EPITECH. TECHNOLOGY

POST-SECONDARY • FIVE-YEAR COURSE

Bachelor +MSc in Software Development

Academic year 2025-2026

14 campuses in France
5 campuses abroad

Software Engineering Specialist Qualification, Code NSF 326n, Level 7 Professional Certification registered with the RNCP (National Register of Professional Certifications) by decree of 20/09/2023, published in the O.J.

For the future of IT

Epitech, European Institute of Technology, has always been unique.

In 1999, when society was only just starting to think about digital technology, Epitech was leading the way with its cutting-edge approach to IT and innovation, based on completely original teaching methods.

We teach our students how to learn rather than regurgitate facts and be motivated to initiate projects rather than carry out imitative or repetitive tasks. This is the Epitech way.

At Epitech Technology, you don't just learn how to be the perfect developer. Because IT is everywhere, you need to know how to anticipate problems, find solutions and leverage skills you don't have by being exposed to other disciplines. At the heart of every organisation is an IT specialist driving digital transformation.

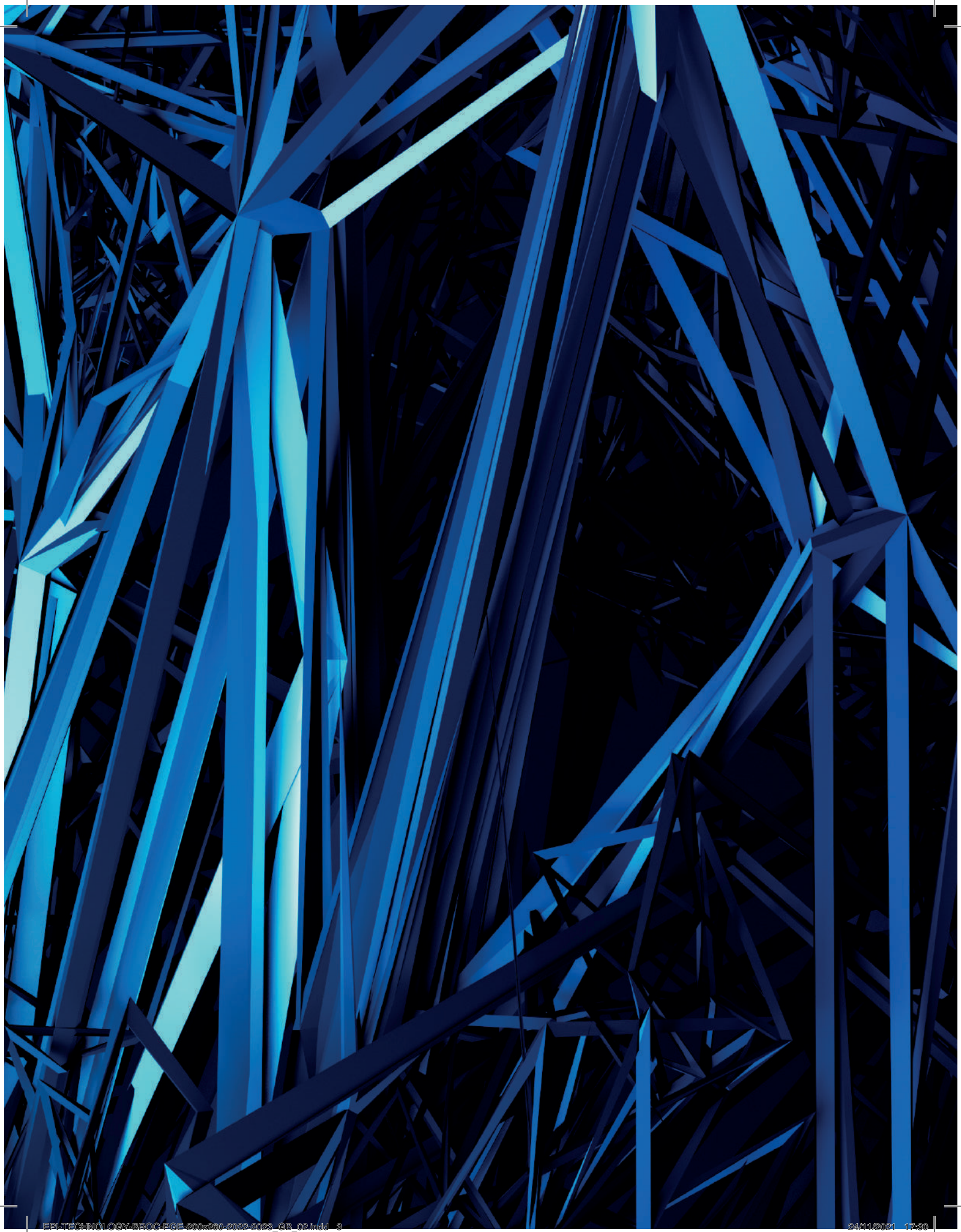
THIS IS HOW WE SHAPE THE FUTURE OF INFORMATION TECHNOLOGY.

With this in mind, we encourage our students to think for themselves. We challenge them with the real-life problems facing businesses, industries and society and introduce them to experts to help them come up with new ideas to overcome these issues.

In short, we take our students out of their comfort zone.

THIS IS HOW WE ENSURE EXCELLENCE IN INNOVATION.

For excellence in innovation



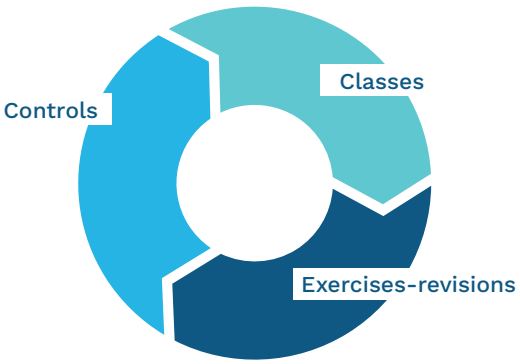
Unique, renowned active learning,

Developed initially in France over 20 years ago by Epitech, project-based learning is an active method that allows everyone to learn in a sustainable and constructive way. It's a dynamic method based on interaction, collaborative work, a diversity of projects and a close relationship with the business world.

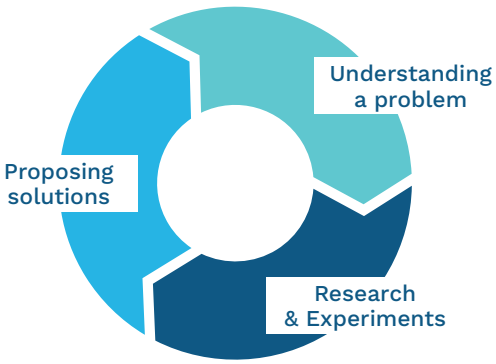
LEARNING TO LEARN: PRIORITY GIVEN TO PRACTICE

This active, inductive teaching method is student-centric, focusing on students' reactions to their environment and the difficulties they encounter. In this, it adapts and develops an encompassing combination of experiences. These experiences promote the acquisition and development of skills over time, through an understanding of the reasons for success or failure. Suitable for individuals and groups, schools and corporate environments, IT specialists and those from other fields, people are at the heart of this open and supportive teaching method.

