



RÉPUBLIQUE  
FRANÇAISE

*Liberté  
Égalité  
Fraternité*

BEYOND  
UNIVERSEH

U Université  
de Toulouse

# BEYOND UNIVERSEH CREATIVE SPACE CHALLENGE 24



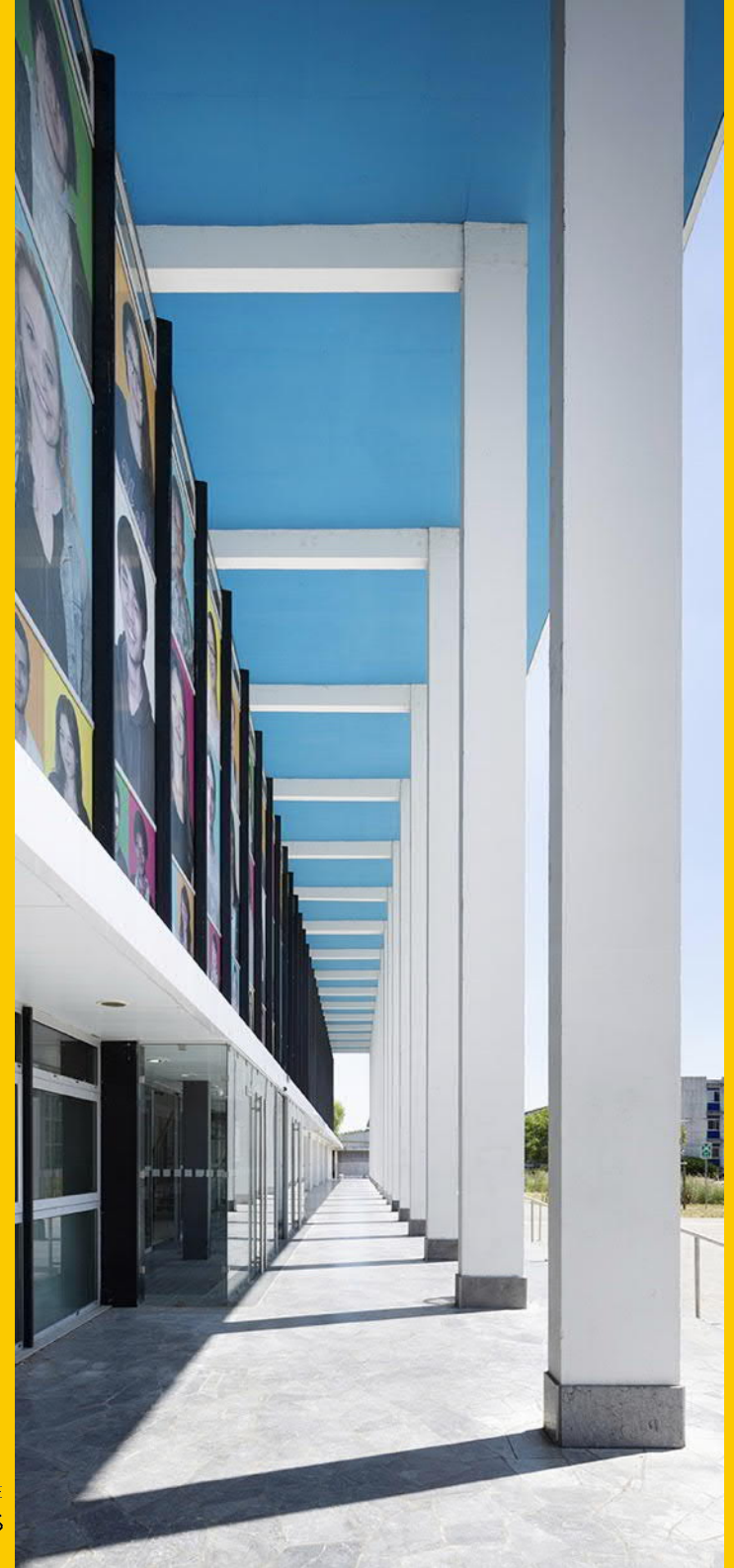
TOULOUSE  
INP

ISAE  
Institut Supérieur de l'Aéronautique et de l'Espace  
SUPAERO



INSPIRING  
EDUCATION  
INSPIRING  
LIFE

UNIVERSITÉ TOULOUSE  
Jean Jaurès



“

# Preliminary program

BEYOND  
UNIVERSEH

CREATIVE  
SPACE  
CHALLENGE

24



# In-between a Doctoriale, a Hackathon and a Summer School

## CREATIVE SPACE CHALLENGE 24

1

**To improve the participants' market value through transversal skills acquisition**

Working in a multilingual and multicultural environment  
Management of interdisciplinarity project  
Open Science and Intellectual Property  
Communication in time-bound conditions

2

**To gain experience and know-how of an innovative approach focused on rationality and imagination**

Design fiction  
Problem solving solution

3

**To complement their knowledge with different scientific approaches**

Artificial Intelligence  
Ecodesign

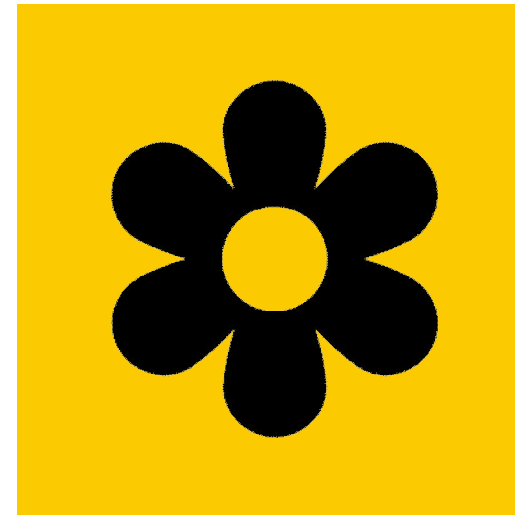
4

**To create new opportunities in the participants' careers through networking moment with professionals and researchers**

# Themes



**Global  
health of  
