



TECNOLOGIE  
DELL'INFORMAZIONE E  
DELLA COMUNICAZIONE

# WHAT ITSs ARE

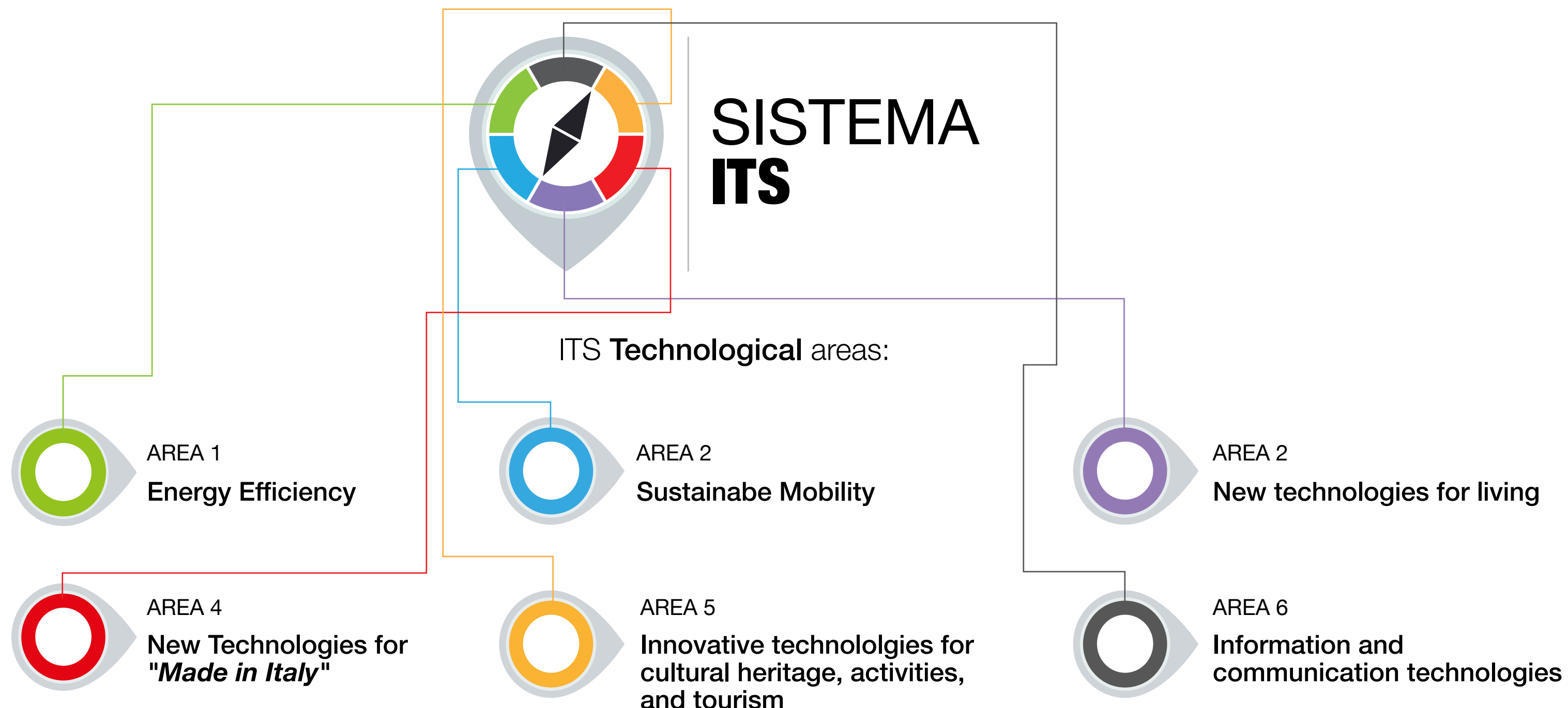


## SISTEMA ITS

- ❑ **Post-higher secondary** schools pathways, in priority areas of national economical **development and competitiveness**. They are implemented with **Participation Foundations**, in cooperation with enterprises, universities, scientific and technological research centres, local authorities, and the school and vocational training system.
- ❑ An **opportunity** of absolute relevance, as an expression of a **new strategy** combining national education, training and labour policies.
- ❑ The **Italian answer**, through a **highly qualified educational** offer, to the industry demand for new and high technical competences to support **innovation** and **technology** transfer processes, in the logic of **Smart Specialization**.