Traditional method
based on knowledge



Project-based teaching
based on learning



and in demand with made by Epitech

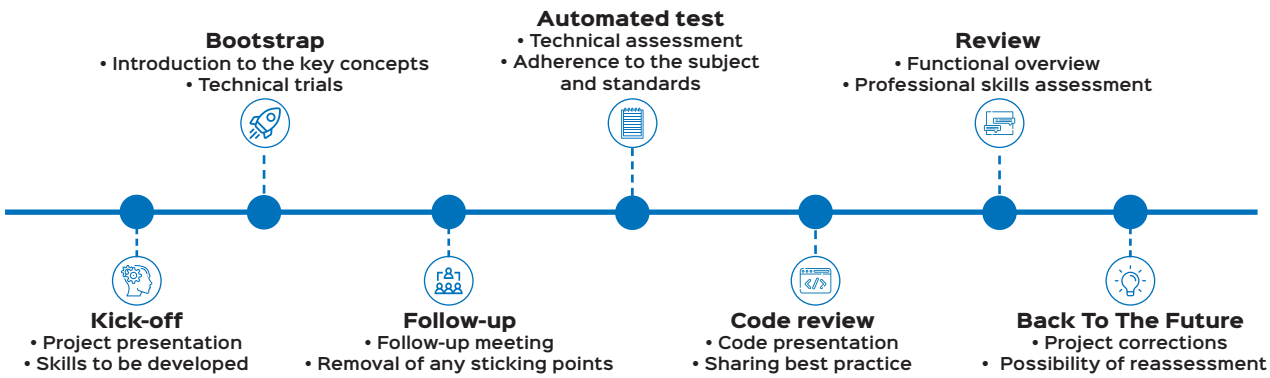
HOW DO THE PROJECTS WORK?

From 1 to 6 weeks

From 1 to 6 students

Grades A to E

A successful project involves a number of steps. They always start with a launch kick-off. Once the destination has been defined, an initial prototype is a good way to put your best foot forward, which is what the bootstrap is for! Once the machine is up and running, interim follow-ups help keep students on track with their development schedule or even change their strategy (follow-up, review). Finally it's time for the keynote, when students share best practices and difficulties with their peers, just like in real life.



WHAT IS EPITECH'S RENOWNED POOL?

Invented by Epitech, the pool is an intense period of several weeks during which the students' motivation and appetite for IT are tested. The digital environment is constantly evolving, and the idea of the pools is to teach students to find the answers by themselves, to acquire the right reflexes, the right rhythm, the right movements, etc. While these periods are intense, they are not a selection tool but rather a moment when the cohesion of a class is established. Above all, they reinforce mutual aid and solidarity between students.

C Pool in year 1

This is the flagship pool, one that all students remember, five weeks of intensive work and immersion. For many, this is the first encounter with the world of coding, the learning of a new language. Students are supported by teaching assistants and technical assistants. At the end, the students are self-reliant and are learning how to work on larger group projects like the famous "bistromatic" (infinite number calculator).

C++ Pool

In the second year, this Immersion represents three intensive weeks enabling the students to become competent in C++ and to approach future projects with confidence. With a more intensive work rate, its aim is to help students learn a new programming paradigm: object-oriented programming.

The Grande Ecole programme in 5 years after the baccalaureate

- Epitech Technology's course has a strong innovation focus. The subject is covered in full, from year 3 to year 5. Our students learn how to come up with practical solutions. Some work on projects submitted by companies while others develop their own projects.

- An ambitious final-year project – the Epitech Innovative Project (EIP) – requires students to manage the complete life cycle of an IT development project, from the problem to the production of the solution.

- The fourth year fosters a real spirit of open-mindedness, as students spend it abroad at one of our 100 partner universities on one of the Epitech Technology campuses around the world.

- The Innovation Hubs found in each town help our students to further develop their expertise in one or more technologies.

Five years to become

AT the end of the five-year course, Epitech Technology students are self-sufficient, responsible IT specialists, ready to enter the corporate world.

Highly technically competent, they also know how to create and combine ideas and technologies, and surround themselves with the best partners to make their projects a success.

In an ever-changing world led by innovation, they have all the tools they need to succeed.

Epitech Information Technology Specialist Qualification registered with the RNCP (level 7)
+
MBA Business & Management at ISG (optional)

	Year 1	Year 2
	THE BASICS & FOSTERING INDEPENDENCE	**DESIGN AND TEAMWORK**
Technology	• 5 weeks of C pool at the start of the course • 11 projects • 31 mini projects • Acquiring IT basics: imperative programming, system programming	• C++ pool • 13 projects • 23 mini projects • Exploring architecture principles: object-oriented programming, functional programming, concurrent programming, etc.
Professionalism/Innovation	• Participation in external events • Internship preparation • Innovation weeks • Help with writing and presenting a CV	• Project Week: introduction to interdisciplinarity • **4–6 month internship** • Exploring areas of IT innovation (big data, security, video games, AI, etc.)
Personal development	• Professional coaching • Tutoring by all teaching staff and by industry professionals • Personal development seminars run by professional speakers • Project management • Oral communication techniques, self-confidence • Exploration and in-depth study of how teamwork is organised	

option to complete at an Epitech Technology

a recognized expert

Year 3	Year 4	Year 5
DIVERSIFICATION AND INNOVATION	**INTERNATIONAL AWARENESS**	**LEADERSHIP**
	over 100 partner universities	
	Tuition Year abroad	
• The Innovation Cycle: six months of conceptualising and prototyping to create the Epitech Innovative Project (EIP) • 15 projects • 18 mini projects • Web, mobile, AI and DevOps technology specialisation	• Access to over 100 partner universities and Epitech Technology campuses abroad • Cutting-edge teaching: technology and business-oriented fields • Varied teaching modules	Over 60 seminars led by high-level presenters focusing on cutting-edge technology and economic subjects
• Optional two days a week part-time work at a company • **4–6 month internship** • Launch of final-year project (EIP) • Collaborating with mentors and companies on the EIP • Designing at least one innovative hub-based project	• Knowledge building • Learning about remote working through the EIP • First work experience opportunity abroad	• three days a week part-time work at a company • **Mandatory six-month internship** • Finishing off and presenting the EIP
Moonshot	**Forward**	**Epitech Experience**
	Adapting to different professional and learning environments Developing a professional network abroad	Numerous leadership and personal development seminars

te gy the second or third year international campus

Year 1

The basics & fostering independence

TEACHING MODULES

The basics

System programming
Detailed comprehension of how a Unix operating system works to better grasp the concepts related to the field of connected/embedded objects and IT in its entirety.

Applied mathematics
Use of existing mathematical tools to apply them to the computer domain and discovery of new programming languages.

C Programming and Algorithms
Development of skills in algorithms and computer data structuring, a prerequisite for working in artificial intelligence, machine learning, etc.

Graphic programming
Basics of graphic display, enhancement and user behaviour on a product. 2 areas: the development of video games or the graphic exploitation of mathematical results.

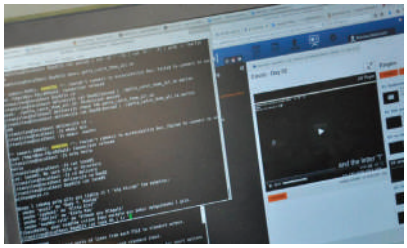
C Immersion
Weeks of intensive work and immersion! Accompanied by technical advisers, students complete exercises every day, learn to count on each other to overcome difficulties and immerse themselves in Epitech teaching methods: learning to learn.

Exploring coding during the pool on the Epitech campus Technology in Bordeaux

Discover what pool students say about the ▶

The first year is essential: from the first day of the renowned C pool, it immerses students in the fundamentals of computing. It is characterised by the omnipresence of technology through concrete projects that allow students to transform their knowledge into skills.

