

|  |   |              |                             |            |
|--|---|--------------|-----------------------------|------------|
|  |   |              |                             |            |
|  |   |              |                             |            |
|  | <b>REGISTRATION</b>   |              |                             |            |
|  | <b>WORKSHOPS 1; enterprise workshop</b>   |              | <b>Business workshops</b>   |            |
|  | <b>ECODESIGN</b>  | <b>GI</b>    | <b>BUSINESS MODELING</b>    | <b>GI</b>  |
|  | <b>BUSINESS CANVAS (EN)</b>   | <b>PS</b>    | <b>FROM IDEA TO PROJECT</b> | <b>NAN</b> |
|  | <b>EU OPPORTUNITIES</b>   | <b>AC</b>    | <b>POWER CRUNCH</b>         | <b>STO</b> |
|  | <b>BREAK and Workshop 2 set-up time</b>   |              |                             |            |
|  | <b>WORKSHOPS 2 ; digital workshops</b>  |              | <b>Technology Workshops</b> |            |
|  | <b>DIGITAL FABRICATION (Eng)</b>  | <b>PCA</b>   | <b>IMMERSIVE TECH - AR</b>  | <b>PS</b>  |
|  | <b>ARDUINO MEDIA KEYS</b>   | <b>BREST</b> | <b>NODE-RED</b>             | <b>GI</b>  |
|  | <b>MOBILE APP</b>   | <b>GI</b>    | <b>VIRTUAL REALITY</b>      | <b>PCA</b> |
|  | <b>LUNCH and Workshop 3 set-up time</b>   |              |                             |            |
|  | <b>WORKSHOPS 3 ; creative workshops</b>   |              | <b>Art Workshops</b>        |            |
|  | <b>DESIGN ILLUSTRATION</b>  | <b>GA</b>    | <b>REC-ACTION (FILM)</b>    | <b>VL</b>  |
|  | <b>SOUND DESIGN</b>   | <b>SPACE</b> | <b>CREATING SPACES</b>      | <b>PS</b>  |
|  | <b>VIRTUAL REALITY</b>  | <b>PCA</b>   | <b>IMMERSIVE TECH - AR</b>  | <b>PS</b>  |
|  |   |              |                             |            |
|  |   |              |                             |            |
|  | 1. Each young person chooses his preferences of each block (3).   |              |                             |            |
|  | 2. The organization will allocate to 1 of the 3.  |              |                             |            |
|  | 3. In case there are many inscriptions in one that is not the virtual reality we can repeat other ones. |              |                             |            |