



WILLING TO CHANGE.

WE ARE LOOKING FOR **GAME CHANGERS THAT** MAKE MEANINGFUL **CONTRIBUTIONS USING** THEIR IMAGINATION, CURIOSITY AND DRIVE.

DO YOU DARE?

Technology is the shaping force of the 21st century.

But technology in itself is nothing.

It needs soul. It needs vision, creativity and leadership. To shape it New Engineers are needed

New Engineers? Why?! We are educating the 21st century engineers with a 20th century curriculum at 19th century institutions.

New Engineers is changing all that. At New Engineers we study, work, learn, develop together. A new study dedicated to the development of new engineers for the 21st century.

New Engineers is focused on engineering for the industry. It is real world education.

You will be challenged to use all your abilities and imagination to come up with new ways of designing products and services. Your leadership and followership will be developed through real world assignments for team of which you are a member.

#### **5 CORE DISCIPLINES DRIVING THE PROGRAM** / NEW ENGINEERS

DEVELOPMENT

The laws of Moore and Metcalf describe growing computing power and bandwidth allowing distributed, intelligent applications.

#### LEADERSHIP

Change requires leadership. ou can only lead others if you can lead yourself. And that starts with knowing vourself, setting your own vision and driving yourself. Only then you can start shaping a vision with others, engaging them and forming a group of people that achieves the organizations' goals.

#### **BUSINESS DEVELOPMENT**

Ultimately a business is about its continued ability to deliver value to its customers, society, its employees and shareholders. Key is its capability to adopt to and use the changing and growingly complex business and technological environment. Defining the purpose of the organization and aligning all resources accordingly is the work of the strategist. It drives the change and the deployment of resources.

Drive Vision Continuity changing market demands and technology requires an agile organization designed for speeds and adaptability without losing its focus.

Meeting the faster

#### INNOVATION

The development of new ideas, more effective processes and/or products to meet existing and new needs drives every organization. It is based on a deep understanding of both market and customers on the one hand, and science and technology on the other.

# CHANGE MANAGEMENT

Enables

Having a vision is one thing, bringing others along is another. Knowing what makes people tick, what their underlying values are is necessary to form a coherent, focussed and performing group of people that can execute your vision.

Networking across disciplines

# Inspires

#### **TECHNOLOGY**

Enables

Science and technology are advancing in fascinating and complex ways. You will need deep knowledge of some core developments in order to be able to assess the impact and use for your customers, your products and your organization.

Growing complexity requires ever closer cooperation across the value chain by suppliers, customers and even competitors.

WHAT WE STAND FOR I NEW ENGINEERS AND ITS STUDENTS ARE SHAMELESSLY AMBITIOUS AND COMMITTED TO DISCOVERING NEW WAYS OF CREATING PRODUCTS AND SERVICES, IN WAYS THAT SERVE THE COMPANIES WE WORK FOR AND THE COMMUNITY WE ARE A PART OF. WE HAVE A JOYFUL WAY OF LOOKING AT THE WORLD, AND TECHNOLOGY IN PARTICULAR. CURIOUS AND DRIVEN WE EXPLORE THE POSSIBILITIES IT OFFERS AND SHARE THOSE GENEROUSLY WITH THE PEOPLE AROUND US.

Our vision on education Teach me all you know - I'll teach you all I know

We learn as we work, by asking questions and setting challenges We investigate, and learn by creating and testing new products and services

## Our promise to students |

An intense educational experience New way you look at yourself and the company you work in Dedicated staff that will challenge you and itself An inspiring and challenging environment Propel your career

# Our promise to companies |

Dedicated students and staff that are open to your needs Knowledge and insights to share with you and your staff An impulse for change

# What we ask of students |

Be open and curious Look beyond the obvious and do not accept 'impossible' Have a strong sense of dedication and discipline Push yourself through critical self-reflection Enjoy technology and learning