It demands a rigorous approach and a personal investment, while creating a real culture of teamwork, mutual support and collective success. By the end of the first year, students have learned the basics of programming. They are able to create a program from start to finish and understand the basic principles of algorithms, compiling and deployment. **These skills form the foundations of their IT and technical expertise.**



Discovery

Web and database development
Concepts related to internet development and focus on the business logic of an internet site (API and BDD).

Artificial intelligence
Development of intelligent IT programs, reproduction of an IT program for autonomous operation.

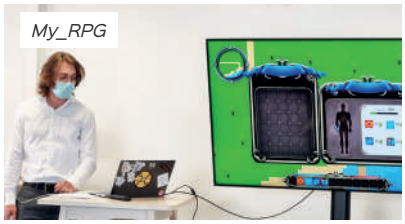
Security
Basics of historical IT attacks to understand how to protect tomorrow's IT systems.

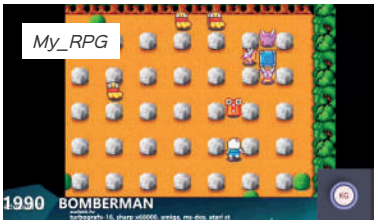
DevOps
Development of skills related to the integration and ongoing deployment of IT solutions, necessary as part of the advent of perpetual availability of IT solutions on the internet.

EXAMPLES OF PROJECTS IN YEAR 1

My_RPG
Reproduce a complete video game, respecting the basic Role Player Game (RPG) principles and mobilise a team around a common objective.


My_RPG


My_RPG



My_RPG


My_RPG

Corewar
Reproduce a virtual computer in which the computer programs will confront each other. The students reproduce the behaviour of a processor, management of the random access memory and the execution of a computer program.

Corewar

Year 2

Design & teamwork

TEACHING MODULES

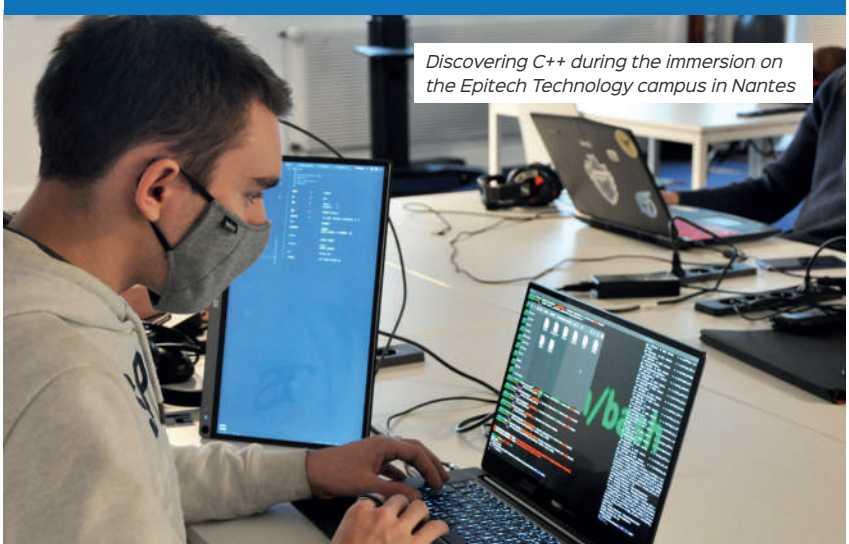
The basics

Object-oriented programming
Basics of software architecture, development of software design skills, in particular the roll-out of software abstractions and modularities.

Distributed programming
Notions of simultaneous real-time data management. This type of problem requires solving especially in the area of Cloud Computing.

System programming: network and memory
Low-level operation of modern computing, through projects detailing communication protocols across a computer network and memory management and related strategies.

C++ Pool
Three weeks of intensive work that aims to help students learn a new programming paradigm: object-oriented programming.



Discovering C++ during the immersion on the Epitech Technology campus in Nantes

Discover what C++ pool students say

The second year starts with a 4–6 month internship. In more complex projects, students apply the knowledge and skills acquired in the first year.
This first experience of working at a company will help students assess how far they have come and define their career path. The Career Development Centre gives students direct access to job offers published by the school's partner companies. It also gives them the option of viewing the videos and job descriptions produced by these companies to guide them in their career choices.

In the second year, the learning is always practical, pragmatic and collaborative.

Elective

Computer aided digital analysis – Trading
Practical application of programming skills to create prediction and analysis tools applied to the field of finance, Trading.

Mathematics and Probability
Practical application of mathematical tools related to statistics and probabilities, to create decision support tools.

System programming: compilation and instrumentation
Operation of an information program executable, development of skills on the ELF format. Reverse engineering actions to reproduce existing systems.

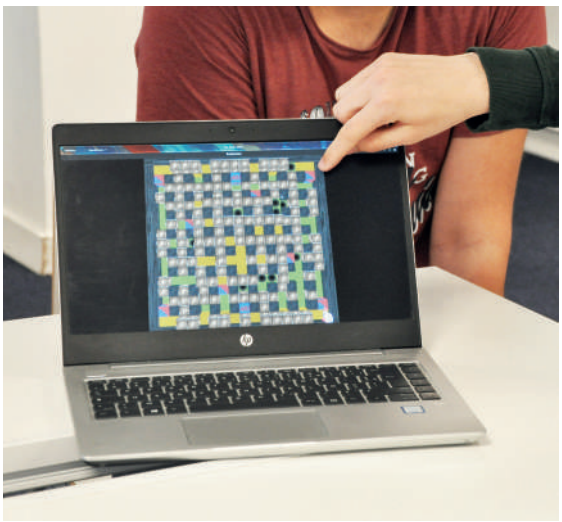
Functional programming
Approach to a new programming paradigm necessary for building large-scale information systems. Especially useful in data analysis, which is essential for building/imagining the virtual assistants of tomorrow.

DevOps – Software development and IT operations
Concepts related to the evolution of information solutions and their availability to users. Learning how to automate technical actions and guarantee the smooth evolution of information systems as they change.

Internet security
Skills related to the vulnerabilities associated with internet development. Focus on IT security, a major issue for the protection of information systems and users' data.

EXAMPLES OF PROJECTS IN YEAR 2

Indie Studio
Development of a Bomberman working with different types of graphics rendering in 2D and 3D. The students also develop a local multi-player mode. This project is a chance to use libraries and work on the architecture of a complex and modular project.



MyTeams: network based discussion software
Development of a text-based discussion program inspired by Microsoft Teams. The project provides for the application of client/server network programming using the TCP/IP protocol.

Year 3

Diversification & innovation

“A LA CARTE” TEACHING

After two years focusing on acquiring basic IT skills, the aim of the third year is to help students understand how this discipline fits in with other industries and sectors and offer them the opportunity to make their own contribution with their *Epitech Innovative Project*. There is a strong focus on innovation with the launch of our “Innovation Cycle”. Beginning at the start of the year with the *Moonshot* pool, it continues with *Forward* and concludes with the presentation of the *Epitech Innovative Projects* at the end of the fifth year. This is done as part of the Epitech Experience, an innovation-focused event open to the public.

See p.48 to find out more about the Innovation Cycle

MAPPING YOUR FUTURE

The third year is when our students decide on their destination and university for their fourth year. The European campuses (Barcelona, Berlin, Brussels) organise numerous events to enable them to better understand their city and its opportunities.
The third year also offers students the opportunity to boost their career prospects with a 4–6 month internship and possible part-time work at a company two days a week.

