TRAINING PARTNERSHIP WITH AMIENS UNIVERSITY - INSTITUTE OF TECHNOLOGY (IUT): A PASSPORT FOR EMPLOYMENT!

"We are very much in favor of partnerships with companies. This brings our lessons closer to the realities of the field and opens doors for our students."
Arnaud Clérentin
Head of Computer Science department, Amiens IUT

"It's our duty to support students who wish to include 4D competency in their curriculum and thus broaden their prospects in the computer world. Especially as we need them and their creativity."

Gilles Batteux, CEO, Kentika SAS, 4D developer partner

IUT Amiens since 2015:

More than 200 students trained in 4D technology

30 interns placed with a 4D developer partner

"Both IUT and developers are eager for our training partnership because all the stakeholders benefit from it, especially students who are interested in our product, which is different from the formatted universe," says Mickaël Rottiers, 4D's IS Manager who, in addition to his responsibilities at 4D, teaches at IUT in Amiens and Saint-Dié-des-Vosges. The program is pioneering new training partnerships between the academic world and the 4D ecosystem.

FIRST STEPS…

"Everything began," says the 4D IS manager, *when one of my former IUT professors contacted me to take over an 'Advanced Databases' course in the second year of a 2-year Computer Science degree program. At the beginning of the academic year 2015-2016, I started the course by choosing 4D as a software support. Then, by sharing my experience with some colleagues, they encouraged me to develop a partnership with IUT in Amiens."*

In practical terms, this partnership quickly translated into internship offers at companies with 4D application developers, and a plan set up in early 2016.

HOW'S IT GOING?

During the first year of the partnership, Mickaël Rottiers gives an 'Advanced Databases' course as part of IUT's Computer Science degree's second year standard curriculum (semester 3).

During the 2016-2017 academic year, he added a 'Business Apps with 4D' course, as an option to 4th semester students as well as vocational degree students at the Saint-Dié-des-Vosges campus. Its purpose is to provide an overview of 4D, allowing students to really understand the software before designing a 'heavy' or 'client-server' desktop application, but also for the web and mobile devices.

"It proves to students that you can do both at the same time. They therefore acquire useful versatility for a future internship", observes the part-time instructor.
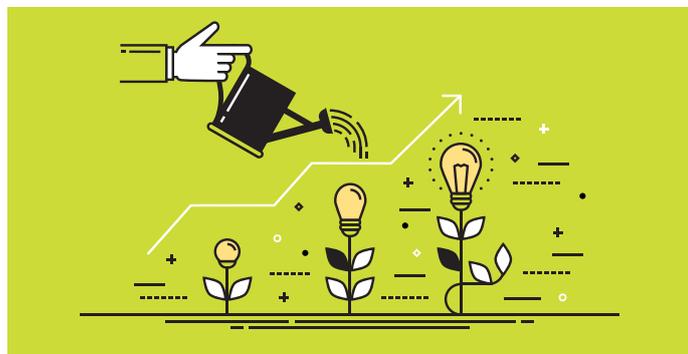
"For the 2016-2017 academic year," Arnaud Clérentin, Head of Computer Science department, Amiens IUT, said that *"about twenty 4D Partners in France and abroad are offering around thirty internships. It's a success for IUT because, paradoxically, despite the difficulty of computer technology companies to recruit, young people often struggle to find internships... And icing on the cake, in addition to the financial reward, several partners provide housing assistance!"*

At the beginning of the 2017-2018 academic year, a new 'module' completes the curriculum appealing to students in a 'special' year (graduates from another 2 year program wanting to acquire a degree in one year). *"This specific course will be more oriented towards 'heavy' desktop applications (concentrating on Windows), to align with the degree program, with a small focus on the web."*

WITH OTHER TECHNICAL INSTITUTES, UNIVERSITIES OR SCHOOLS…

This is the first step of the journey, of which Mickaël Rottiers is the 'guide'. 4D plans to go even further... with possible extensions in France and abroad.

"Our approach," explains Véronique Croizer, in charge of education partnerships at 4D, *"takes place in several stages: building a relationship with a technical institute, university or school; integrate 4D technology into the curriculum; seek 4D developer partners to host student interns. Our goal is to train future professionals in 4D and thus, contribute to the development of the 4D ecosystem in an extended professional world."*

EVERYONE'S A WINNER

The students
They receive training with a professional version of the 4D software and internships 'on a silver platter', followed sometimes by an offer of employment. *" The internship gave me a lot of technical skills and knowledge of the 4D language, different from the formatted universe of PHP or SQL. It also allowed me learn about the corporate environment and teamwork,"* says Thomas Bévière, a Computer Science graduate at the Amiens IUT.

The University
The contribution of part-time instructors from the business world brings 'real world experienc' to the training delivered by the IUT. *"This partnership with a software publisher and application developers gives us total satisfaction in terms of teaching. And then, the training in 4D sets us apart compared to other IUTs: we bring students different skills that they can then argue with regard to a new employer,"* insists Arnaud Clérentin.

4D developer partners
Through training partnerships, developers are contributing to the emergence of a new generation of 4D developers. *"The skills acquired by students during their studies at IUT enable them to quickly enter the 4D environment. This does not prevent us from warning trainees of the pitfalls resulting from the ease of use of the software, such as automatically locking records which then makes them non-editable,"* acknowledges Gilles Batteux, CEO of Kentika SAS, a development company specialized in the governance of information.

"In general, we don't assign interns to work on core application development, but rather to specific projects like the one that Thomas Bévière worked on. In this case, the development of a CMIS (Content Management Interoperability Services) interface allowing documents to be stored in a document database and be retrieved according to the user's needs."