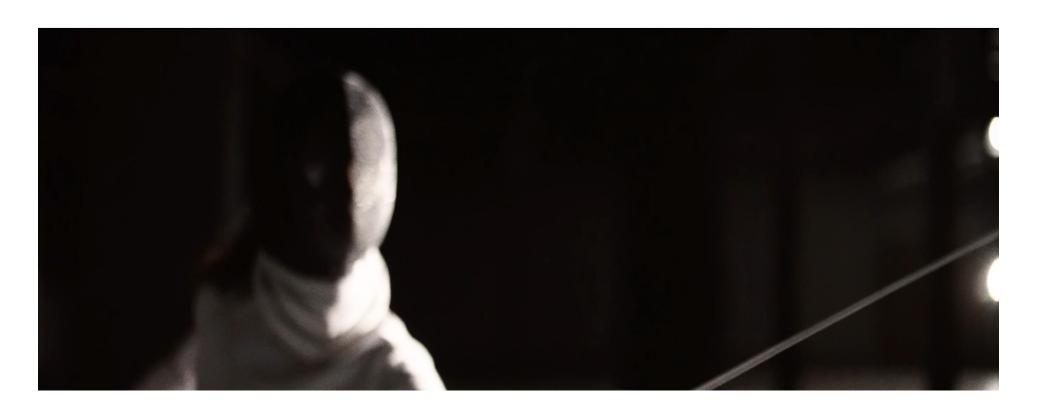
# What we ask of companies |

Offer our students a challenging position Share with them and us what you know Be open and make learning possible Participate actively in our school



**5 Skills & 5 attitudes** | We focus on developing 5 key skills & attitudes towards a game changer career.

Learning Boundless
Enterprising Curious
Leading Disciplined
Creating Eager
Communicating Social







### Deep knowledge of technology |

Technology enables a lot of things. Technology is a lot of things from robotics to big data, from mechatronics to energy, and so much more. Whatever we focus on we need to have a deep and thorough understanding before we can use the power of technology.

#### You, the company, the market |

We focus on technology in the context of the companies we work for, and customers it serves. Your role is to shape the relation between technology, the market and the company.

#### Game changer |

To serve well you'll need to have a strong character that knows how to lead as well as how to follow, how to bring people together and make them work smoothly together, how to play a whole new game.

### Growing complexity |

Technology and business become evermore complex, growing exponentially. The challenge for all of us is to make use of all the possibilities without being overwhelmed. Complexity is also social. Social and cultural awareness is a key factor in making change happen.

# Innovation & integration |

Innovation happens mostly across disciplines, across economic domains, across networks. So innovating is a matter of integrating as well.

# Agility & adaptiveness |

The faster things grow, the more complex they are the more business need to be agile and adaptive. These are things that do not just happen. You need to organize for them.





### Students own their learning process |

New Engineers are the owners of their learning process. Through critical self-reflection and strong internal drive they push themselves to the limit and beyond. You determine, supported by us, what knowledge and expertise you need. You share your experience with others and contribute to the learning and development of all.

#### Staff I

The staff consists experts and teacher-coaches. International experts contribute specific knowledge. Teacher-coaches are experts in their own domain and are there to support the students in their learning process integrating all domains and applying it. Student are actively involved as peer coaches and organizers.

# Theory & practice |

The curriculum provides deep theoretical material that takes you to the actual forefront of knowledge in your field. You apply what you've learned developing products and services, new business segments, creating alliances with suppliers and customers – real, live cases.

