

LUXEMBOURG TECH SCHOOL (LTS)

Titulaire(s) du cours : Christophe TRÉFOIS (Lead Coach),
Aymeric FOUQUIER D'HÉROUËL, Melvyn MAININI, Alex
WAGNER (Coaches)

Classes et horaires : 2^e et 1^{re} – vendredi de 12h35 à 14h20

Finalités et objectifs de l'option

The goal of the Luxembourg Tech School is to help students use technology to solve problems in a business context. This ranges from game development, big data all the way to financial technologies, such as blockchain and smart contracts. At the end, students will have a thorough overview of these technologies and will have learned how to pitch their ideas to professionals of the ICT sector. <http://www.techschool.lu/>

Programme

The program is split into two modules. The first is on game development and finishes with a public game pitch competition. The second module is about big data and financial technologies and involves events such as ICT Spring and a fintech hackathon.

Méthodologie, déroulement

The two modules are project based. This means that you will work in teams to develop a fully functional game in the first module, learn how to analyze big data using Python and learn the basics of blockchain and smart contracts in the second module. Laptops are required but can be provided by us.

Public cible

All students from 2e and 1re interested in new technologies, business and entrepreneurship.