| **Sustainable Business Strategies in a Digital and Globalized World (5 ECTS credits)** |
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| **Responsible:** Luís Pires; **E-mail:** luica@ipb.pt |
| **Location:** Bragança Campus |
| **Partners:** Bragança Polytechnic University (Portugal), Novia University of Applied Sciences (Finland) Universitat de Lleida (Spain) |
| **Calendar:** Virtual component starting 02/11/2026, ending 04/12/2026. Physical component starting 07/12/2026, ending 11/12/2026. |
| **Level and field of studies:** Bachelor and Master students in Management Studies |
| **Contents:** Students are empowered through the LOOPA-method by working iteratively with real-world tourism challenges. Through analysis, co-creation, testing, and reflection, they develop sustainable business strategies that integrate circular thinking, digital tools, and stakeholder perspectives. The approach strengthens students' ability to take initiative, make informed sustainability-driven decisions, and collaboratively design viable solutions for the tourism industry. |

| **Heritage in Video Games (6 ECTS credits)** |
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| **Responsible:** Bárbara Barroso; Rita Costa; **E-mail:** bbarroso@ipb.pt, rita.costa@ipb.pt |
| **Location:** Mirandela Campus |
| **Partners:** Bragança Polytechnic University (Portugal), University West (Sweden), Université Marie & Louis Pasteur (France), Kajaani University of Applied Sciences (Finland), Universidad Europea Miguel de Cervantes (Spain) |
| **Calendar:** Virtual component starting 09/10/2026, ending 27/11/2026. Physical component starting 16/11/2026, ending 20/11/2026 |
| **Level and field of studies:** Bachelor's and Master's students from Game Design, Game Development, Computing, Design, Arts, Heritage, Education, Communication, Media, and other related disciplines. The programme welcomes students from diverse academic backgrounds who are interested in exploring heritage through creative and interactive digital experiences. |
| **Contents:** Unlock the world of cultural heritage preservation through video games! Join our program to delve into UNESCO's definition of cultural heritage, embracing both tangible and intangible treasures of societies worldwide and our own specific local context. Discover how video games serve as powerful tools to document, celebrate, and protect diverse cultural legacies, engaging audiences and promoting intercultural understanding. Throughout the program, you'll learn to craft immersive experiences that showcase local heritage, from design and development to prototyping and iteration. Embark on a journey to build a holistic vision of preserving cultural heritage in the digital age! |

| **Emotional Education (6 ECTS credits)** |
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| **Responsible:** Maria Augusta Romão da Veiga Branco; Bárbara Barroso; Paula Monte; **E-mail:** aubra@ipb.pt |
| **Location:** Bragança Campus |
| **Partners:** Bragança Polytechnic University (Portugal), University "Aleksandër Moisiu" Durrës (Albania), Silesian University in Opava (Czech Republic), Universidad de Almería (Spain), Universidad La Laguna (Spain), Tallinn University, (Estonia). |
| **Calendar:** Virtual component starting 21/10/2026, ending 16/12/2026. Physical component starting 07/12/2026, ending 11/12/2026. |
| **Level and field of studies:** Bachelor and Master and PhD students in any area: Emotional Education is training that cuts across all scientific areas. The selection of students considers preferably: Human Resources working in Health Therapies, Educational Sciences, Health Sciences, Social Sciences, Political Sciences or International Studies, Economics and Management, Engineering, IT, Mathematics, Astronomy, Marketing, Arts and Design, Digital Game Design, Public Management and Administration, Information and Communication Technology, Journalism and Communication, Marketing, Multimedia, Legal Services, Tourism. |
| **Contents:** 1. Functional and metabolic concepts from the perspective of Neuroscience: Central Nervous System, Periphery Nervous System and Neuro-vegetative Nervous System - physiologic interactions and neuronal activities. 1.1. Feeling and Emotion - neuro-differentiation and neurochemical differences: potential energy and grammars on the face and body expressions. 1.2. The 7 Sensorial senses perception (interoception - internal signals - and proprioception or body awareness). 1.3. Functions and Effects of Cognitive and Behavioural Processes, and in Learning skills and results. 1.3.1. Social Pain as an emotional state of the body. 1.4. Neurotransmitter's essential interactions. 2. The Microbiota-Gut-Brain Axis; Gut feelings: associations of emotions and emotion regulation with the gut microbiome. 3. Concepts, definitions and neuro-differentiation: Emotional Competence (EC), Emotional Education (EE), Emotional Intelligence (IE). The 5 Dimensions of E.C. 3.1. The mirror neurons in the 4 dimensions of empathy paradigm (Hoffman) 3.2. Health Promotion/EC Dimensions. 3.3. Management of emotional states of the body vs Emotional Regulation. 3.4. Managing Emotions through the body 3.4.1. EE Laboratories I, II: Immersive Emotion Management Strategies: Emotional management through body expression: dance/music therapy, sociocultural guided physical activity and interaction in art reflections. 3.4.2. |

Virtual Lab: Immersive experiences in virtual reality under technical and scientific guidance. 4. Be emotionally competent as Educator, Manager, Entrepreneur. 5. Research in Emotional Competence (EC), Emotional Education (EE), Emotional Intelligence (IE): From the theoretic rationale, through the methodologic rationale to the scientific results. 5.1. The ECVS: a data collection instrument for the study of the CE profile, application in different scientific areas samples.

