**the Pier @Protopisani**
**The Apple Developer Academy Alumni program**

The vast ocean awaits. The stormy waters and the infinite blue skies. The tropical nights and the freezing mornings. The rewarding hauls and the menacing pirates…

Before sailing away to conquer the seven seas come dock at the Pier @Protopisani to fine-tune your ships and stock-up.

## The Concept:

Stay another year on the third floor at San Giovanni as an intern of the Academy. The Apple Developer Academy is recruiting up to 50 students to help deliver various projects for specific stakeholders, while having time to work on your own project! Students need to apply in groups of 4 to 6 and are selected as a group. The students at the Pier will keep their Mac and their iPhone for the duration of their internship, and will have access to mentors and select workshops.

## The Projects:

There are 3 categories of projects comprised of the Social Impact track, the Enterprise track and the Academy track. Each track has at least one, or in some cases more than one, key stakeholder proposing projects throughout the year. Your group will be able to select projects to work on and will be tasked to define milestones to perform to. Your performance will be measured by the project stakeholder based upon your ability to meet these agreed milestones. Upon completion of your chosen project, you may be asked to work on new projects from new stakeholders.

Unlike your work on your personal project, your group will not necessarily retain intellectual property of the work you are doing in your chosen project.

NB: The external projects might differ from the description below.

1. **The Social Impact track**:

- **Barefoot College**: Founded in 1972 and based in Rajasthan, India, Barefoot College are active across India, Africa and South America. They train women from some of the poorest communities, to become "Solar Mamas":
  - These women attend a 6 month course where they learn how to assemble the components and then install solar electricity, lamps and water pumps into their communities.
  - Each village has an energy and environment committee and a local economic model.

Help Barefoot College by creating a smart subsidy and survey app. This app should enable a, potentially illiterate, 'Solar Mama' to conduct surveys within a largely illiterate community. This app will need to
- Have an interface that is not text based
- Calculate the correct solar subsidy for each family in her community
- Monitor performance of products sold and assess customer satisfaction
- Capture repair and maintenance requests

This App would make a huge different to the already extraordinary accomplishment that Barefoot College has had in India.

- **Ubuntu**: Ubuntu is a South-Africa based NGO who's mission is to educate children in Zwiede, a tough township in Port Elizabeth. Their goal is to provide pathways out of poverty for the youth of Zwiede. They are soon opening a Coffee and Bakery Training Shop to prepare young people for the workforce. Help Ubuntu develop apps that will enable them to run the coffee shop and train their apprentices.

- **Niguarda Hospital - Milan: The Cooperative Spazio Vita** - Niguarda was created to improve the quality of life for people with congenital or acquired motor disabilities, providing services to enhance personal resources and facilitating interaction and social participation. Help them develop tools and innovative solutions with the aim of offering people affected by motor disabilities new educational and professional paths in the digital environment.

2. **The enterprise track**:

- **Cisco**: The worldwide leader in networking is looking for talent to help push the boundaries of the possible when programming devices and infrastructures. Project opportunities will range from the areas of digital services to citizens and tourists to the Internet of Things to programmable networks as outlined below:
	- Project 1 Enterprise: Internet of Things in the Industry digitization area. The Project will focus at concepts illustrating at how Enterprises can run smoother operations or interact better with employees and customers through new digital capabilities. The output of this project would be sample code which could be posted to Cisco's DevNet and optionally a proof of concept.
	- Project 2 Enterprise: Digital services to citizens and tourists. The Project is aiming at illustrating how digital solutions can change the experiences of citizens and tourists with a new wave of services. The output of this project would be sample code which could be posted to Cisco's DevNet and optionally a proof of concept.
	- Project 3 Enterprise: Programmable Networks. The Project is aiming at testing with realistic use cases some specific capabilities at the crossing of device and network programmability. The output of this project would be sample code which could be posted to Cisco's DevNet and optionally a proof of concept.
	- Project 4 Academic: Consider how to use Cisco NetAcad content and tools in a Challenge Based Learning format. The output of this project would be a strategy document, learning experience proofs of concept, and new NetAcad user experience proposals.

- **Accenture**: This world class leader in Digital Transformation is looking to task you with one of these exciting projects:

- Project 1: focus on the Immersive Reality (XR/AR/VR) solutions in the real world.

- Project 2:  focus on the Artificial Intelligence (AI) solutions in the real world.


3. **The Academy track**:

- **Academy Services:** Develop tools to improve the daily tasks and workflows of the Academy life, with a focus on logistics and practical aspects. Possible areas of improvement are (but not limited to): the process of checking in and checking out the Equipment at the Academy; the allocation/reservation/scheduling of space, boardrooms, kitchens; supporting the Apple Developer Academycommunity life and self-organisation.

- **The Learning Experience:** Develop tools to support and expand the learning experience at the Apple Developer Academy. Scope, Design and Implement tools for planning, tracking, sharing, assessing students' learning experience. Possible areas of action includeways for collecting, sharing, organising learning resources; supporting self and peer assessment; helping students in the practice of reflecting on the learning process; tools for the CBL process; and/or enhancing the collaborative learning dynamics.

- **The Research Project**: an open research proposal that is not necessarily focused on the development of a digital product or app. It could be oriented to explore in depth topics related to specific technologies, frameworks or UI-UX related fields. Possible areas of investigation are (but not limited to): user research, usability, accessibility, UI-UX, interaction design; technologies and frameworks such as machine learning, augmented reality, IoT, networking; etc.


**Application process:**

To apply for the Pier, you need to form a group of 4 to 6 students, and apply as a team. Select the track and the project that you are most interested in. You can apply for as many projects as you want. For each project that you are applying for please fill in this online form, and upload the following documents:
- A motivation letter explaining why you are applying for the project in the provided list. Is there a specific stakeholder that has caught your attention? Why?
- A 3-slide keynote on the additional personal project your group intends to work on in addition to the project you are applying for.

The selection of the groups will be done by the scientific committee of the Academy in consultation with the Academy Mentors.


**Eligibility:**
You need to have completed the Apple Developer Academy in Naples in 2017/2018. Just like the Academy, you need to be physically present at San Giovanni to perform your work for the Pier. You will be required to badge in and badge out, and are expected to deliver at least 20 hours per week.

**Duration and attendance:**
The duration of the internship is maximum 12 months. You will join the Pier at the end of the Academy.

Details on starting dates and attendance will be announced later. If your group cannot start before a specific date, please specify it in your application. Every 3 months you will be delivering work on the selected project, according to agreed milestones, and your stay at the Pier @Protopisani will be prolonged if your milestones are met. The maximum last day at the Pier will be end of June 2019.

**Compensation:**
On the date of publication of this notice, candidates admitted to the Pier are not guaranteed to receive scholarships and/or attendance compensation of any kind, however negotiation is ongoing with Regione Campania to provide you with an attendance compensation worth approximately 500 EUR per month (before applicable tax). In case of successful negotiation, you will receive the compensation every 3 months upon positive evaluation of your delivered work.