 – Pitch Deck Presentation and Prototype Demonstration

At this advanced milestone, participants will deliver a detailed pitch deck, covering aspects like market analysis, business model, and financials, coupled with a demonstration of a working prototype. This stage showcases their ability to not only conceptualize but also practically implement their ideas.



Project Exams

In past iterations of this course, 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 the QR code placed on their table with their mobile devices.



This system allows customers to browse the menu, place orders, and make payments directly from their phones, significantly reducing the time spent queuing and enhancing the overall dining experience.

My Pet Place: “The demand for keeping pets is increasing day by day, but many people do not take good care of their pets, which results in their health being neglected. We have conducted extensive market research on these issues and believe that the use of artificial intelligence has great market potential in pet file management and health. We hope to design an app that provides one-stop services and personalized management for pets. We named it Mypetplace, designed the logo, created the video pitch, and used Figma and Flutterflow to complete the app interface design. We have already implemented some features, but there are still many challenges ahead. We hope to do more designs in the future and actively cooperate with other companies to truly implement these features to help pet enthusiasts.”

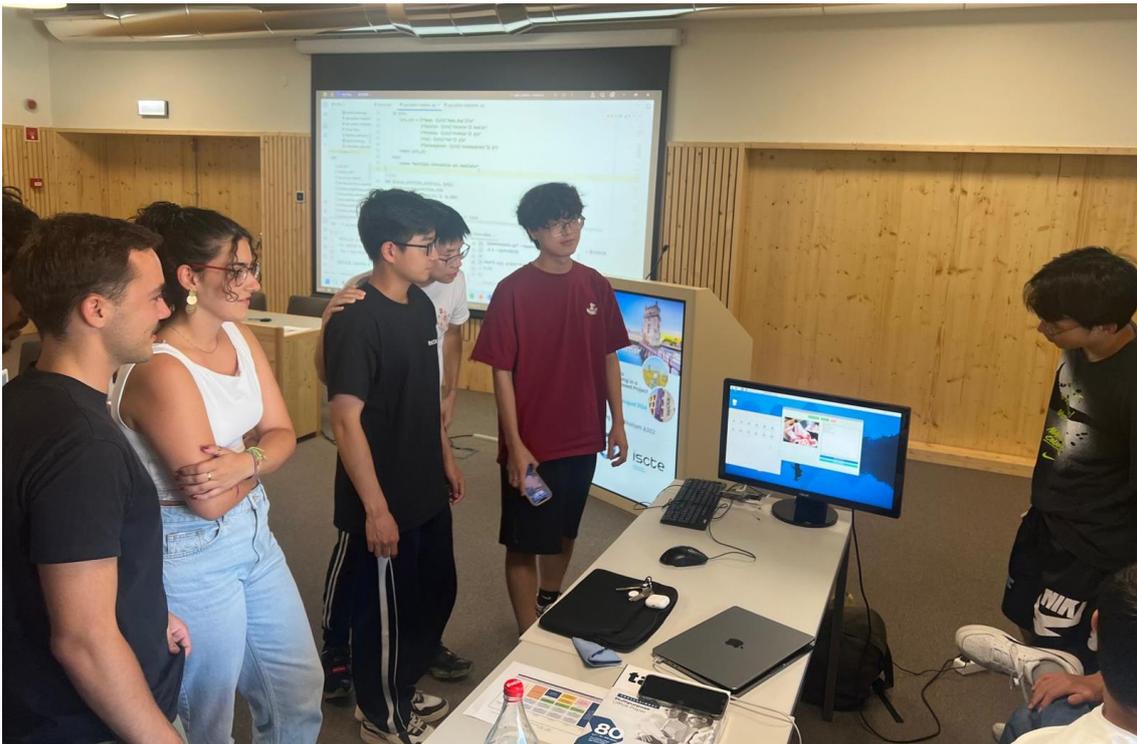


Bagless Travel: “This project aims to redefine the travel experience by offering a unique service that allows travelers to journey without the burden of luggage. We provide a comprehensive solution for the purchase, rental, and delivery of daily necessities, ensuring that travelers have everything they need upon arrival at their destination. Through our user-friendly app and website, travelers can easily submit their requirements, specifying the items they need for their trip. Our service then ensures that these essentials are delivered promptly to their travel location.”