The Explore conference cycle enables students to interact with start-ups, companies, incubators, economic players in the European cities where they can integrate an Epitech Technology campus.

TEACHING MODULES

The basics

Advanced Object-oriented programming
Further development of software architecture skills and approach to the fundamental differences in Windows and Unix in order to create programs that can be distributed on different types of operating systems. Implementation of application programming interfaces (APIs), an essential element for developing within distributed architectures.

Development of web and mobile applications
Familiarisation with the different technical tools used by today's new technology industry to answer business problems. Handling of application programming interfaces (APIs) to collect data and make it accessible to users.

Advanced functional programming
Advanced concepts approach in functional programming, implementation of advanced data modelling and interpretation designs.

Elective

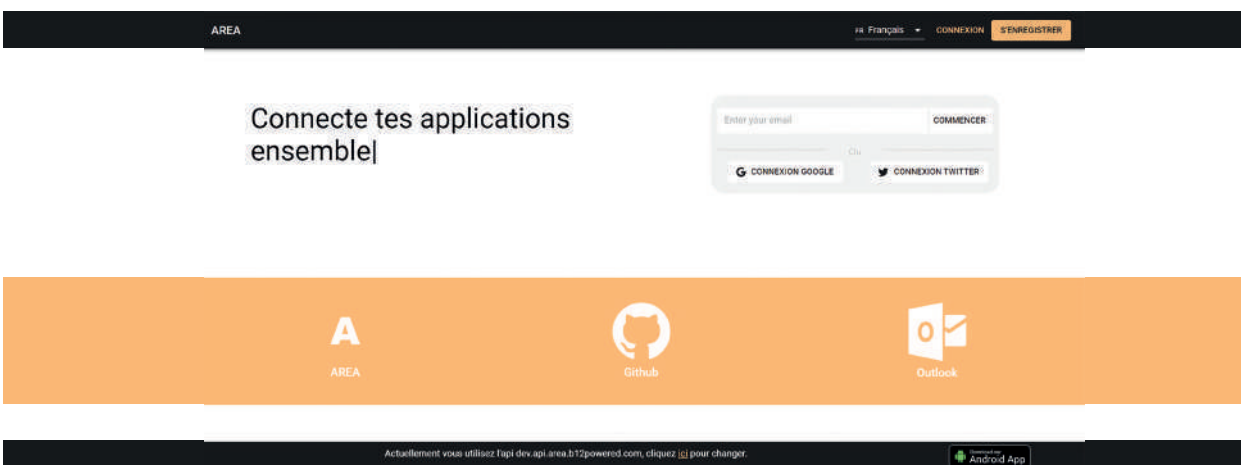
Artificial intelligence
Decision-making algorithms applied to a famous 2-player strategy game. Implementation of machine learning using dedicated algorithms.

Mathematics and scientific calculation
Work on mathematical tools used in the scientific environment, implementation of scientific calculations most used in the research environment.

Cryptography
Implementation of encryption methods, essential skills for securing IT tools and users' data.

DevOps and Containers
Consolidation of DevOps skills, implementation of production and deployment pipelines using tools used in the IT industry.

EXAMPLES OF PROJECTS IN YEAR 3



Zia
Reproduction of an Apache type web server, used behind each internet site to ensure its availability. This project provides for a sound understanding of the http protocol that governs the internet.

Area
Focus on inter-system automation. This involves reproducing a tool such as Zapier or IFTTT by using APIs from different internet services, such as Deezer, Gmail or the school's own intranet, in order to interconnect them. The students have to implement a software architecture that is flexible and robust enough to allow implementations, and choose the appropriate application and web technologies.

Year 4

International awareness and multicultural experiences

In today's globalised world, a high-flying career without an international dimension is unimaginable, especially in IT. To choose Epitech Technology is to choose a school with an international ecosystem and a wealth of opportunities for its students.
The fourth year is spent abroad.

A DESTINATION FOR EACH STUDENT

The international challenge is all about personal enrichment. This year's programme includes discovering new cultures, observing your own country from an overseas perspective, experimenting with new ways of learning and expanding your network. Our ecosystem, which is already well developed in France, is extending further overseas every year. With five Epitech Technology campuses abroad, along with 100 partner universities and agreements and partnerships with overseas companies, there is a wide variety of programmes on offer.

DISCOVERING, UNDERSTANDING, MEETING NEW PEOPLE: BEING OPEN TO THE WORLD IS BUILT INTO EPITECH'S DNA

Being open to others is incredibly important. Thanks to the teamwork they learn on their projects and the open-mindedness they gain on their year abroad, our students graduate from Epitech Technology well-qualified, mature and thoughtful. This is the basis of our unique teaching method.

On their year abroad, our students continue to design their final-year project. During this time, they are plunged into a new work environment and can choose the classes that best suit their career plan and interests. In this fourth year, the students continue to work as a team on their EIP (Epitech Innovative Project). They work remotely, as they would have to do if they joined an international company. They begin to open up through taking risks and being determined and motivated. These are the keys to success and the qualities needed to build courage and solidarity, Epitech's fundamental values. They also learn new ways of working and gain or expand theoretical knowledge in the different universities abroad.

The fourth year spent abroad focuses strongly on learning to be adaptable through multicultural experiences and acquiring new knowledge through the various programmes.

The students who chose Malaysia as their fourth year destination enjoyed a great atmosphere

Epitech Technology students at the University of Kent

Discovering South Korea

Fourth year students at Long Beach (Los Angeles)

An international network of over 100 partners

The fourth year abroad gives our students a big advantage in their education. To provide them with access to the very best in IT, the school has gradually built a network of world-renowned partners. Such a wide variety of options allows students to select the best destination for them in terms of local culture and available courses.

ARGENTINA
- Universidad Nacional de la Plata

AUSTRALIA
- Australian Catholic University
- Monash University
- Royal Melbourne Institute of Technology

BAHRAÏN
- Ahlia University

BELGIUM
- Epitech Brussels campus
- University College Ghent

BRAZIL
- Pontifícia Universidade Católica de Minas Gerais
- Pontifícia Universidade Católica do Rio de Janeiro

CANADA
- Concordia University
- Université Laval DD
- Université du Québec à Chicoutimi
- Université du Québec à Rimouski DD

CHILE
- Univesidad Finis Terrae

CHINA
- Beijing Institute of Technology
- Beijing Jiaotong University DD
- Harbin Engineering University
- Hong Kong University of Science DD and Technology
Northwestern Polytechnical University
- The Chinese University of Hong Kong
- Tianjin University
- Tongji University
- Tsinghua University DD
- Wuhan University
- Xi'an Jiaotong-Liverpool University

COLOMBIA
- Universidad del Rosario
- Universidad Nacional de Colombia

CROATIA
- Algebra University College
- University of Zagreb

CZECH REPUBLIC
- Technical University of Ostrava

DENMARK
- Roskilde University

FINLAND
- Laurea University of Applied Sciences

GERMANY
- Baden-Württemberg Cooperative State University
- Epitech Berlin campus
- Cologne University of Applied Sciences
- Hof University of Applied Sciences
- Stuttgart University of Applied Sciences

HUNGARY
- Budapest University of Technology and Economics
- Pazmany Peter Catholic University
- University of Pécs

INDIA
- Chitkara University
- Manipal Academy of Higher Education
- University of Delhi

