

ANNEX A

the ARTE@Protopisani - 2025/2026

The Apple Developer Academy ARTE (Advanced Research Track Experience)

The University of Naples Federico II, in collaboration with the Apple Developer Academy, is thrilled to announce the launch of ARTE (Advanced Research Track Experience), a unique opportunity for students who have completed a full program at an Academy (in Naples or any other Apple Developer Academy location) and who have not previously participated in the Pier Program at the Apple Developer Academy in Naples.

1. The project

ARTE aims to select up to 18 participants who will be assigned to innovative projects conducted with researchers from the University of Naples Federico II.

These research tracks share the common feature of requiring the use of innovative solutions in fields such as:

- Artificial Intelligence
- Resource virtualization
- Cloud computing
- Robotics
- Spatial computing

2. Objective

The objective is to engineer prototypes and advanced Proof of Concepts (PoCs) of cutting-edge solutions that make innovative services available to end-users in a user-friendly manner in some of the main application fields of next-generation technologies. The development of PoCs will require skills in:

- Coding;
- Design;
- Software life cycle management;
- Secure and reliable code development with a SecDevOps approach;
- Continuous Integration/Continuous Delivery (CI/CD);
- Networking;
- Virtualization and containerization;
- Data Visualization.

3. Methodology and activities

Selected students will work closely with groups of researchers from Federico II, who will act as ARTE mentors throughout the entire educational program, providing support in:

- Familiarization with the state of the art and study of related works;
- Identification of main research trends in the field of investigation;
- High-level project design of proposed prototype solutions;
- Resolution of any obstacles and “deal-breakers” identified during the course.

The Management Team of the ARTE program will define the groups for the external projects, based on the scope of the project, students’ competencies and aspirations.

Participants in the ARTE program will be provided with their own Mac and iPhone for the duration of their stay in the program and will have access to Academy resources.

4. Applications

The application process for ARTE participants involves the following modalities:

- Submission of a Motivational Letter;
- For technical aptitude assessment the applicant will submit a personal project demonstrating the candidate’s understanding of an advanced framework to solve a problem. The project must be accompanied with a write up as to why the proposed solution is technically proficient, elegant and useful;
- For design aptitude assessment the applicant will submit a personal design portfolio accompanied by a comprehensive UI/UX concept demonstrating the candidate’s understanding of use of Apple’s Human Interface Guidelines to incorporate advanced technology into a functional user experience. The project must be accompanied with a write up as to why the proposed user experience is elegant and useful.

The candidate can only submit one application either for the profile of App Designer or App Developer.

The selection will be conducted by a Committee of Professors from the Federico II University, possibly assisted by subject matter experts and specialists in the relevant field based on:

- An evaluation of the materials submitted during the application process;
- A technical/motivational interview to be conducted remotely.

To submit your application, fill in this online form: <https://airtable.com/appdTkVIn0opQdB7g/shrJfOk6v251vjhgI>, and upload the contents requested.

Applications need to be received by 12.00 CEST of May 30th 2025, no exceptions will be allowed. The selected candidates will be announced on June 13th 2025 and should confirm their participation within the deadline that will be communicated.

5. Eligibility

Applicants must have successfully completed training at the Apple Developer Academy in Naples or another Apple Developer Academy with training programs of equal length (min 9 months) in Brazil, Indonesia, South Korea, USA, KSA, and have not participated in The Pier program in previous years.

6. Rules of Engagement

ARTE entails full-time involvement from September 2025 to end of June 2026, with a total expected workload of 1500 hours divided into 40 hours per week. Attendance is mandatory, Monday to Friday, from 9 am to 1 pm and from 2 pm to 6 pm (8 hours per day).

For about half of the time, ARTE students will report to the Academy mentors of the The Pier program at the Apple Developer Academy. Activities in their Pier experience will involve formative experiences, using a hands-on approach based on agile practice, aimed at learning about scoping projects and honing skills in communicating with a range of external stakeholders.

ARTE students are required to respect the minimum limit of attendance, which is 80% of the scheduled hours. The program does not offer the option to participate remotely, actual attendance at the Academy will be recorded through the Air Badge app.

7. Economic Support

Selected applicants will have to pay NO tuition fees to get enrolled in the Apple Developer Academy.

Furthermore, for all past editions of the Apple Developer Academy, attendance allowances have been provided to the selected applicants by Regione Campania, within the framework of EU-funded projects.

If funding is available for the upcoming year, applicants who successfully complete the Academy experience will be eligible to receive financial support. This support will be subject to conditions established by the Granting Authority (European Commission). Consequently, Academy students will be required to provide the Administration Office with any necessary documentation to demonstrate compliance with the requirements set by the European Commission.

Naples, April 28th 2025.

The Director of COINOR