

2021/22 : COURS À OPTION – CLASSES DE 2^E/1^{ERE}

Titre : **LUXEMBOURG TECH SCHOOL (LTS)**

Titulaire(s) du cours : Aymeric FOUQUIER D'HÉROUËL, Christophe TRÉFOIS (Lead Coaches)
Arnaud FIS, Melvyn MAININI (Coaches)
Classes, jours et horaires : 2^e et 1^{re} le vendredi de 12h35 à 14h20
Salle : 303 (ou similaire)
Nombre maximal d'élèves : 12-15 (+12 élèves LHCE)

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 three modules. The first is on game development and finishes with a public game pitch competition. The second module focuses on big data, the third module deals with financial technologies, and both involve events such as ICT Spring or a fintech hackathon.

Méthodologie, déroulement

The three 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 in the second module, and develop your own banking app in the third module.

Public cible

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

Equipement requis

The students need a laptop, but it is provided by LTS if they don't own one.