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



Aeroeats: The AEROEATS Project aims to revolutionize the food delivery industry by introducing drone technology, enabling efficient and swift food delivery services. The project leverages an advanced drone delivery system combined with intelligent navigation technology to bypass ground traffic congestion, delivering meals directly to consumers' doorsteps, significantly reducing delivery time and enhancing user experience. AEROEATS focuses on densely populated, traffic-heavy urban areas, catering to a young and time-conscious consumer base by offering unprecedented convenience. Through close collaboration with local restaurants and food delivery networks, AEROEATS has established a comprehensive delivery network that ensures food freshness and safety. Technologically, AEROEATS employs customized drone platforms and smart navigation systems to guarantee safety and precision during flights. The project also prioritizes data security and privacy protection, adhering strictly to relevant regulations and standards to provide consumers with a reassuring service experience.



NutriAnalyser: NutriAnalyzer is a groundbreaking portable intelligent nutritional analysis device, designed for users who pursue a healthy lifestyle. It identifies the type of food through image recognition, weighs the food, and finally calculates the nutritional composition of the food using data from the standard database, providing users with a quick, accurate, and easy-to-use way to understand the nutritional components in their daily diet.

Journey Helper: Against the backdrop of the rapid growth of the global tourism industry, the Journey Helper app has been created to provide travelers with personalized and diversified travel route planning services. The app uses an intelligent recommendation system to generate optimal routes based on users' interests and preferences and provides real-time information on congestion levels at attractions to help avoid peak hours. In addition, Journey Helper offers a simpler interface and more comprehensive services than traditional navigation tools, integrating real-time traffic and people flow data to ensure a more comfortable and efficient travelling experience. In the future, the application plans to introduce artificial intelligence, augmented reality and blockchain technology to further enhance personalized services and data security.

BinWhisper: The BinWhisper project is mostly inspired by life. It aims to make life easier for people, especially those with difficult jobs, the elderly and those with limited mobility. This is an area of great demand that can cover basically all populations. Through the evaluation and recommendation system, it will stand out in the market. It will be a combination of online and offline sales model to the greatest extent to consumers. The BinWhisper team has design, programming, management and communication skills that are ideal for smooth project/operation and development.

Econscious: The "Econscious" project addresses the challenges of urban waste management by developing an intelligent waste bin system that integrates hardware and software components. The hardware includes smart bins equipped with sensors to detect fill levels and classify waste types, facilitating correct recycling. The software features a mobile application providing real-time information on the location and fill status of nearby bins, optimizing waste disposal. This system not only enhances the efficiency of waste collection but also encourages recycling practices among citizens, reducing environmental and health costs associated with improper waste management. The project supports Sustainable Development Goals, including Climate Action and Life on Land, by promoting resilient and sustainable infrastructure.

Serenights: Elderly and disabled people can have hard time while sleeping, especially for those who are incapable of moving independently. Serenights is a smart sleep care bed equipped with built-in sensors, data processors and mechanical skeletons, with which pressure and movements can be detected by sensors and sent to data processors, so that we get to know the sleep quality of the person sleeping on it. With mechanical skeletons, assistant movements and massage can be performed if necessary. Our matched APP Serenight Companion can also be used to track sleep quality and perform the movements. Our primary clients will be senior centers, nursing homes and hospitals, where there is a need for better cares for elderly and disabled people. With Serenights and the APP coming with it, they can provide better service and reduce labor costs. We supply our products to retailers as well, for the public to be able to buy them more easily.

Each of these projects illustrates a blend of technical skill, creative problem-solving, and entrepreneurial spirit, positioning the students as forward-thinking innovators in their respective fields.



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.