# IN WHICH SECTORS ITSs OPERATE

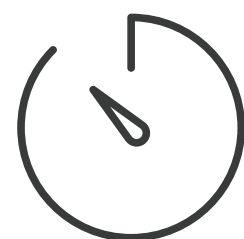


Based on **National Reference Professional Figures**, each ITS develops specific **Technical Professional profiles** based on the needs of the territory in which it operates.

# THE ITS COURSES CHARACTERISTICS



## SISTEMA ITS



Courses are normally organized in **four semesters** (1800 – 2000 hrs).



At **least 30%** of the course duration is dedicated to traineeship.



At **least 50%** of the teaching staff comes from the world of work.



The work experience in companies can be carried out as **Apprenticeship**.

# THE ITS QUALIFICATION



**SISTEMA  
ITS**

- At the end of the courses, the passing of a **State Exam** results in the release of the **Higher Technician Diploma**, corresponding to the **level V** of the **European Qualification Framework (EQF)**.
- To support graduates mobility at national and European level, the Diploma is accompanied by the **EUROPASS Diploma Supplement**.
- The admission to the final State Exam follows the assessment of competences acquired during the course, for students having attended at list **80% of the total** course duration.

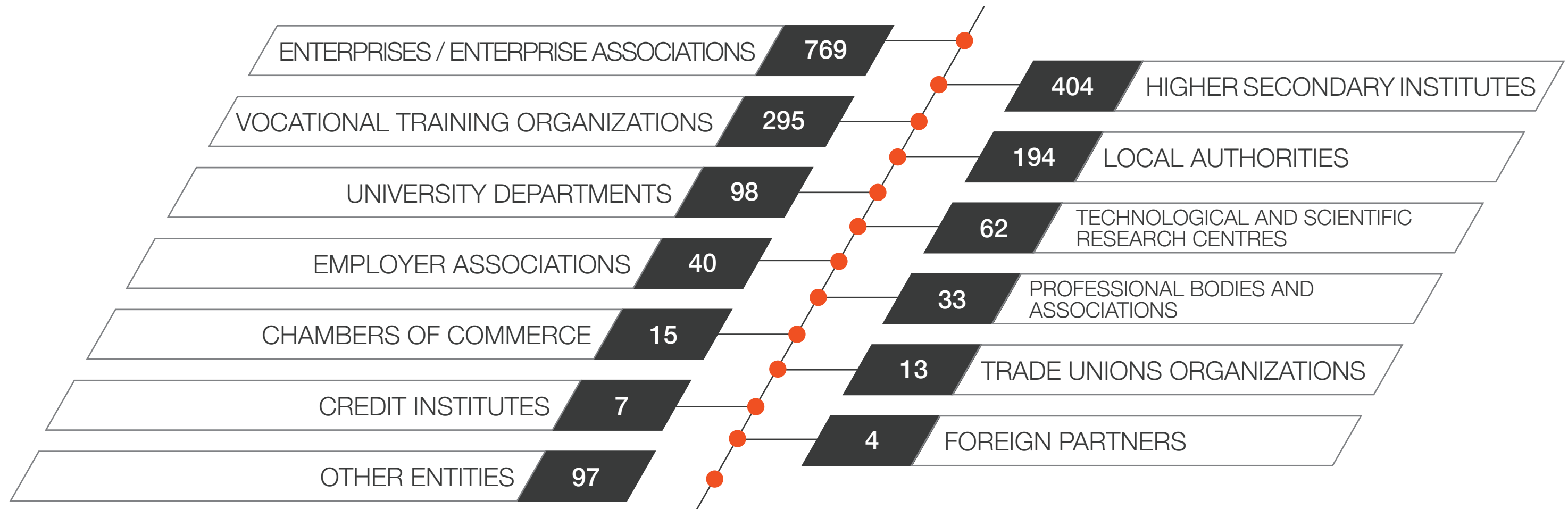


# ITS PARTNERS



## SISTEMA ITS

**93 ITS** are today established according to the legal status of the **Participation Foundation**, including schools, vocational training organizations, companies universities and research centres, and local authorities. Overall, **2031 Partner Entities** participate to ITSs:



# ITS GRADUATES **EMPLOYMENT** FIGURES



**SISTEMA  
ITS**

SOURCE

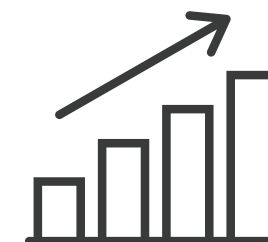
**IND  
IRE** ISTITUTO  
NAZIONALE  
DOCUMENTAZIONE  
INNOVAZIONE  
RICERCA EDUCATIVA

For **97 monitored courses**, **1767** students out of 2374 **hold the qualification**

At 12 months after the Diploma, **79,1%** of the graduates (1398) is employed.

**85,7%** of employed graduates holds a **position coherent** with the qualification earned. Out of the 1398 graduates, **51,6%** holds a permanent **open-ended position**, **48,4%** holds a **fixed-term contract**.

Most of the students are in the range **20 - 24 years**, with **1097** overall enrolled in 2017, and in the range **18 - 19**, with **836** enrolled.



# THE **CAMPUS** - PIAZZA DEI MESTIERI 2



**A PLACE WHERE  
YOU LEARN BY DOING**

**AN INCUBATOR  
FOR THE FUTURE**

## **A PLACE TO LIVE**

Free access to the school  
structure

Students services

Events

## **A PLACE TO WORK**

Companies

Professionals

External projects

## **A PLACE TO LEARN**

Experimental  
cinematography center

Integrated courses

Permanent and wide  
educational offer



# THE CAMPUS - PIAZZA DEI MESTIERI 2



UN LUOGO DOVE  
SI IMPARA FACENDO.

**UN INCUBATORE  
DI FUTURO.**



Istituto Tecnico Industriale Statale



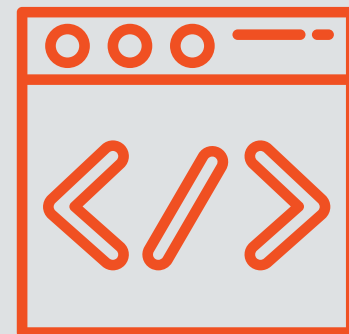
CARTOONS ON THE BAY  
PULCINELLA AWARDS



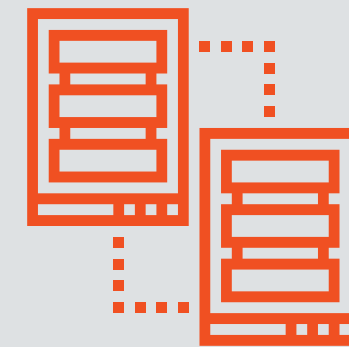
# OUR COURSES



INTERACTION &  
VISUAL DESIGN



WEB & MOBILE  
APP DEVELOPMENT



INTEGRATED BACKEND  
SERVICES

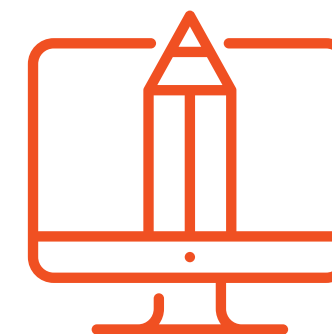
# INTERACTION & VISUAL DESIGN



TECHNICAL REFERENCE  
PARTNER



**Enhancers**



The course trains **Interaction Designers (IxD)**, able to deploy **User Centered Design** at all stages of **development process**.

The **IxD** professional is able to deeply understand the **business needs** and **user requirements**, to design products that are intuitive and user-oriented. The IxD creates **Mobile and Web interfaces** and platforms, based on: product, marketing and **growth hacking** competences; strategical analysis and qualitative research; **User Experience Design (UxD)** and Visual Design.

Moreover, IxD can create **experience mappings**, user scenarios, functional flows and prototypes, and **Human Machine Interfaces (HMI)** for mobile and web.

