



NEW EPIC + SDG CHALLENGE V

PROGRAMME

Overall Aim:

Encourage students to approach the Sustainable Development Goals (SDG) in a multidisciplinary perspective focusing on how to achieve the different goals in accordance with different areas and cases. The students will cooperate across different disciplines, through different cultures and practice how to pitch their ideas to a panel of professors, students and government entities.

The schedule below uses the **Denmark/CET time zone** as reference.

July 27: **ONLINE AUDITORIUM**

14:00-16:00: CONTEXTUALIZATION ([see details](#))

July 28: **ONLINE WORKSHOP ROOMS***

14:00-16:00: 1ST WORKSHOP SECTION (Mobile Education)

16:30-18:30: 2ND WORKSHOP SECTION (River Waste, IoT, Diabetes)

19:00-21:00: 3RD WORKSHOP SECTION (PUMA)

July 29: **ONLINE AUDITORIUM**

14:00-16:00: PROJECT PROPOSALS PRESENTATIONS

PARTICIPATE IN THE EVENT

CLICK TO GO TO THE REGISTRATION PAGE

*You may participate in only one section in the 2nd day depending on the projects in which you get involved.

PROGRAM DETAILS

In the 1st day (July 27), the contextualization is a one room meeting with everybody involved in the New EPIC + SDG Event. Our partners and the event organization team will deliver quick presentations addressing relevant subjects to the SDG context as well as to our activities.

In the 2nd day (July 28), the 1st and 2nd workshops sections will be held in many parallel rooms, one for each project proposal being structured by a specific group of people. Based on specific problems provided by the New EPIC + SDG Challenge staff, the participants must discuss, make quick researches and write short project proposals, which will be used to guide more than 20 teams of engineering students in the second semester of 2020. **If you want**, you can join the project development in the semester.

In the 3rd day (July 29), the students present the results of the second day. There is a quick discussion at the end and the event is closed.

MACROPROJECTS IN MEGATHEME SECTORS	
SECTOR 1: PREVENTING, REDUCING, REUSING, RECYCLING OF SOLID WASTE VIA COOPERATIVES OF WASTE PICKERS	<p>Mobile Financial Education for Waste Pickers: an android mobile platform that improves waste pickers knowledge about how to overcome their financial and jobs challenges. <i>(There will be at least 4 rooms each with a different part of the problem)</i></p> <p>River Plastic Waste Recovery: designing a machine that recovers plastics from the waterbodies (waste collector); and researching the potential of uses of the plastic recovered. <i>(At least 3 rooms)</i></p> <p>IoT in Selective Collection: building sensors to measure how full of waste containers are, focusing on the purpose of optimizing routes and the entire chain of selective collection. (River Waste Collector may use this sensor) <i>(at least 1 room)</i></p> <p>Diabetes: developing solutions to help waste pickers with diabetes to face their daily challenges.</p>
SECTOR 2: PUMA	<p>Platform for Unifying Methodologies of Active Learning (PUMA) Modules: the PUMA platform is a web application that centralizes the processes of creating and managing university projects. It also connects the projects to the market.</p>
S3: NEW	<p>Eventual new project proposals</p>