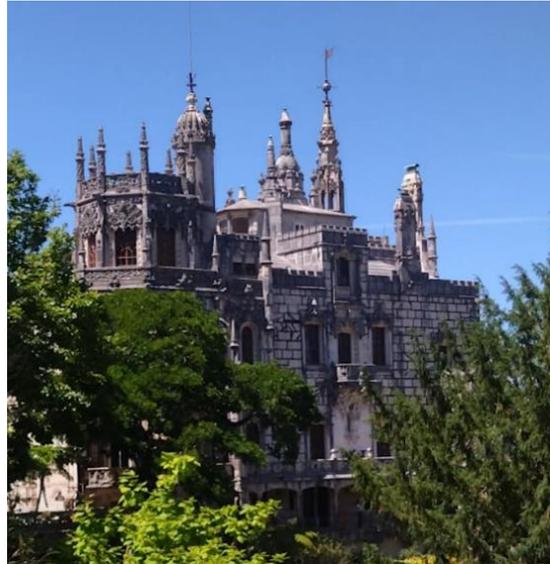


Quinta da Regaleira - Sintra

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					
11:00 - 12:30		11:00 Welcome Session, Auditorium A306	Introduction to entrepreneurship in a technology-based project	Visit to Cascais City (by train) and Cabo da Roca with Buddies				
		12:00 Introduction to Portuguese history and culture				10:40 Photo, T-shirts		
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 Museum 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

	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 Joaquim Amaro Sebastião

Professor at the Department of Digital Technologies of Iscte School of Applied Digital Technologies (Iscte-Sintra)

[Curriculum](#)



Prof. Pedro Sousa Romano

Lecturer at the Department of Digital Technologies of School of Applied Digital Technologies (Iscte-Sintra)

[Curriculum](#)



Prof. João Filipe de Quadros 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 Branco Ferreira

Invited Assistant Professor at the Department of Digital Technologies of Iscte School of Applied Digital Technologies (Iscte-Sintra)

[Curriculum](#)



Prof. Manuel João da Silva 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

Vice-Rector of Iscte for the Development of Academic
Collaboration with East Asia

Associate Professor at the Political Economy Department 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

[Curriculum](#)



Prof. Joana Martinho Costa

Dean of Iscte School of Applied Digital Technologies

Professor at the Department of Social and Enterprise Sciences of
Iscte School of Applied Digital Technologies

[Curriculum](#)



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 Program (Buddy System) is a mentoring system in which Iscte Technology and Architecture and Iscte School of Applied Digital Technologies students offer their support to the participants of Summer School.

The student *Buddy* has the duty of receiving, welcoming and supporting the socialization of Summer School participants even before they arrive in Lisbon.

Each buddy is responsible for contacting the participants of Summer School assigned to him/her, helping them, welcoming them on arrival and accompanying them throughout their stay in Lisbon (including during a 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.

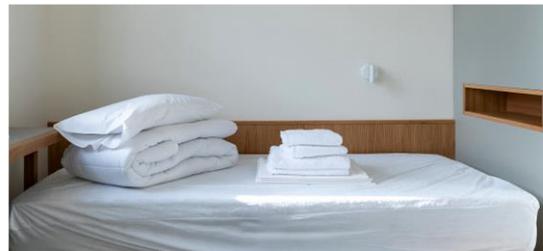


Mosteiro de Odivelas University Residence of Iscte is a space for research, culture, and leisure. Its privileged location allows students to enjoy historic sites in the area surrounding the Mosteiro de Odivelas, as well as important municipal infrastructures such as the Municipal Library, the Multiuse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