# INTERACTION & VISUAL DESIGN



TECHNICAL REFERENCE  
PARTNER



**Enhancers**



## COMPETENCES AND EXPERIENCES

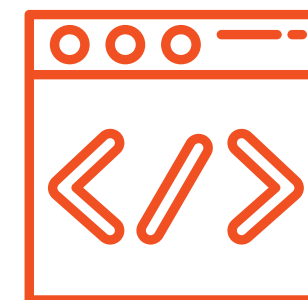
- System Design and Design Thinking.
- Deep knowledge of UI/UX best practices.
- Graphics and motion design, including text and color management, awareness of materials and textures use.
- User Experience Design, from lo-fi sketches to high fidelity pixel perfect prototypes.
- Deep understanding of information and interaction design, information architecture, Gestalt principles and user psychology.
- Cross-functional teamwork for software development.
- Rapid prototyping for concept validation with users and stakeholders.
- Product performance measurement and evaluation for design improvement.
- Effective written and spoken concept communication.
- Strong capacity to recognize and develop use cases and user interaction.

# WEB & MOBILE APP DEVELOPMENT



TECHNICAL REFERENCE  
PARTNER

 **molecule**  
code for humans



The course trains **Mobile and Web App developers**, with all the competences needed to deliver complete mobile and desktop **solutions**.

The **App Development** professional features strong competences related to **front-end development** in web and mobile environments; development of **web-responsive** sites using HTML5, CSS3 and JavaScript languages; Android and iOS Apps development.

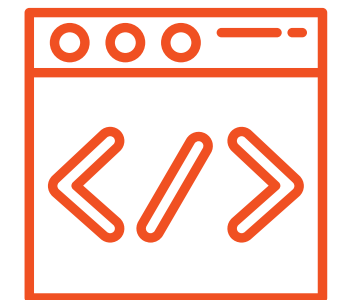
The professional can develop technological solution and manage project planning, thanks to **deep knowledge** of the digital product development process.

# WEB & MOBILE APP DEVELOPMENT



TECHNICAL REFERENCE  
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**molecule**  
code for humans



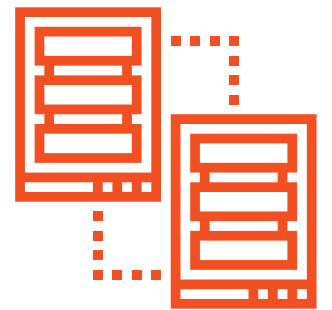
## COMPETENCES AND EXPERIENCES

- Project Management.
- Mobile and Web App graphics solutions design.
- Development of optimized web-responsive sites for mobile devices (HTML5, CSS3 and JavaScript).
- Database development and management (RDBMS and NoSQL).
- E-Commerce applications development and management.
- Back-end development fundamentals (PHP and Node.js).
- Development of Android and iOS Apps.
- Digital communication and marketing strategies for the promotion and distribution of products.
- Technological solution design.
- Development of mobile games.