INDONESIA
- Binus University
- Sepuluh Nopember Institute of Technology

IRELAND
- Dublin City University
- Griffith College Dublin
- Technological University Dublin DD

JAPAN
- Shibaura Institute of Technology

Go further internationally
At Epitech Technology

LATVIA
- Vidzeme University of Applied Sciences

LITHUANIA
- Vilnius Gediminas Technical University
- Vytautas Magnus University

MALAYSIA
- University of Kuala Lumpur

MEXICO
- Universidad Tecmilenio
- Universidad Panamericana
- Universidad de Monterrey

NETHERLANDS
- Fonty's University
- Hanze University of Applied Sciences
- The Hague University of Applied Sciences

POLAND
- AGH University of Science and Technology

ROMANIA
- Politehnica University of Bucharest
- West University of Timisoara

UNITED KINGDOM
- Cardiff Metropolitan University
- Heriot-Watt University DD
- University of Kent DD

RUSSIA
- Higher School of Economics
- ITMO University
- The Bonch-Bruevich Saint Petersburg State University of Telecommunications
- Tomsk State University of Control Systems and Radioelectronics

SINGAPORE
- James Cook University Singapore

SOUTH AFRICA
- Nelson Mandela University

SOUTH KOREA
- Chung-Ang University
- Dankook University
- Inha University
- Keimyung University
- Korea University
- Soongsil University

SPAIN
- Epitech Barcelona campus
- Universidad CEU San Pablo
- Universidad de Cádiz
- Universidad de Huelva
- Universidad de Malaga
- University of Vic
- U-TAD

SWEDEN
- Jönköping University
- Halmstad University
- Stockholm University

TAIWAN
- Feng Chia University
- National Chung-Cheng University
- National Taipei University
- National Tapei University of Technology
- National Tsinghua University

THAILAND
- Thammasat University

TURKEY
- Istanbul Technical University
- Koç University

UNITED STATES
- Boston University
- California State University, Long Beach
- California State University, San Francisco DD
- California State University, San Marcos
- Florida International University
- The College at Brockport, State University of New York
- University of California, Berkeley
- University of California, San Diego DD
- Wayne State University

VIETNAM
- Royal Melbourne Institute of Technology Vietnam

DD = Double degree or certification possibility

Year 5

Leadership

TEACHING MODULES

Technical

Artificial Intelligence
Development of a game AI of intermediate complexity and discovery of machine learning for its optimisation.

Casual & Hyper Casual Mobile Game Development
Design and development of mobile games: Gameplay, attractiveness, UI/UX, player retention.

Cryptography
Mastery of the different forms of encryption, from the oldest to the most modern implementations (block, asymmetric). Study of the vulnerabilities of the techniques and their exploitation.

DevOps
Discovery of Kubernetes, the advantages and capacities of the framework for projects or companies.

Game design
Approach to art direction, CSR and inclusiveness with the director of a video game development studio.

Risk management
Treatment of information systems (IS) security using risk-based approaches, prospective studies.

Kernel Programming
Study of the Linux Kernel and development of a kernel.

Web Security
Work on the most common loopholes and maximum security of developments.

UI & UX
Discovering the basics of the experience and user interface.

Visualisation of Massive Data
Study of dimensional reduction, clustering and self-adaptive mapping algorithms, designed to promote the representation and understanding of the data, the backbone of any data-driven strategy and an essential complement to the use of complex machine learning algorithms.

The final year focuses on developing our students' leadership skills. We do this by offering them over 60 seminars led by high-level speakers from universities and businesses in France and overseas on a wide variety of topics, from data analysis and quantum computing to innovation management and artificial intelligence.

Some examples of cross-functional seminars

How much does it cost?
Feedback and practical cases led by the innovation director of Spot Bouygues in order to understand the costing of a development project.

Agile Product Management
Practical application of an Agile project and exploration of the role of the Product Manager and their tools.

Environmental impact of digital technology
Learning good practices for a positive environmental approach to digital technology (Green IT strategy, management of the installed base and energy, eco-design of digital services, etc.).

Entrepreneurship –The Cantillon
Coaching on the key points of a business project: team, client, solution, competition, market, distribution, costs, etc.

Boost your employability
4 workshops to master the best practices related to the CV, use of professional social networks, presentation pitch and salary negotiations.

Discovery of the Enneagram model
Self-awareness model, to work better together by knowing how to adapt one's communication to others, essential in project management or team work.

EXAMPLE OF A PROJECT IN YEAR 5

Reverse Engineering & Cracking
A CTF (capture the flag) during which students learn to understand the search for vulnerabilities, critical in IT security. In a group they are faced with a totally infected machine and must determine what has happened and indicate their recommendations to a panel of experts.