astronauts**



**Space  
sustainability**

# Context



## TARGETS

**Doctoral students**  
**Post doc**  
**Young researchers**

**15-25 people group**

**Their needs & expectations**  
Competences development  
Formation hours validation  
Open to new research topics  
Networking

**7**  
**Universities**  
**involved in**  
**UNIVERSEH**

**U. Düsseldorf**  
**AGH Krakow**  
**U Luleå**  
**U. Luxembourg**  
**U. Namur**  
**U. Tor Vergata Rome**  
**U. Toulouse**



**In November**  
**25th to 29th, 2024**

  
**Beyond**  
**UNIVERSEH**  
**WP 3, 2, 4**

**Strengthen exchanges**  
**with space companies**  
→ Attractive and competitive  
Researcher on the job  
market

# Overview of the content

## 3H45 OF CONFERENCES

To discover new topics.  
To communicate critical informations to teammates.  
To participate to the animation of a round table.

## +20H OF WORKSHOPS

To work on an innovative project creation through a design fiction approach that will solve a specific future problem

## 2H45 OF SOFTSKILLS WORKSHOP AND TEAMBUILDING EXERCISES

To create a strong link and synergies inbetween participants.  
To improve knowledges, know-how and self-know.

## 2 ON SITE VISITS CNES & Cité de l'espace

To gain new informations and to transfer it to their own projects.

