





# AXIS of INTERVENTION - OBJECTIVES

1<sup>st</sup> AXIS

## EDUCATION

Implement innovative STEAM (Science, Technology, Engineering, Arts and Math) Education programmes at schools in all levels of education: elementary to secondary, empowering teachers to be agents of change, capable of encouraging and leading their students into STEAM fields.

3<sup>rd</sup> AXIS

## TECH, SERVICES & APPs

Transform the City in a living lab that supports companies and R&D Centres to test and develop innovative and disruptive projects in IoT and Smart Cities fields, in order to improve services to our citizens or visitors.

2<sup>nd</sup> AXIS

## TRAINING

Support our companies to create, attract and retain talent that supports the digital transformation and economic growth of our ecosystem, while promoting collaborative work between our scientific community and culture and creative sector.

4<sup>th</sup> AXIS

## CHALLENGES

Involve companies, R&D Centres and citizens in the process of Digital Transformation of our City, making them active agents in the solutions of our community challenges.

# ACTIVITIES

1<sup>st</sup> AXIS

## EDUCATION

- Tech Labs ✓
- UBBU - Code Literacy ✓
- Code Hero ✗

- Escola Ciência Viva ✓
- STEAM Artistic Residences ✓
- Entrepreneurship Contests ✓
- Future STEAM Cities ✓
- European Network

2<sup>nd</sup> AXIS

## TRAINING

- Labour Observatory ⏸
- Coding Bootcamp ⏸
- Criatech Artistic Residences ⏸
- MTF Labs ✗

- Microcredentials ✓

3<sup>rd</sup> AXIS

## TECH, SERVICES & APPS

- Living Lab ✓
- Urban Data Platform ✓
- Use Cases / Pilots ✓
- Aveiro Tech City Hub ✓

- Technological Free Zone ✓
- Digital Twin ✓
- Aveiro Municipal Card ✓

4<sup>th</sup> AXIS

## CHALLENGES

- Aveiro 5G Challenges ✗
- Aveiro Urban Challenges ✓

- Open Days ✓
- Participatory Budget ✓
- Aveiro Tech Week ✓

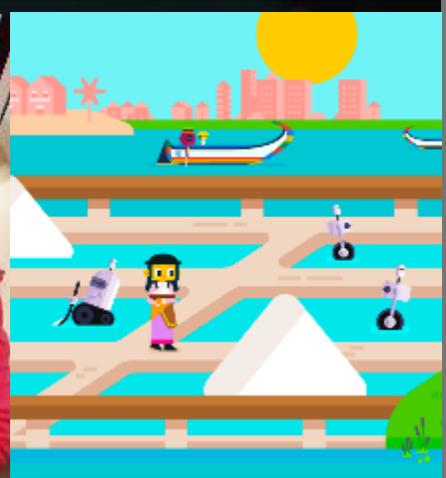
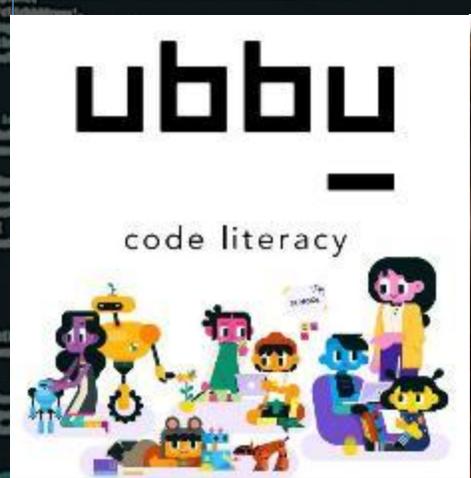
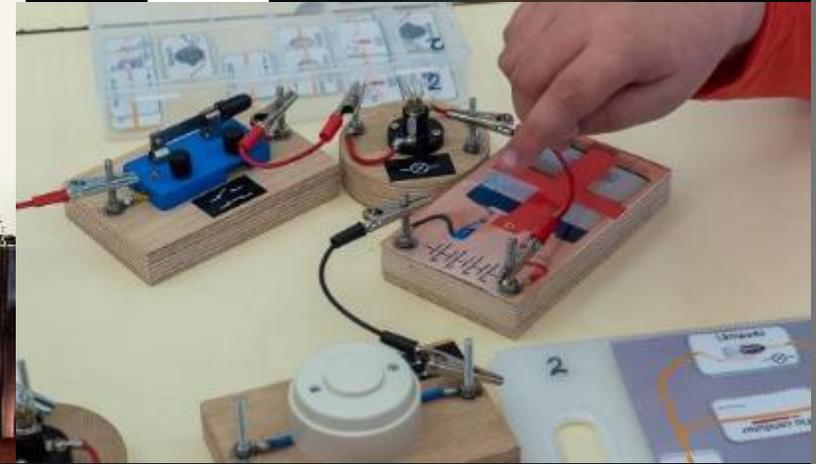
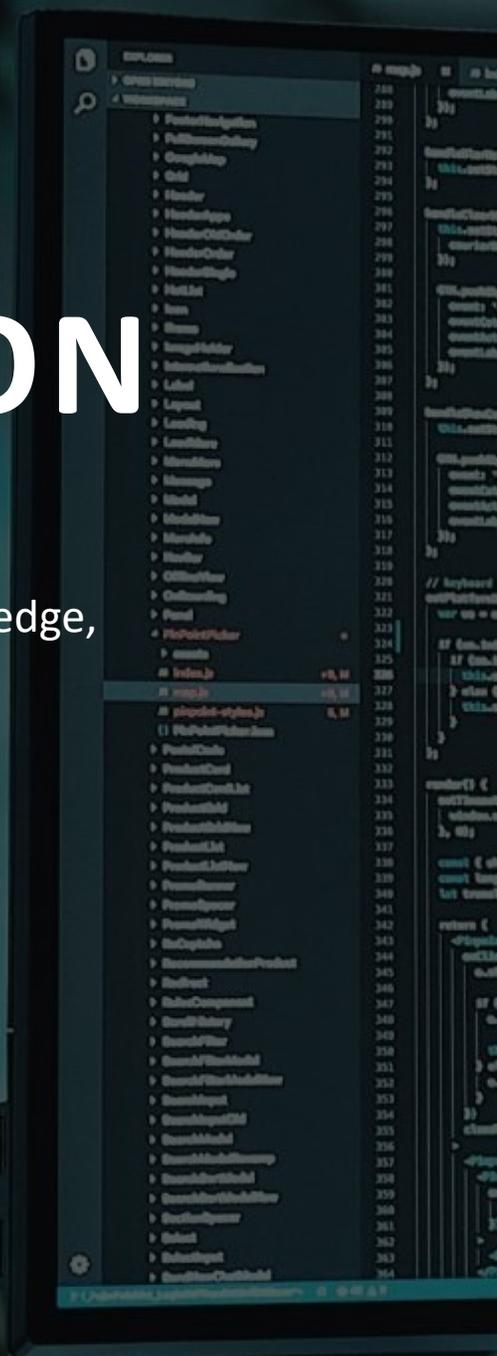
1<sup>st</sup> AXIS