Epitech Experience final

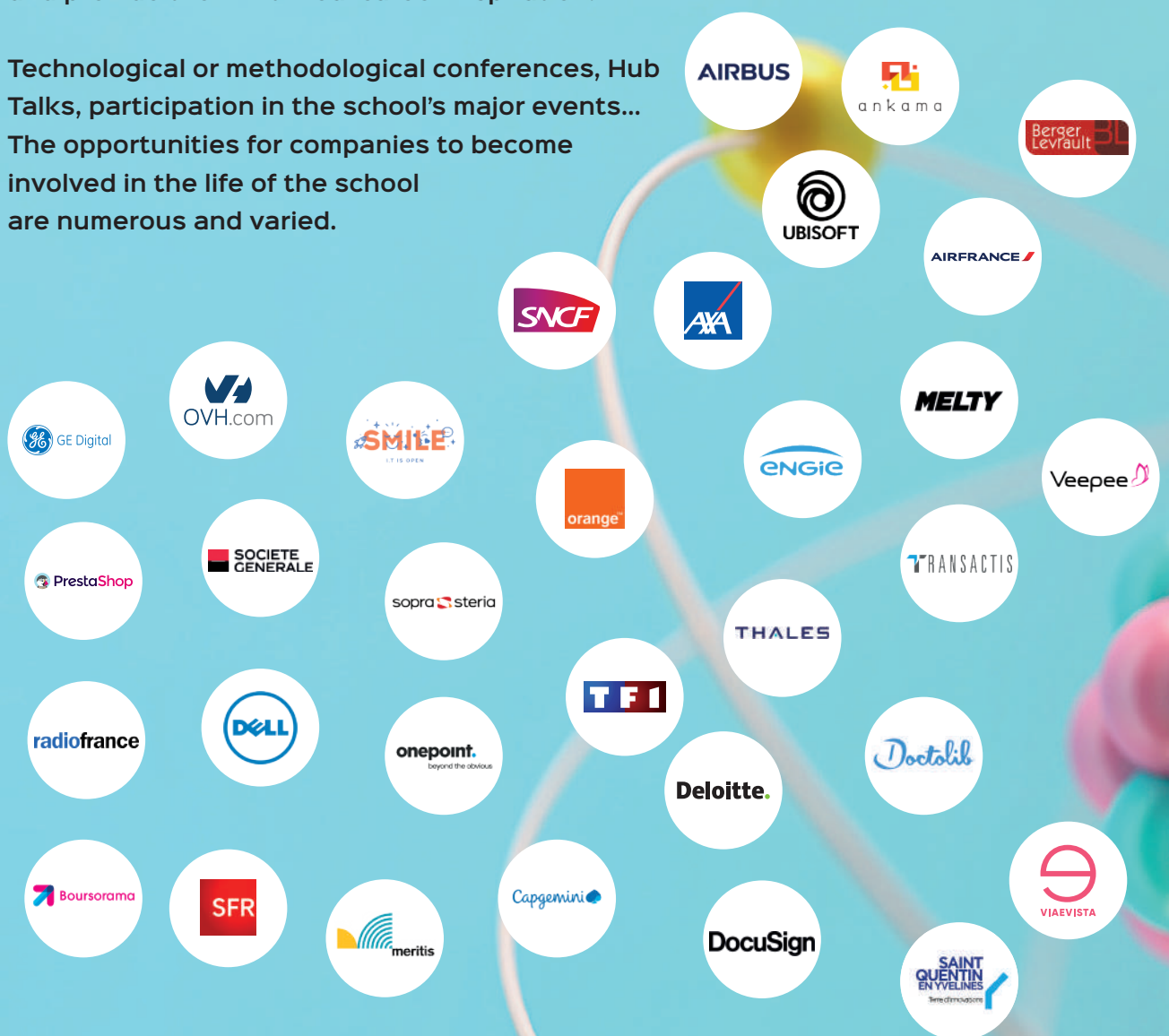
EPITECH INNOVATIVE PROJECT

The 5th year is the culmination of three years of teamwork on the course's flagship project: the Epitech Innovative Project. Designed and developed as real projects ready to be launched, the EIPs are all presented to the general public and experts during the Epitech Experience, a major event and a real innovation fair. The best groups from each campus also take part in the EIP Awards, which are presented to a jury of hand-picked professionals, with the prize including incubation and numerous opportunities. EIPs often lead to the creation of successful and recognised companies. **See P.52.**

Trusted by companies

Since its creation, Epitech and companies have worked together on all its campuses to prepare students for their professional future.
Three areas: Career / Innovation / Diversity, allowing partner companies to develop privileged relationships and to contribute to the teaching methods as closely as possible.
Students and companies work together to bring innovation to the heart of the various economic sectors, technologies and social issues.
These companies are regularly involved in the various activities organised by the school. They help students gain a deeper understanding of the corporate world and provide them with real career inspiration.

Technological or methodological conferences, Hub Talks, participation in the school's major events... The opportunities for companies to become involved in the life of the school are numerous and varied.



SHAPE YOUR INTERNSHIP

These unmissable workshops organised by the Career Development Centre offer one session to help students develop their career plan and another session on the best way to find an internship or job. A third session gives students the opportunity to meet the school's chosen partner companies to help them fine-tune their approach.

{EPITECH.}
INNOVATION

Here, companies and students invent the future. Teams of students work with employees for 2 to 6 months on Deeptech projects and propose innovative solutions. AI, Cyber, IoT, Cloud, there are no limits to the topics. Another way to develop your expertise while preparing for the digital future.

DOCAPOSTE · ARTIFY · SAINT QUENTIN EN YVELINES

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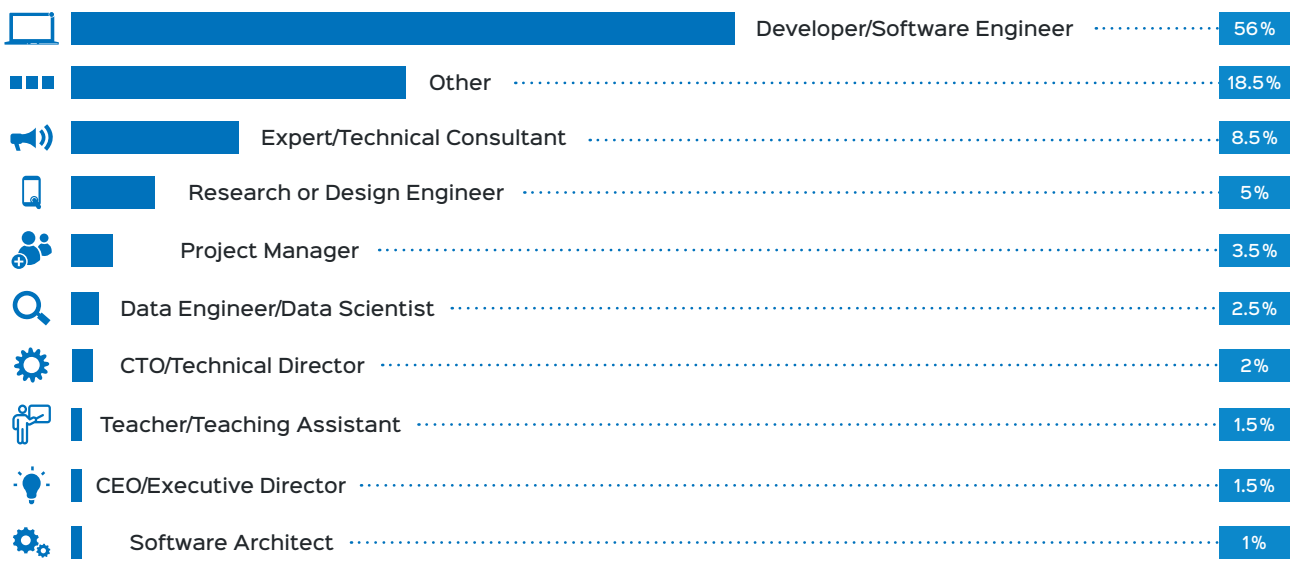
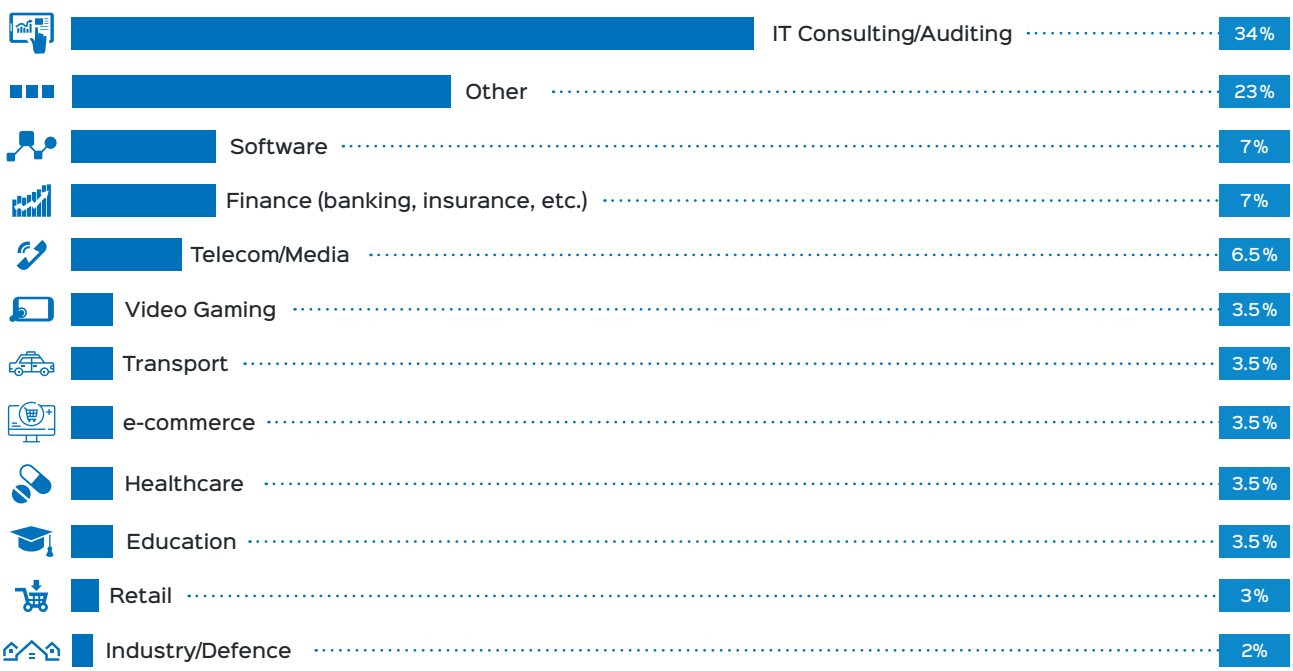
Success in numbers