## NETWORKING AND CONVIVIALITY

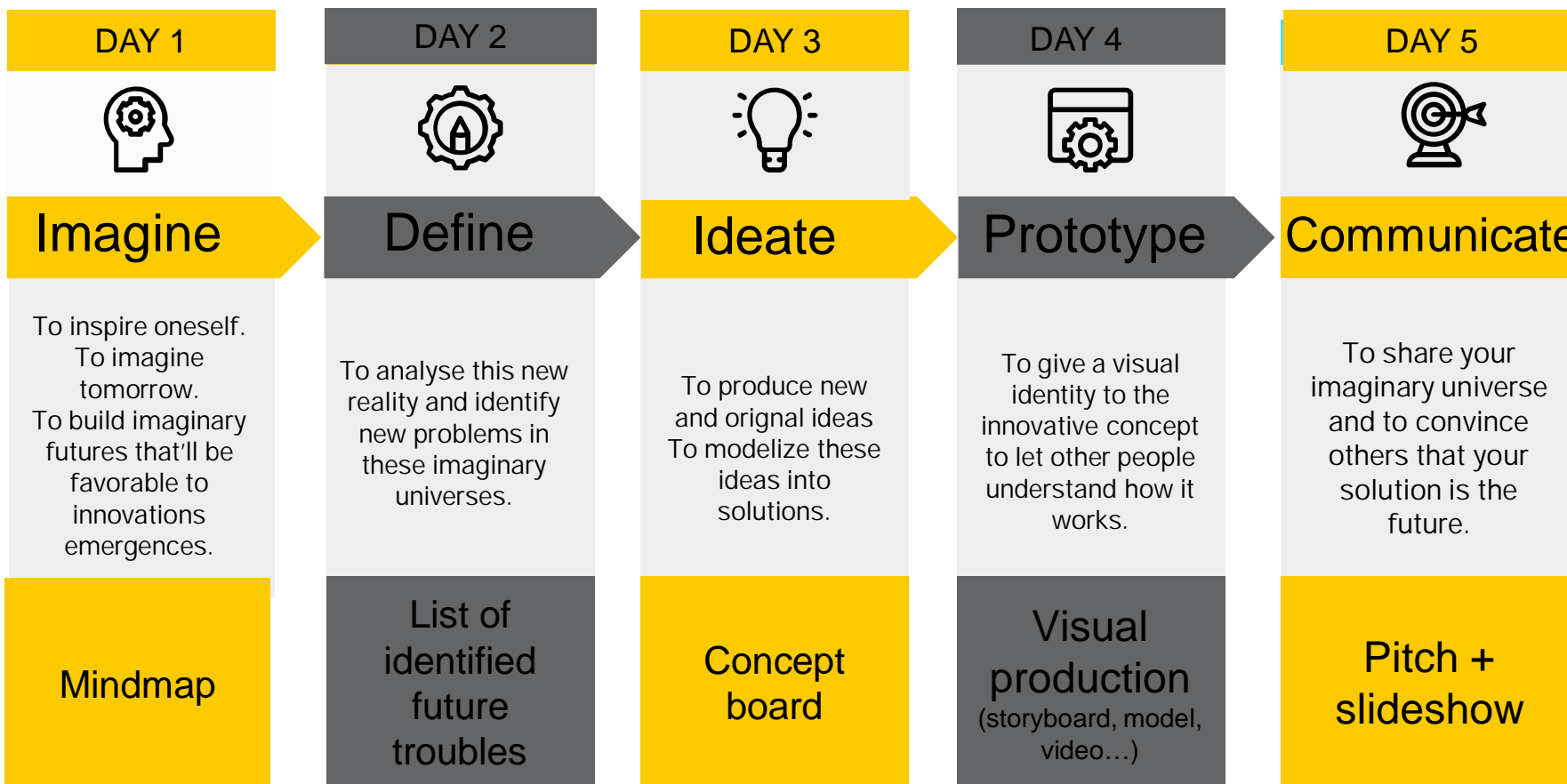
To create meeting opportunities and let the people met each other in informal events.

## FINAL CHALLENGE

To emulate a competition and stimulate their competitive spirit.

*Shoot for the moon. Even if you miss it, you will land among the stars. - Oscar Wilde*

# The event dynamic : working on a project



**Toward the emergence of on-topics innovative projects**

# Online resources – Microsoft Teams

## Access to a shared digital space :

- Complementary resources (videos, scientific articles, newspapers, perspectives of the spatial agencies, 2035 roadmap, WP2 identification of priority thematics, additional documents...)
- Medias (presentations, productions to do, ...)
- Teams' productions
- Conferences
- Administrative documents
- Other useful documents

## After the event

- Master document of the event (program, budget, visits, contact list, ...)





# Organisation contacts

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