# INTEGRATED **BACKEND** SERVICES



TECHNICAL REFERENCE  
PARTNER

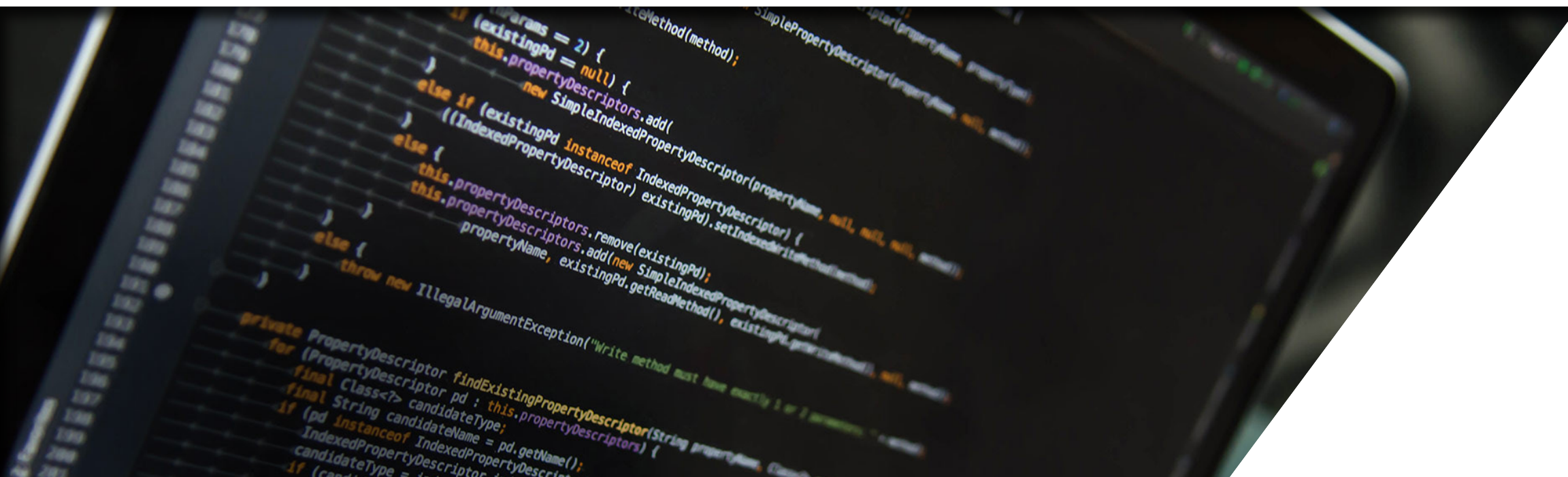


The course trains **Programming Technical Experts** with strong competences in **back-end applications** and component structuring and integration.

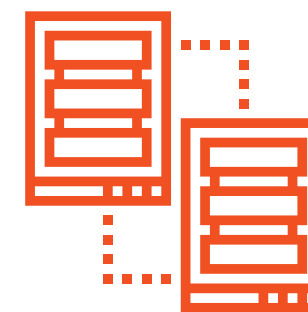
Students acquire specific competences enabling them to act in different phases of the **application development** with different technologies and languages (.NET C#, Java, PHP, Node.JS). They **deepen data integration** and processing, and database management (relational and non-relational – SQL and No-SQL), with an insight in **Cloud architectures** and services.

The professional is **completed with knowledge** of project management, and interaction design and front-end development fundamentals, enabling to operate also in small team responsibility **assignments**.

# INTEGRATED **BACKEND** SERVICES



TECHNICAL REFERENCE  
PARTNER



## COMPETENCES AND EXPERIENCES

- Cloud computing fundamentals.
- Mobile and front-end development fundamentals.
- Application development with .NET, Java, PHP, Node.JS technologies.
- Development of back-end components (services and libraries).
- Knowledge of system integration methods and protocols.
- Interaction and visual design fundamentals.
- Database modelling competences and best practices.
- E-Commerce configuration and management.
- Relational and non-relational databases management.
- Project management.



# INTERNATIONAL COOPERATION



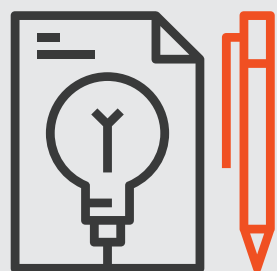
In ITS-ICT cooperation is a **strategic resource**. The international perspective is a must to complete the **students** and **staff experiences** in the present and future social, technology and market context.

Since **2015**, ITS-ICT has been **making real** it's presence at **European level**, with the **ECHE** accreditation and the access to **Erasmus+** support:

- ▣ Every year, approximately **10%** of the **Second Year** students realizes abroad their traineeship, either **curricular** or **extra-curricular**. They are selected among the **best performing** and attentive to the **international scenario** and opportunities.
- ▣ **Staff** is involved in the development of a **cooperation network** and in best practice exchange with relevant **Higher Education Institutes** and companies in Europe, with the objective of building partnerships for **innovation** and **international** development of education pathways.



# COMPANIES NETWORKING AND COOPERATION



## COURSES DESIGN

- Design of pathways responding to specific needs of the world of work.
- Establishment of Technical References:
  - Development of interest macro- areas;
  - Courses monitoring;



## COOPERATION

- Co-financing of courses through:
- Scholarships for earthquake victims and refugees;
  - Donations;
  - Know-how transfer;
  - Teaching staff



## STUDENTS AND GRADUATES

- School-work alternance projects;
- Curricular Traineeships;
- Post-Diploma Internships;
- Job placement opportunities;

# ITS

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