JOBS



BUSINESS AREAS



Figures from the employment survey carried out in May 2020 on alumni from the classes of 2019, 2018 and 2017 of the Grande École programme.
** Average gross salary (in 2019 in Euro according to the SYNTEC index)*

TYPE OF CONTRACT

PERMANENT 94%

TEMPORARY 5 %

MANAGEMENT 83 %

NON-MANAGEMENT 14 %

€38,887
AVERAGE ANNUAL GROSS SALARY*

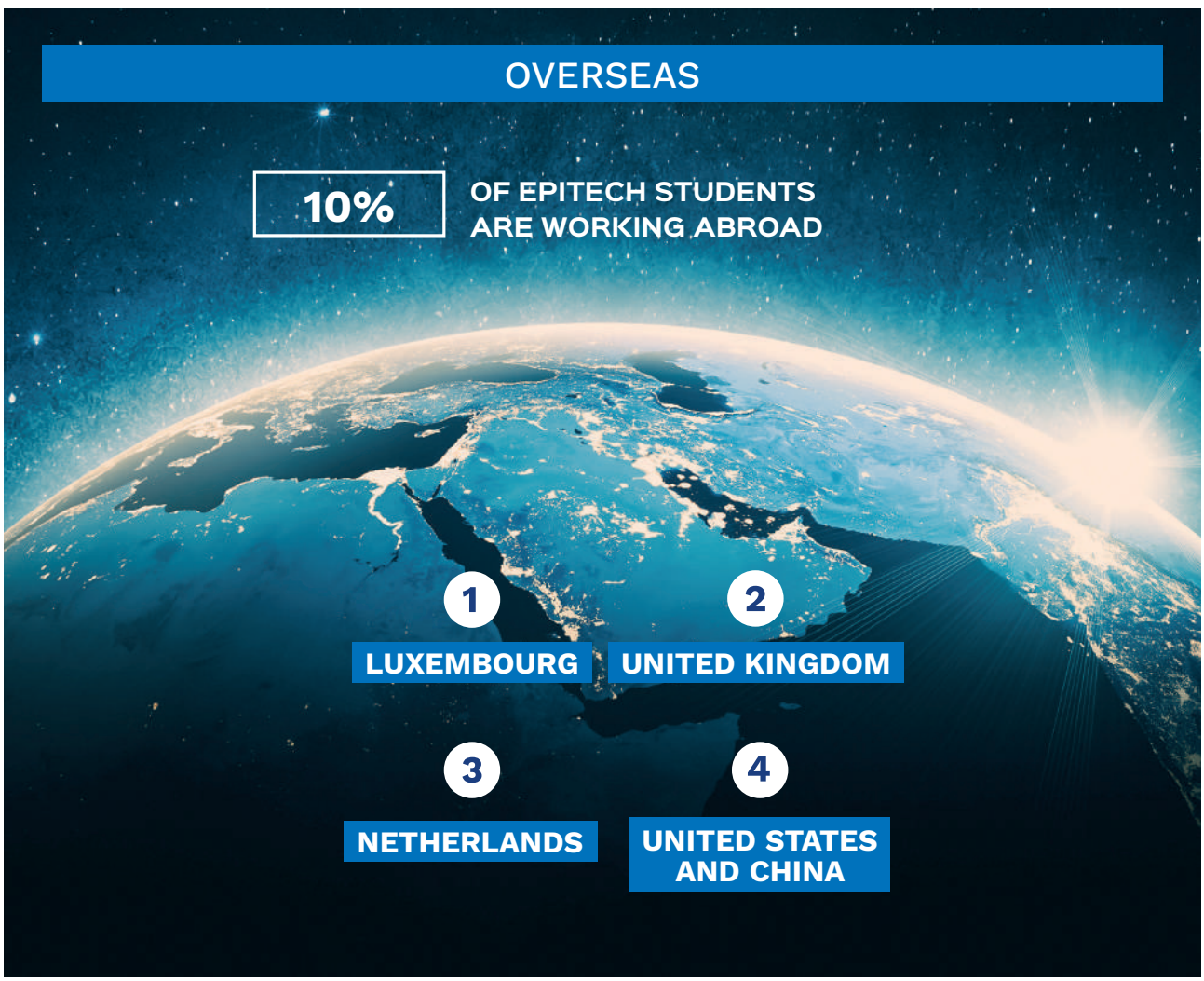
16%
OF STUDENTS STARTED A BUSINESS DURING THEIR COURSE

34%
OF THEM ARE STILL IN BUSINESS

5%
OF ALUMNI ARE STILL ENTREPRENEURS

OVERSEAS

10% OF EPITECH STUDENTS ARE WORKING ABROAD



Innovation at Epitech Technology

From idea to demo

With its broad reach and powerful tools, information technology is transforming society in a big way. Is this the end of work as we know it, with people being replaced by artificial intelligence and robots? Will banking be disrupted by crypto-technologies (blockchain)? Will the constant use of data make privacy a thing of the past?

Innovating at Epitech Technology is to take into account the challenges of the world around us without getting bogged down in technology, it is to start from a blank sheet of paper, to develop an IT solution that serves a societal problem and to reposition the human being at the centre of the challenges and solutions. It means having the power to have a profound impact on all sectors of society and to find one's place in it.

And it is the pride of Epitech Technology to see each year the birth and growth of projects aiming to bring the best of innovation to all.

The Innovation Cycle: implemented from the third to the fifth year

Each year, over 100 innovating projects are developed by our students: their Epitech Innovative Project (EIP), the work on which starts as of the third year. During the innovation cycle, the students prototype, test and “mass-produce” a project that is often based on a technical discovery designed to improve a section of society.

The Innovation Cycle helps our students lay the foundations of what, for some, will become their business; others will develop the skills they need to work in a particular sector or find buyers for their technology among key players in the market.

This cycle culminates in the Epitech Experience, in their 5th year, an annual meeting of innovation in France. They present their EIP in front of an audience of companies that have come especially to discover the innovations of tomorrow and recruit the best talents among our young graduates.

1

CONCEPTUALISATION WITH MOONSHOT

The Moonshot pool is the 1st stage of the innovation cycle. Students take part in lectures that aim to give them an insight into all areas of society and come face to face with the experts and personalities who are shaping the future. These lectures address issues in the sectors and society (healthcare, transport, energy, retail, finance, living together, etc.) and confront both the problems and opportunities arising from the advent of digital technology and developments in IT. Developments in different technology fields (security, data, artificial intelligence and embedded computing) are also covered to offer our students a multi-dimensional perspective.

This is the conceptualisation phase, during which the students outline ideas for projects. In this context, we believe in a humanistic education and, because IT has a profound impact on economic sectors and society, we encourage students to back EIPs that are technically strong and open to societal issues.

"Head in the ideas, feet on the ground."

