



ANNEX

the Pier @Protopisani - 2026/2027

The Apple Developer Academy Second Year Program in Naples

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 setting sail to conquer the seven seas you have the opportunity to up skill at the Pier Program. In the Pier you'll have the chance to fine-tune your ships and stock-up for your long voyage.

1. The Concept

Stay up to another year on the third floor at San Giovanni in the second-year program of the Academy. The Apple Developer Academy is recruiting up to 25 students to help deliver various projects for external stakeholders!

Students will apply and are selected individually. Participants are expected to use their Alumni Connect device. Exceptions may be considered.

2. The Curriculum

The core area focuses on transversal competencies and is composed of four main domains:

- AI for Working & for Learning, positioned as the overarching theme;
- Agile & Stakeholder Management;
- App Store Business;
- Design Strategies.

These areas provide learners with a solid foundation in technology, business, and design, supporting their ability to operate in complex, real-world environments.



Below the core, the specialty layer allows learners to deepen their expertise in specific advanced domains:

- AI/ML & Cybersecurity;
- Advanced Design.

Each learner engages in all of these tracks, developing specialized skills aligned with emerging technological fields.

3. The program's structure

- Purpose:
 - Enable individual specialization in high-demand job market areas through real-world projects;
 - Support the growth of teams of potential “indie” developers.
- Daily organization:
 - Morning:
 - Core curriculum + assigned project;
 - Afternoon:
 - Individual specialty + “indie” project.

Overall, the project presents a **holistic and integrated learning model**, combining core knowledge, advanced specialization, and hands-on project experience within a collaborative and innovation-driven environment.

4. The Projects

Throughout the year you will have opportunities to work on various external stakeholder projects, enabling you to further develop the top skills required in the job market. In addition, you will also get freelancer experience by using your expertise to help other groups.

The Pier will continue its strong relationships with third parties, such as NGOs (Non-Governmental Organizations), and the development of projects focused on our local community, so during your stay you will be contributing to at least one of them. By working on tasks for these



projects, you will learn about scoping projects and hone your skills in communicating with a range of external stakeholders.

Your performance will be measured by a combination of your contributions to external stakeholder projects, commitment and dedication to the program and to your team.

You will retain intellectual property of personal projects you may eventually develop, along with your chosen group members, as you are used to from your Academy experience. However, you will not retain intellectual property of any external stakeholder projects.

The Pier Management will define the groups for the external projects, based on the scope of the project, Pier students competencies and aspirations.

The Pier student will also be asked to contribute to the Academy by helping to build tools, or assisting the mentors, and also by helping the Apple Foundation Program across the Campania region.

5. Applications

The selections will be made by skill profiles, considering the following criteria:

- a. **Commitment demonstrated during the year as a student:** participation in challenges and respective activities, meeting deadlines, delivering and presenting the outcomes.
- b. **Collaboration and team work:** ability to work in teams, deal with diverse personalities, manage conflicts, give and receive feedback from teammates, involvement with the Academy community in general.
- c. **Progress demonstrated in the field of application, during the year as a student:** regardless of your background, the evaluation will consider your development in the chosen path specifically during your year at Academy.
- d. **Communication and public speaking (in English):** ability to express yourself in a comprehensive way, and good understanding of written and spoken English. Ability to keep clear and effective communication with teammates, stakeholders and Academy community in general.
- e. **Leadership skills (in case you are applying as a Project Manager):** ability to lead and give directions to the team, set goals, facilitate collaboration and motivate people.



The skill profiles as described in Article 3 of the Call are: App Designer, App Developer, Project Manager. **The candidate can submit the application only for one profile.**

The description of each profile, and what Pier is expected to do, can be found in the Academy's internal tools.

To submit your application, fill in this online form:

<https://airtable.com/appzobgREPIRroB17/shrBht58bp3mQap6S>, and upload the requested contents.

The selection of the candidates will be carried out by a Committee composed by Federico II Professors in consultation with experts in the sector. The selection procedure will consist in an evaluation of the presented documentation.

Applications need to be received by 10:00 CEST of June 22nd 2026, no exceptions will be allowed. The selected candidates will be announced before June 29th 2026 and should confirm their participation within the deadline that will be communicated.

6. Eligibility

Candidates must have attended the Apple Developer Academy in Naples in 2025/2026.

7. Rules of Engagement

Just like the Academy, you need to be physically present at the Academy to perform your work for the Pier (unless otherwise discussed and agreed upon). You will be required to badge in and badge out, and to deliver 40 hours per week. Attendance is mandatory, Monday to Friday, from 9 am to 1 pm and from 2 pm to 6 pm (8 hours per day). Pier students are required to respect the minimum limit of attendance, which is 80% of the scheduled 1500 hours. The program does not offer the option to participate remotely, and the hours only count when the student is present at the Academy.

You are also expected to provide meaningful contribution to the project you are assigned to, along with your teammates, and participate in activities and events organized for the Pier students.



8. Duration and attendance

You will join the Pier between September 14th 2026 and end of June 2027.

Further details on starting dates and attendance will be announced later.

Every 3 months you will deliver work on the assigned project, according to agreed milestones such as competitions, challenges or defined projects with external partners in fields such as education, international development, green economy, blue economy, personal services, social and health services, enhancement of heritage and cultural activities, or entrepreneurship. Your stay at The Pier will continue if these milestones are met. The last day of the Pier will be at the end of June 2027.

Naples, May 27th, 2026.

The Director of COINOR