Free topic related to a social and/or environmental issue
Scientific methodology

Interface with **socio-economic and academic players**

Educational **support** and **supervision**

AGIR
Digital and Society

Team of 4 to 8, including at least 4 **4IF** + possible external members

Final presentation to all parties

Projects may be **continued in** subsequent years and/or as part of other modules

develop complex projects that are close to your heart

promoting high-impact initiatives

mobilising cross-disciplinary skills and putting knowledge and know-how into practice

strengthen links with society and between IF students

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Terms and conditions

- Group of ~4-8 students, including at least 4 4IF students + may be open to external members
- Free subject; validation by the teaching team

  Ideally before the start of the project

- Conditions
  - contribute to one of the 17 SDGs/contribute to a DDRS issue
  - have a concrete impact/target a concrete issue, in touch with society
    or related to one of the issues raised by the transition
  - team motivation
  - involvement of other people/entities (students, expert engineers, etc.),
    researchers, associations, alumni, etc.)
  - feasibility
  - difficulty ("challenging" aspect)

- Possibility of continuing the project as part of the SMART project and possible opening for PPH

- Moodle page

Dimensions (examples)

TECHNICAL

- Comparative analysis of frameworks
- Setting up an environmental monitoring system in partnership with an association or scientists
- Development of a low-tech epidemiological monitoring aid for an emerging country, in partnership with students and scientists from a partner university in the country concerned.
- Development of image processing software for Handicap International as part of its demining programme
- Development of open source software to facilitate the digital inclusion of visually impaired people
- Inclusive analysis and optimisation of a corporate site
- Contribution to open source software designed to protect users' privacy
- Eco-friendly refactoring of an open source library

SOCIETAL

- Designing and running a programme to promote gender diversity in engineering among young people, in partnership with alumni, IF Club companies and a network of colleges
- Presentations at community centres (algorithms, operating systems, hardware, etc.)
- Carrying out an audit on an issue linked to digital exclusion in partnership with a local authority and SHS researchers
- Organisation of an "IT for Green" weekend bringing together international experts open to the general public
- Production of a series of podcasts on the eco-design of digital services

SCIENTIFIC

- State of the art on a research question
- Experimental study (with publication)

ARTISTIC

- Creation of a news item focusing on a DDRS issue
- Creation of a video (fiction or documentary) focusing on a DDRS issue
- Creation of a database focusing on a DDRS issue
- Creation of a video game focusing on DDRS issues

METHODOLOGICAL

- Identification, analysis and publication of good practice
- Analysis and publication of recommendations

PEDAGOGICAL

- Design and production of an e-learning course on DDRS issues
- Designing and running a hackathon on DDRS issues

Terms and conditions

Sessions :

- Introduction, followed by the launch of projects
  At the end of this session, everyone should have their project team, ideally the topic and the composition of the project groups should be decided in advance to be able to start thinking about the subject from the 1st session.
- Project
- Project
- Project
- "Madness" (teaser) session (+ poster)
- Final session with presentations

The call for projects from students and partners will open on 01/12/2023. **You are strongly encouraged to think about the subjects that are important to you**
The proposed topics will be available on the module's Moodle page