Expert speakers and a wide variety of subjects to plan your future

Some of the high-profile figures who have been involved include: Mounir Mahjoubi (former French Secretary of State for the Digital Sector), François Taddéi (Director of the Centre for Interdisciplinary Research at the University of Sorbonne Paris Cité), Bertrand Stiegler (philosopher), Maud Sarda (co-founder and director of Label Emmaüs), Nathalie Loiseau (Member of the European Parliament), Marie Alméras (Deputy Director of Strategy and Innovation, La Croix-Rouge), Christian Grellier (Director of Innovation & Sustainable Development at Bouygues Immobilier), Salwa Toko (Chair of the French National Digital Council).

Mounir Mahjoubi talking to our students at Moonshot

2

PROTOTYPING WITH FORWARD

A project is only viable if it finds users! During this 2nd phase of the innovation cycle, students develop their first prototypes and must identify and involve their first users to validate their hypotheses. The aim of Forward is to reach MVP (Minimum Viable Product), which is viable and will be pitched to professionals.

"It is not for you to educate your users, it is for your users to educate you."

Pitching projects to an enthusiastic audience

A process led by professionals

The students work with partner companies, professionals, entrepreneurs and coaches from every field, who can provide them with answers, methods, contacts and advice on the best way to turn their idea into a prototype. There are two possible outcomes: the prototype attracts the interest of users or it doesn't. If it doesn't, a change of approach is needed, pivoting until the prototype and users are aligned.

Epitech Experience: when the EIP becomes a passport for the future

3

MASS-PRODUCTION WITH THE EIP, FROM PROTOTYPE TO BUSINESS

The 3rd stage of the innovation cycle is the mass-production and marketing phase. It starts when the students begin their 3rd year internship and prepare for their 4th year abroad. The objective is clear: move on from a prototype to a project / product that may become an enterprise. It concludes in the 5th year with a major event: Epitech Experience.

Much more than an end of studies project
The Epitech Innovative Project is the culmination of 3 years of work, the realisation of an innovative idea carried by a team of students working together, in search of concrete, viable solutions integrated into today's realities.
It brings together the essence of what our students do best: being autonomous, free, creative, ambitious, aiming to bring the best of innovation to all.

Visitors test projects exhibited at Epitech Experience

A full and focused lecture theatre at the event

Conference at Epitech Experience

The corporate area at the event

EPITECH EXPERIENCE: THE INNOVATION MEETING

Epitech Experience is the unmissable meeting place for innovation, a unique encounter with the entire ecosystem where partners, companies, investors, influencers and the curious come together.

Epitech Experience promotes each of the 5th year students and their EIP. All the projects are presented during this event, which attracts more than 1,000 visitors who come to discover the concrete achievements and the innovations that are being defended. At Epitech Experience, anything is possible: getting hired, raising funds or selling your technology.

The awards area

Winning the EIP Awards

At the very beginning of the event, the finalist groups, selected earlier in each of the cities where Epitech Technology is present, compete for the EIP Trophy, awarded by a jury of seasoned professionals from the world of Tech, the media, large groups, promising start-ups or institutions.

Winning the EIP Awards ensures recognition and significant visibility for a project that will very often result in the creation of a company.

The 2021 Trophy was acted out on a portfolio of TechCoins, an Epitech virtual currency created for the event, allowing everyone to invest in the projects that they found to have the most impact, commitment and viability. The winners of this edition were Shelt.in, a solution for fire fighters.

Explore all the EIPs in the running in 2021 on ▶

> **EPITECH EXPERIENCE, IT'S WHEN YOU DEMONSTRATE YOUR ABILITY TO TRANSFORM AN IDEA INTO A PRODUCT**

Go further with IONIS 361

IONIS 361 is the IONIS Group's incubator. It hosts and supports around one hundred start-ups from prototyping to the first fund-raising rounds and places cross-fertilisation between start-ups, students, graduates and experts at the heart of its support system. Today IONIS 361 has raised over 50 million Euro in funding and created almost 600 jobs!

Admissions

The Grande École programme is aimed at students who have completed the baccalaureate or baccalaureate + one year of further education. Students are admitted to the first year of the programme. Parallel admissions are possible after one or two years of an IT course (BTS (vocational training cert.), IUT (University Institute of Technology) or degree.

PROCESS

1 Application dossier

On-line

From 1 October

- Contact details
- Cover letter
- Academic record

2 Admission

Online **at a campus**

Response within 48 hours

- One-on-one interview
- Logic test
- English proficiency
- Team spirit
- Technical proficiency

(for parallel admissions)

3 Enrolment

Online

Within three weeks

- Place held
- Choice of payment methods

A SCHOOL OPEN TO ALL PROFILES FOR THE FUTURE OF IT

The main condition for admission to Epitech Technology is that you really love IT! Your interest and curiosity are our main evaluation criteria, much more than grades and diplomas. The future is information technology that is open and inclusive, giving every student the opportunity to be part of transforming society.

Your personality is much more important than your record

Fees & funding options

Tuition fees

First payment due at time of enrolment and at each subsequent re-enrolment: € 990

First year	Second year	Third year	Fourth year	Fifth year
~~€8,110~~	€ 8,110	€ 10,350	€ 10,350	€ 10,350

	Paris	Outside Paris
Additional fees	€140	€140
Gym membership	€ 95	

Payment methods

Payments are made by direct debit.

Tuition fees can be paid:
- in full in September
- in four instalments in September, December, February and April
- in ten instalments from August to May

Funding

Self-funding
- Personal savings
- Parents or other family members

Student loan
- Secured or unsecured
- Partner banks on each campus

Grants
- CROUS student grants
- Departmental, regional & local government grants
- Parents' companies & social and economic committees
- Amazon Future Engineer: grant students

Internships
- Second year: 4 to 6 months
- Third year: 4 to 6 months
- Fifth year: Six months

Part-time work
- Two days a week in the third year
- Three days a week in the fifth year

One-off assignments
- Taker (Junior Consultant)
- Micro company

PERSONALISED ADVICE

On each Epitech Technology campus, the admissions team will help you find the best solution to suit your circumstances

EPITECH. TECHNOLOGY

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Epitech Technology The IT expertise and innovation school

Epitech Technology is the expertise and innovation school. Founded in 1999, this is the legacy Epitech school: European Institute of Technology, whose network it shares with Epitech Digital and Epitech Executive. In 2021 Epitech Technology taught and produced over 6,000 students on its campuses (15 in France and 6 abroad), through the 5 year post-baccalaureate Grande Ecole programme and its post-baccalaureate +2/+3 years further education MSC Pro programmes. The uniqueness of Epitech results from its teaching methods, enabling its students to grow, develop and succeed. With a practical programme of 200 possible projects, this project-oriented method enables them to acquire all the technical, human and social skills (open-mindedness and innovation) that make them recognised experts in business. The course also provides them with in-company experience, representing 30% of the time, and international experience on the campuses abroad or at one of the 120 partner universities, thereby contributing to the development of a global vision of the issues. Epitech students are sought-after profiles, hired even before they leave the school. Throughout their career, they evolve in a network of nearly 10,000 Alumni.

www.epitech.eu/en

Information Technology Specialist Qualification, Code NSF 326n, Level 7 Professional Certification registered with the RNCP (National Register o Professional Certifications) by decree of 30/07/202,published in the O.J. on 07/08/2018. Non-profit association (law of 1901). School recognised by the French government. *Programme created by Epitech and offered by the Technology and Media School, an IONIS Education Group schoo Printed September 2021. Non-binding document. Private higher technical education establishment. This school is a member of