| **Doing Business in Europe - Corporate Finance & Business Simulation (6 ECTS credits)** |
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| **Responsible:** Jorge Alves; Ana Paula Monte; Sofia Cardim; **E-mail:** jorge@ipb.pt; apmonte@ipb.pt; sofiacardim@ipb.pt |
| **Location:** Bragança Campus |
| **Partners:** Bragança Polytechnic University (Portugal), Bremen University of Applied Sciences (Germany) |
| **Calendar:** Virtual component starting 05/11/2026, ending 03/12/2026. Physical component starting 11/01/2027, ending 15/01/2027. |
| **Level and field of studies:** Bachelor and Master students in Management Studies. |
| **Contents:** Business simulation (https://simemp.ipb.pt/). Financial management's role and objectives. Financial statements. Financial analysis methods and techniques. Economic and financial analysis of the company. Reporting techniques/templates. Final report. |

| **Digital Manufacturing (6 ECTS credits)** |
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| **Responsible:** João Rocha; **E-mail:** jrocha@ipb.pt |
| **Location:** Bragança Campus |
| **Partners:** Bragança Polytechnic University (Portugal), Cracow University of Technology (Poland); University West (Sweden); Vilnius College of Technologies and Design (Lithuania), Universidad de León (Spain), Universidad de Salamanca (Spain) |
| **Calendar:** Virtual component starting 19/10/2026, ending 18/12/2026. Physical component starting 11/01/2027, ending 15/01/2027 |
| **Level and field of studies:** Bachelor and Master students (from any field, interest in the subject required) |
| **Contents:** 1. Introduction: A. How to produce (almost) everything in small laboratories; B. The concept FabLab. 2. Equipment: A. 3D printer; B. Cutting and laser engraving; C. 3D scanner; D. Cut vinyl; E. milling machine; F. others. 3. Software used in additive manufacturing (and digital manufacture): A. Open source; B. Commercial. 4. Practical application of the equipment: a case study (for example a tactile plan, of one of the schools of origin of the students, made in laser cutting, or a model of a building, that could be a school or a historic building in the city, etc.). |

| **Introductory Machine Learning for Chemistry Students (6 ECTS credits)** |
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| **Responsible:** Adriano Silva; Olga Ferreira; Helder Gomes; Simão Pinho; Ana Pereira; Mónia Martins; **E-mail:** adriano.santossilva@ipb.pt, oferreira@ipb.pt, htgomes@ipb.pt, spinho@ipb.pt, apereira@ipb.pt, moniamartins@ipb.pt |
| **Location:** Bragança Campus |
| **Partners:** Bragança Polytechnic University (Portugal), Universidad de La Laguna (Spain), Hanze University of Applied Sciences (Netherlands) |
| **Calendar:** Virtual component starting 02/11/2026, ending 07/12/2026. Physical component starting 14/12/2026, ending 18/12/2026. |
| **Level and field of studies:** Master's (MSc) and PhD students in Chemical Engineering, Chemistry and related fields. An interdisciplinary programme at the interface of chemistry, mathematics and data science; no prior programming or machine-learning experience is required. |
| **Contents:** Can a computer predict whether a molecule melts, boils, or dissolves before you ever step into the lab? In this hands-on, international programme, chemistry and chemical engineering students discover how machine learning turns molecular structure into physical-property predictions. You will learn to represent molecules as data (SMILES notation and molecular descriptors), measure the melting point, density, and refractive index of organic compounds in the laboratory, and then build, train and evaluate your own predictive models in Python. Along the way you will see that the "magic" of machine learning is really applied mathematics - optimization and data analysis - put to work on authentic chemical problems. Working in mixed international teams, you will move step by step from molecule to data to model and reflect on how data-driven methods can support greener, more sustainable chemistry. No prior programming or machine-learning experience is required; just curiosity about where chemistry and data science meet. |

| **Green Skills, Responsible Strategic Management and Innovation for Future Leaders (6 ECTS credits)** |
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| **Responsible:** Natacha Silva; Sofia Cardim; Larysa Savosh **E-mail:** natachasilva@ipb.pt; sofiacardim@ipb.pt; larysa.savosh@ipb.pt |
| **Location:** Bragança Campus |
| **Partners:** Bragança Polytechnic University (Portugal), SUD (Karviná, Czechia), HUAS (Groningen, The Netherlands), ULL (Universidad de La Laguna, Spain); HSB (Hochschule Bremen City University of Applied Sciences); Novia University of Applied Sciences (Finland). |

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| **Calendar:** Virtual component starting 02/11/2026, ending 07/12/2026. Physical component starting 14/12/2026, ending 18/12/2026 |
| **Level and field of studies:** Bachelor and Master students from Business, Management, Economics, International Business, Marketing, Tourism, Engineering, Circular Economy and Environmental Management. |
| **Contents:** The programme explores the knowledge and practical approaches required to manage organisations through green and digital transitions. Core topics include green skills, sustainability challenges, responsible strategic management, ethical leadership and decision-making, sustainable and circular business models, green innovation, Environmental, Social and Governance (ESG) principles, the United Nations Sustainable Development Goals (SDGs), digital transformation for sustainability, systems thinking, stakeholder engagement, organisational resilience and long-term sustainable value creation. Through case studies and challenge-based teamwork, students will apply these concepts to real organisational problems and develop responsible, innovative and evidence-based solutions within a multidisciplinary and international learning environment. |