

#### Technopark Gliwice – SETUP 2016/2017



## **WORKSHOPS AT SCHOOLS**

- **▶7 group** of participants 6 group with students and teachers, 1 extra group with teachers,
- > 130 students,
- > 18 teachers,
- ➤ 4 schools: 2 from Gliwice, 1 from Ruda Śląska, 1 from Bytom,
- > 5 days trainings for every group: 2 days creativity and team building, 3 days of business model canvas,
- ➤ 1 group in June 2016, 6 group in September 2016.

# **WORKSHOPS AT SCHOOLS**



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### MULTIPLAYER EVENT IN GLIWICE



### **MULTIPLAYER EVENT IN POLAND**



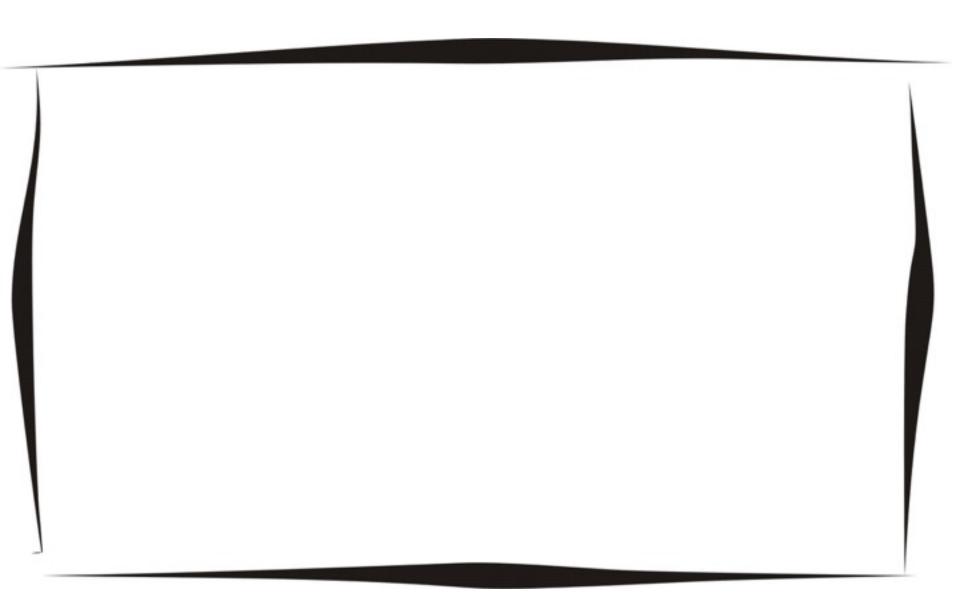




### MULTIPLAYER EVENT IN POLAND

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https://www.youtube.com/
watch?
v=kzzPDh45VtA&feature=yo
utu.be
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## THE COURSE



- Company set up by of Mechanical Technological Faculty of SUT.
- Very fast development by rendering training for engineers using their impressive machines and equipment with close cooperation with the SUT staff.
- They have several departments and hire around 40 employees.



- ■They construct machines and appliances prepared directly to indyvidual needs and specifications of the client.
- ■They implement their own soilutions based on components which meet very high restrictions of production sector 3d printing.
- ■They specialize in machines like producion machines and test machines.



■The company creates games for mobile devices. Games are directed to people all over the world. 80% of incomes are done by the German mother company



■The companhy creates games based on their own ideas. The headquarters of the b-Interactive is in Dortumnd, Germsany.. In Gliwice they have their derpartment with production office in close cooperation with SUT.

 Company with management and employess wich derives for SUT.



- They operate in energy sector and linked sectors of economy.
- They render services such as calculations, consultancy, they prepare feasibility studies and business plans. Moreover they create dedicated software.
- They hire around 15 employees.

 creativity under control. it's an idea of how to use practical and scientific experience Silesian University of Technology faculty work together with designers and marketers.



■ They combine the reality of the world of business and science. They create solutions which do not yet exist, and optimize existing ones. They create products and services and deal with software engineering, complex algorithms, embedded software, as well as a dedicated, written mainly in. NET and C +

+.

### THANK YOU FOR ATTENTION! ©