



Use your **SC**ientific knowledge  
Develop your **ENT**repreneurial skills  
Start Your Own Business

## WELCOME TO THE 1<sup>ST</sup> NEWSLETTER OF SCIENT!

### KEY FACTS

- SCIENT is a European University - Business Alliance aiming to foster young SCientists' ENTrepreneurial spirit.
- The project aims to launch an innovative entrepreneurship programme for PhD STEM (Science, Technology, Engineering and Mathematics) students and graduates.
- It will focus on the development of their transversal skills and provide them with a new professional path.
- The project is co-funded by the Erasmus+ programme of the European Union. It started on the 1<sup>st</sup> of January 2015 and will run for 3 years.
- The project consortium includes higher education institutions, consulting companies, angel investors, incubators and communication partners in order to bridge the gap between scientific research and entrepreneurship.

### MEET THE TEAM

15 partners - 8 countries:

- Cyprus:** GrantXpert Consulting Ltd, Chrysalis Leap Ltd, European University Cyprus, Cyprus Business Angels Network, Signalive Ltd
- Spain:** FUNDEUN
- Portugal:** PARKURBIS, Universidade da Beira Interior
- UK:** University of Gloucestershire
- Germany:** ISOB GmbH, Strategische Partnerschaft Sensorik e.V.
- Malta:** Paragon Europe
- Italy:** Aster, CESIE
- Lithuania:** Kauno Technologijos Universitetas

### MAIN PROJECT STAGES

- Needs analysis** to identify PhD STEM students/graduates needs and interests in becoming entrepreneurs.
- Development of a **New Entrepreneurship Programme**, by both academics and business stakeholders.
- Pilot testing** of the training programme – 140 participants from 7 countries with 20 participants.
- Evaluation of the training programme from participants and trainers.
- Final version of the **Entrepreneurship programme**.
- Entrepreneurship Academy and Business Competition** in Cyprus - the best 5 participants from each country will present their business ideas in front of investors.
- Training module** on scientific entrepreneurship available upon completion of the project.

### PILOT TESTING SEMINARS

During the pilot testing seminars we aim to have 20 PhD students and graduates participating in it, including an internship period. The goal is to help young scientists explore the commercial viability of the research work and understand if their discoveries can make successful start-ups. The participants will be taught what makes a successful start-up, what are the necessary skills to succeed as an entrepreneur, placing particular attention to soft skills, without neglecting technical skills (business awareness, market research, accounting/finance, etc). The scientist will learn how to keep thinking about the business aspect of their technology and not reverting to basic research. All participants (students, trainers, hosting companies, etc) will give a feedback about the whole pilot training experience. Based on the feedback received by the participants and other involved stakeholders, the final version of the SCIENT Entrepreneurship Programme will be prepared.

### OUR FIRST MEETING

The first day of the kick-off meeting took place on the 26th of January 2015 at the Classic Hotel in Nicosia, Cyprus. The kick-off meeting was attended by 28 participants from 15 different organisations and provided a great opportunity for all partners to get to know each other, to understand the obligations of the new project and to set the work they have to do during the whole duration of the project. In addition partners had the opportunity to present their organization and the activities they are implementing which are related to the topic of SCIENT project. The participants were highly skilled professionals, academics and expert trainers in entrepreneurship and start-up accelerator programmes from EU universities, liaison offices between universities and companies, research organisations, cluster of companies, accelerators, business angels and other organizations that have a keen interest in the topic under examination.



### THE 2ND PROJECT COORDINATION MEETING



The second coordination meeting took place at the University of Gloucestershire in Cheltenham, United Kingdom, on 15 July 2015. All 24 meeting participants were given the opportunity to discuss the progress made in the first six months of the project, identify problems, explore ideas and create the project's roadmap for the coming months. More specifically, project partners presented key findings from the project's training needs assessment phase that included an extensive literature review and study visits at local, national and European level. They ran a brainstorming session on SCIENT Training Programme that focused on methodology, learning units, tools for trainers, job shadowing, mentoring and programme implementation. GrantXpert provided all partners with guidelines on project and financial management. Signalive presented WP2 completed online and offline activities, received feedback and indicated the next steps of the project's dissemination plan. ISOB referred to all coming evaluation and quality assurance activities.

### ONE OF THE SUCCESS STORIES WE ARE PROUD OF

#### Meet João and André, two Portuguese SCIENT Role Models

João Dias and André Barbosa are 2 young Computer Engineering PhD students with a passion for the development of video games, apps and programming. During their master degree, at the University of Beira Interior (Covilhã, Portugal), among many projects, they felt challenged by the Microsoft Imagine Cup competition and participated with a project, in the category "Games". As the first Portuguese team, ever, to reach the worldwide finals in this category, it was a great achievement to have ranked 7<sup>th</sup> among more than 500 teams competing on a global scale.

At this point, when they had already had the opportunity to attend some Entrepreneurship classes included in their Master curriculum, the idea of developing products with value to the market, based on something they loved to do, started to take space on their minds. Soon, inKlusion Entertainment was created, a company focused on the development of software, video games and mobile apps. Joao's testimony is one of the Case Studies presented in SCIENT Entrepreneurship Programme. You can find more about inKlusion at [www.inklusion-entertainment.com](http://www.inklusion-entertainment.com)

#### LIFELONG LEARNING PROGRAMME

Erasmus+ Higher Education - Knowledge Alliance  
Key Action 2

Cooperation for Innovation and the exchange of good practices  
REFERENCE- 554336-EPP-1-2014-1-CY-EPPKA2-KA

To learn more, please visit:



[www.euscient.eu](http://www.euscient.eu)