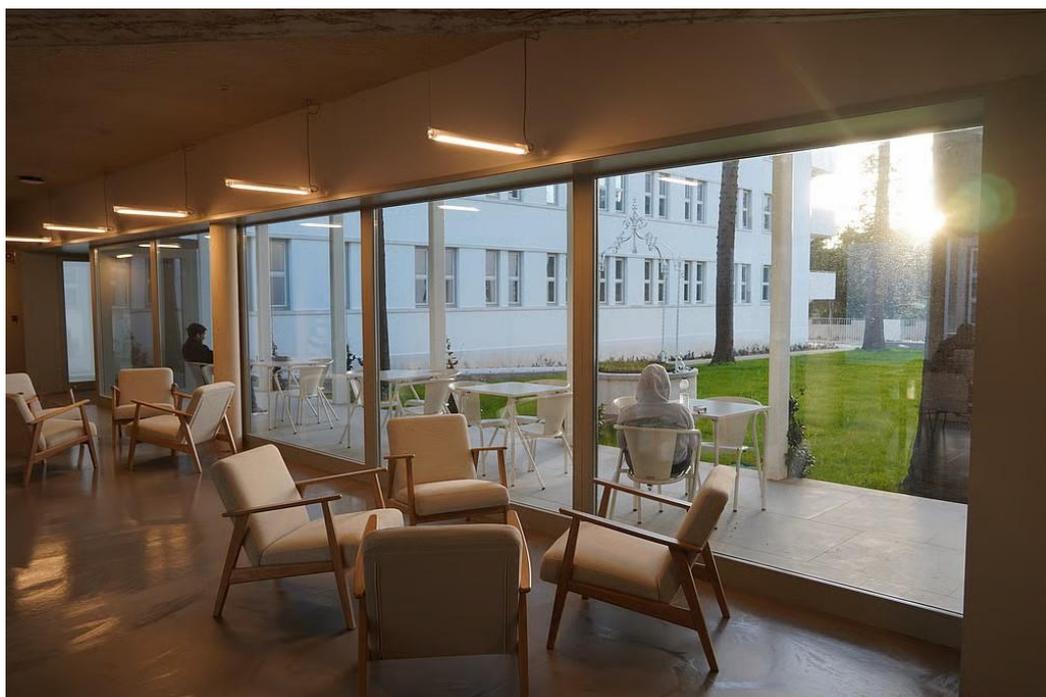


General Conditions

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

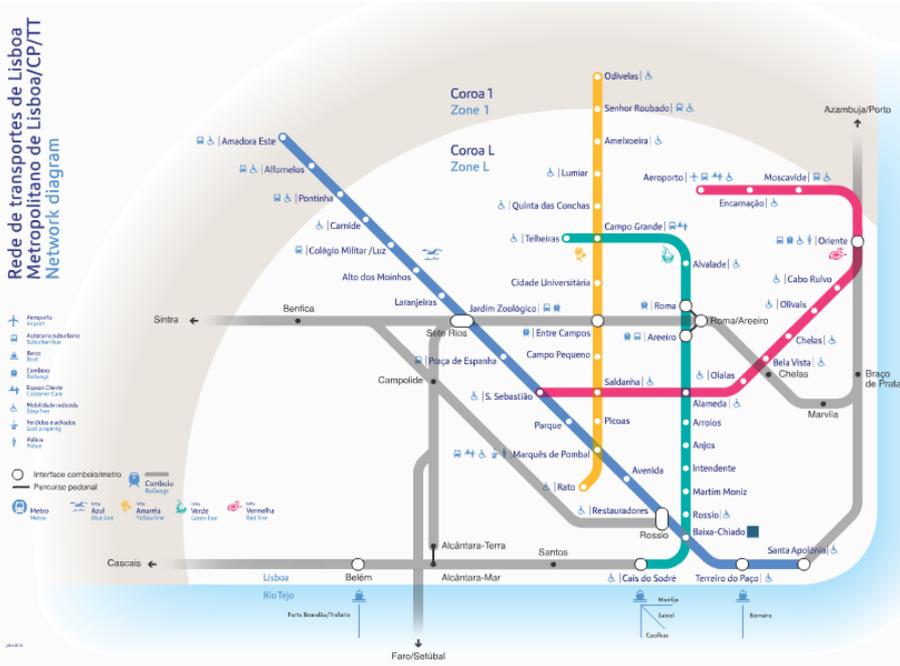
Public Transport Network in Lisbon District Contains:

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





**Iscte - University Institute of Lisbon
Avenida das Forças Armadas
1649-026 LISBOA, Portugal**