# EDUCATION

GOAL

Develop a society based on knowledge, ready to succeed in the digital era.

- TECH LABS
- UBBU – CODE LITERACY
- ESCOLA CIÊNCIA VIVA



2<sup>nd</sup> AXIS

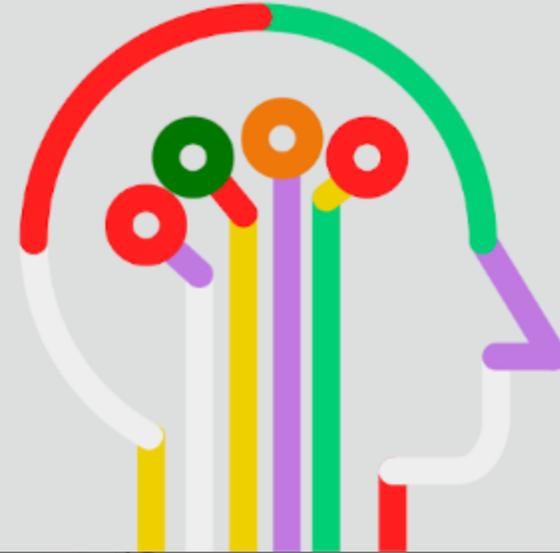
# TRAINING

GOAL

Enabling the future of labour skills in local professionals and human resources.

— LABOUR OBSERVATORY

— CODING BOOTCAMP



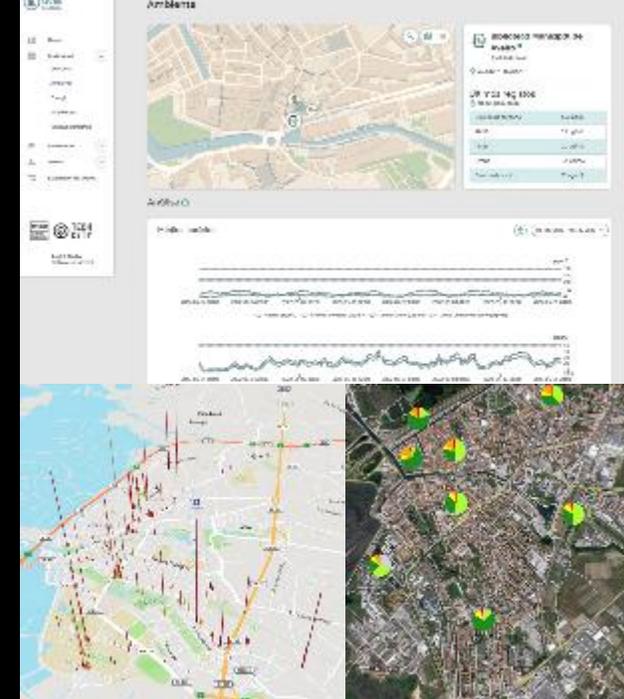
3<sup>rd</sup> AXIS

# TECHNOLOGY, SERVICES & APPS

GOAL

The city as a living lab to test and develop innovative and disruptive projects.

