



## ANNEX A

the ARTE@Protopisani - 2026/2027

### 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 either the Pier Program or the ARTE Program at the Apple Developer Academy in Naples. Participants are expected to use their Alumni Connect device. Exceptions may be considered.

#### 1. The project

ARTE aims to select up to 15 participants who will be assigned to innovative projects conducted with researchers from the University of Naples Federico II.

#### 2. The Curriculum

The core area focuses on transversal competencies and is composed of four main domains:

- AI for Working & for Learning, positioned as the overarching theme;
- Agile & Stakeholder Management;
- App Store Business;
- Design Strategies.

These areas provide learners with a solid foundation in technology, business, and design, supporting their ability to operate in complex, real-world environments.

Below the core, the specialty layer allows learners to deepen their expertise in specific advanced domains:

- AI/ML & Cybersecurity;
- Advanced Design;
- Spatial Computing.



Each learner engages in all of these tracks, developing specialized skills aligned with emerging technological fields.

### 3. The program's structure

- **Purpose:**
  - Enable individual specialization in high-demand job market areas through real-world projects;
  - Support the growth of teams of potential “indie” developers.
- **Daily organization:**
  - **Morning:**
    - Core curriculum + assigned project;
  - **Afternoon:**
    - Individual specialty + “indie” project.

Overall, the project presents a holistic and integrated learning model, combining core knowledge, advanced specialization, and hands-on project experience within a collaborative and innovation-driven environment.

### 4. Methodology and activities

Selected applicants 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 are expected to use their Alumni Connect device. Exceptions may be considered.



## 5. 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/appzobgREPIRroB17/shrNCMbJtuJpUe6km> and upload the contents requested.

Applications need to be received by 10.00 CEST of June 9<sup>th</sup> 2026, no exceptions will be allowed. The selected candidates will be announced on June 18<sup>th</sup> 2026 and should confirm their participation within the deadline that will be communicated.



## 6. 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. Applicants must not have previously participated in the ARTE program.

## 7. Rules of Engagement

ARTE entails full-time involvement from September 14<sup>th</sup> 2026 to end of June 2027, with a total expected workload of 1.500 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).

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.

Naples, May 27<sup>th</sup> 2026.

The Director of COINOR