The 4D SAS company
"When our developer customers can easily find future employees trained in 4D," says Mickaël Rottiers, *"they can develop new projects in our environment and they continue to be loyal to our community. The more students we train, the more young computer scientists are open to their future options and can advocate our software for application development. That's why we are contributing to spreading the 4D culture in the technology community, sharing our passion for this open, always innovative and multi-resource product."*

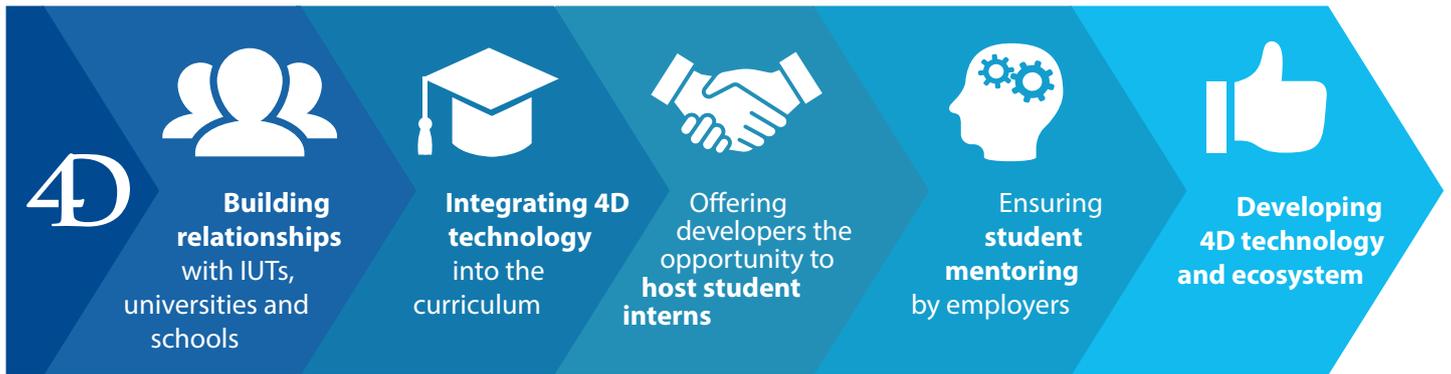### Thomas Bévière, 2nd year student (Computer Science degree), 2016-2017

An internship is mandatory at the end of the Computer Science degree program. At the outset, Thomas Bévière had no definite ideas about the field he wants to work in. "But 4D having proposed about thirty internships among some twenty developer partners to Amiens IUT, my research has been made much easier. It's very fast. I am amazed at the speed with which I received a response. On Monday, I sent my resume. Tuesday night, I was accepted by Kentika, located in Lyon where I can, thankfully, find accommodation.

My mission is to develop a communication protocol between specific databases with 4D. Thanks to the teaching by Mickaël Rottiers, responsible for Customer Relationship Management Systems (CRMS) at 4D, I acquired a foundation at IUT. Not having all the skills and experience to create this protocol alone, two people - Gilles Batteux and Alexandre Bernard, developer - accompanied me and help me overcome the blocking points that I encountered.

This internship went well, (March 27 to June 2, 2017), and Kentika, wanting to expand its team of developers, invited me to stay on with a permanent contract. I didn't accept because I want to prepare for engineering school competitions and also work towards a Master's degree in Computer Security. Nevertheless, I'll remain at Kentika until early August to finalize the project.

This internship has taught me a lot, not only technical skills and knowledge about the 4D language, but also about the corporate environment and teamwork. Financially, I received a small wage for the ten week internship and then a salary while staying on with a short-term contract. Which is nice for a student. Overall, I found this to be a great first professional experience."

A PASSPORT FOR EMPLOYMENT

4D	**Building relationships** with IUTs, universities and schools	**Integrating 4D technology** into the curriculum	Offering developers the opportunity to **host student interns**	Ensuring **student mentoring** by employers	**Developing 4D technology and ecosystem**

ABOUT AMIENS IUT

Prepares students for the professional world with a degree 'in hand' in either two years or a single 'special' year. Facilitates their rapid integration into a company's technical, economic and social environments. These are the objectives of the six departments of IUT: Computer Science, Civil Engineering, Mechanical and Production Engineering, Biological Engineering, Marketing Techniques, Business Administration and Management.

The Computer Science department trains about 180 students per year (150 in two years and 30 in a 'special' year). Nearly 15% of its instructors are individuals from the business world. This department, headed by Arnaud Clérentin, offers an optional 'Business Apps with 4D' course in the 4th semester, coupled with an internship with an application developer.

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ABOUT KENTIKA

A 4D partner, Kentika SAS, headed by Gilles Batteux, is a development company specializing in information governance for companies such as EDF, Orange, Saint Gobain, Veolia... and major international law firms, government departments...

Its applications cover internal and/or external information. From workflow to memory, Kentika supports its customers' 360° information projects: document databases available at any time on a web portal, mobile or via real-time monitoring alerts; GED (electronic document management); knowledge management, etc.

Gilles Batteux,
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ABOUT 4D

The 4D Group's mission, via its development platform for business applications, is to address the challenges faced by companies in today's constantly changing market.

Based in the Paris area and over 30 years' expertise in database and software, the 4D Group offers high-performance and flexible solutions which can be deployed in client-server mode as well as on the web, for both desktops and mobile devices.

Located in more than 70 countries, 4D's software is used by more than 10,000 software publishers and business solution integrators, serving millions of end users.

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