#### Individual & social |

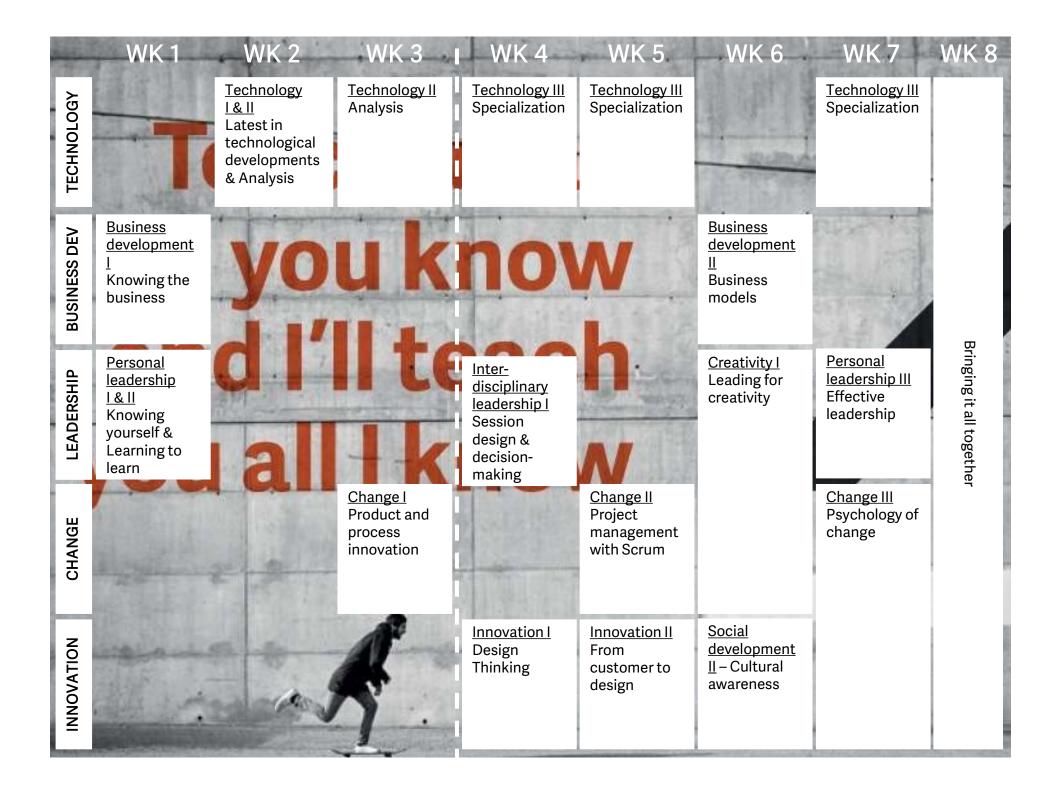
You work and study together with other students, colleagues, teachers inside and outside your network. Teaching is developed to specifically address the learning process in individual, small group and large group settings.

### Learning in motion |

Sports is an integral part of learning. It makes you stronger and will teach you about yourself and your interaction with others..

#### Reflection |

You develop best when critically and constructively reflecting on your actions. We support you questioning yourself and your fellow students on the situation in which you work and learn.



YOU

Study

Prepare

Peer learning

Reflect

Study

The

Company

Observe

Participate

Collect information

Decide

Experiment

Mentoring

Discuss

New

**Engineers** 

Discuss

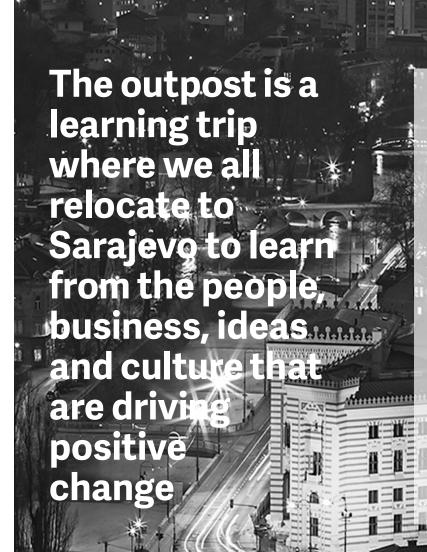
Learn

Investigate

Prepare

Review

Group work



1 year with option for 2<sup>nd</sup> year research and thesis Duration

Start - End | We start in October and finish in August

Effort | Each year is **30ECTS** (European credit points)

In year 1 you study 8 weeks spread out through the year. In between these weeks you study and work.. 4-8 hours

per week of study.

Location | You will study at various locations: Apeldoorn, Nijmegen, Arnhem, Sarajevo.

If you just graduated you will earn a stipend of € Cost | 1.000per month. There's not tuition fee.

If you have a job and working experience you pay a

tuition fee of € 11.000 per year.

The program is designed at master level. New Engineers Level is however not accredited. Our philosophy is so

different (agile, pushing boundaries) that accreditation is not yet sought. We are accredited by industry.

There is an intention to continue your work at the Job I company in which you start.