- LIVING LAB
- URBAN PLATFORM
- USE CASES / PILOTS
- TECHNOLOGICAL FREE ZONE



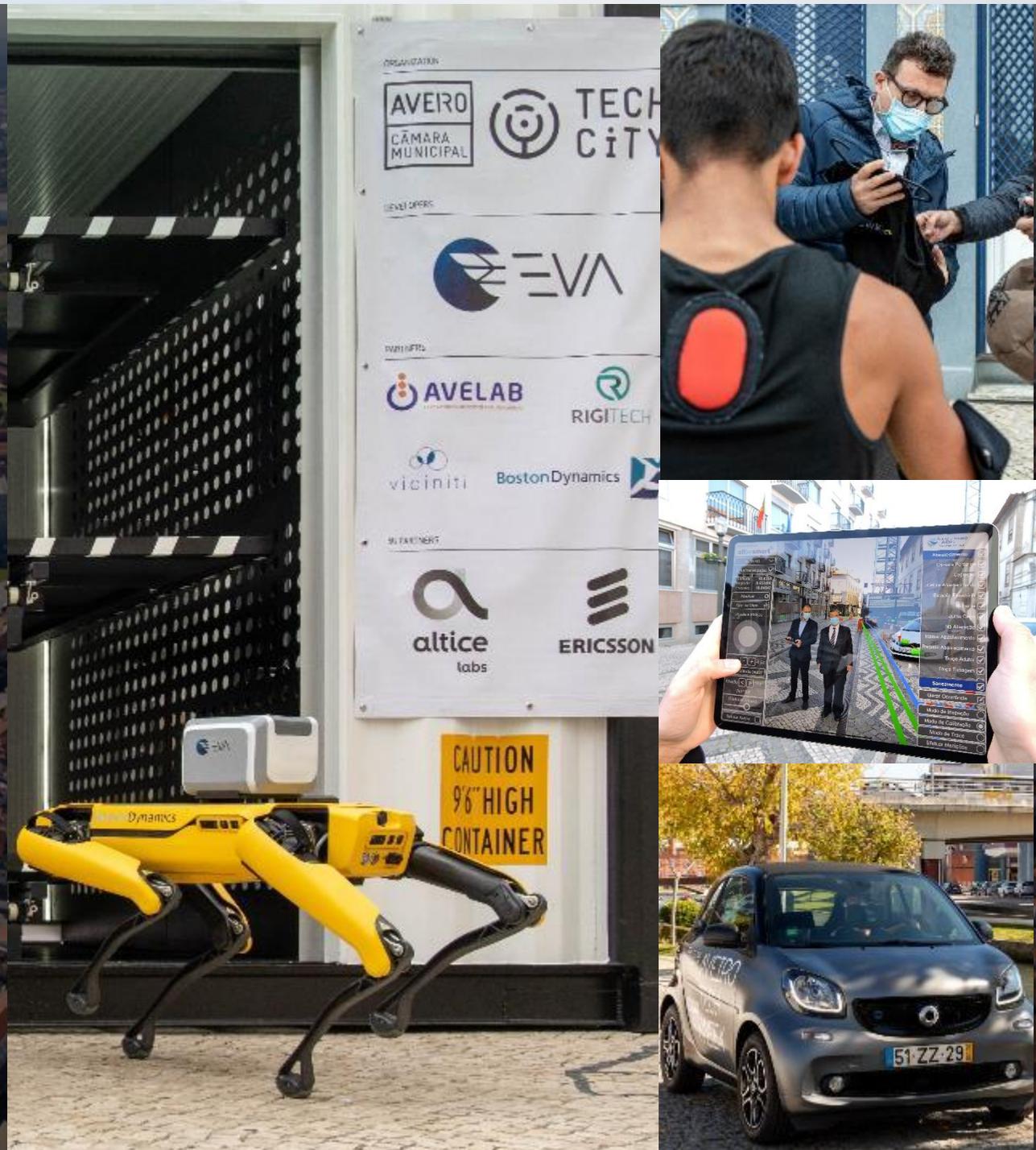
4<sup>th</sup> AXIS

# CHALLENGES

GOAL

Involve a wider community in the process of Digital Transformation of our City.

URBAN CHALLENGES





TECH  
CiTY

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