

**Escola Superior de Gestão e Tecnologia**

**Curricular Unit File**

|               |             |
|---------------|-------------|
| Academic Year | 2023 / 2024 |
|---------------|-------------|

|                        |                        |
|------------------------|------------------------|
| <b>Course Unit</b>     | Project in Informatics |
| <b>Scientific Area</b> | INFORMATICS            |
| <b>Study Cycle</b>     | ERASMUS COURSE         |

| Academic Year   | Semester | ECTS | T | TP  | PL | OT | S | E |
|---|----------|------|---|-----|----|----|---|---|
|   | 1/2      | 15   |   | 15h |    |    |   |   |
| T – Theoretical, TP – Theoretical and Practical, PL – Practical and Laboratory<br>OT – Tutorial, S – Seminar, E – Curricular Training |          |      |   |     |    |    |   |   |

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| Lead professor / Contact | FILIPPE MADEIRA / filipe.madeira@esg.ipsantarem.pt |
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**Objectives of the curricular unit and competences to be developed**

Portugal's role as a host of European entrepreneurship is recognized, with the presence of the Websummit and the dynamics of the Portuguese start-up ecosystem. Every year an increasing number of technology companies choose Portugal to open facilities or to host themselves and the demand for IT professionals exceeds the supply.

Thus, project opportunities are numerous, involving start-ups, large national and international companies, or even more local/regional companies.

Recent and most popular areas of expertise for our students include programming, information systems, artificial intelligence, networks and operating systems, and cybersecurity.