



Funded by the
European Union

Summer Schools 2023

Invitation to submit proposals



Contents

1	Introduction.....	2
2	EIT Digital Summer School 2023	2
3	How to participate.....	3
4	Annexes	4

1 Introduction

The EIT Digital Entrepreneurial Academy is looking for digital deep-tech education providers to support the development and deployment of programmes and summer courses with business-oriented components.

To this end, the EIT Entrepreneurial Academy launches this 'Invitation to submit Summer School proposal.' The process is guided by the EIT Digital Strategic Innovation Agenda 2022-2024 (SIA), which identifies the five focus areas of our strategy: Digital Tech, Digital Industry, Digital Cities, Digital Wellbeing and Digital Finance. An overview is available on page 13 of the SIA. As a result, entrepreneurial education proposals are expected to be aligned with these areas.

2 EIT Digital Summer School 2023

The EIT Digital Summer School organises programmes that combine state-of-the-art excellence in key digital technologies and societal and industrial applications with expertise in Innovation and Entrepreneurship (I&E). The Summer Schools are designed for EIT Digital Master students, other Master and PhD students, young professionals and others who want to deep dive into emerging technologies, learn how to create new businesses using these technologies or upskill their careers. Each programme is designed for a minimum capacity of 45 participants.

EIT Digital is seeking to expand the current portfolio of **two-week** summer school programmes between July and mid-August 2023. The key ingredients for a strong and impactful summer school are:

- **The Topic.** Evidence of the attractiveness of the topic, based on market studies of learning needs, must be demonstrated. A popular topic is Digital Wellbeing. Other disruptive deep-tech topics **will also be considered**.
- **The Location.** An easily accessible location in Europe with the potential to attract many participants.
- **Support to the marketing campaign.** The proposal must provide details on how the Partner will support EIT Digital to increase the number of paying participants during the marketing and sales campaign.
- **Collaboration with Industry.** Partners teaming up with organisations demonstrating a strong local industrial network able to support the recruitment of participants (for instance via pre-paid scholarships) will score higher in the

review process. These organisations can be, for instance, regional funds, education funds, associations of startups/companies operating in one specific sector, etc.

When submitting a proposal for a Summer School, Partners commit to offering Innovation and Entrepreneurship Education in accordance with the latest EIT Digital Summer School guidelines. EIT Digital reserves the right to cancel the Summer School if its costs cannot be covered by the participants.

3 How to participate

EIT Digital is a Partnership-based organization. Therefore, applicants are expected to be (or become) a Partner of EIT Digital. For more details on how to become an EIT Digital Partner please check our website.

Please refer to Annex A, Annex B and Annex C for more details on the proposal submission and evaluation processes.

For Partners from the UK and Switzerland

Since the UK and Switzerland have not concluded an association agreement with Horizon Europe at the time of the publication of this document, we advise Partners from these countries to connect with the relevant Node Directors of EIT Digital to confirm under which conditions they can participate in the Entrepreneurial Academy in 2023 and receive cost reimbursement.

4 Annexes

Annex A. Proposal submission

All Summer School proposals need to be filled and submitted via EIT Digital's [submission system](#) that can be reached via the [EIT Digital intranet page](#). Proposals need to be formally submitted via the the submission system before the hard **deadline on January 16th 5 pm CEST (Brussels time)**.

The process for evaluating proposals is presented in Annex B.

Annex B. Process overview

B.1. Requirements

The **maximum EIT funding** amount is **65,000 €** per **Summer School** programme proposal.

The Partner's **co-funding requirement** at the Activity level is **minimally 60%** of the total budget of the KIC Added Value Activity (KAVA).

The following is an example of potential budget setup:

Summer School:

- Total EIT funding amount requested: 65k€.
- Partners must provide minimally 60% in co-funding, i.e., at least 97.5 k€.

B.2. Feedback and following steps

Each proposal will be reviewed in two Evaluation Gates:

1. First Gate - Experts Review: Submitted proposals are assessed by an independent external expert. The expert individually evaluates each proposal following the evaluation criteria described in Annex C and provides recommendations to MC Gate
2. Second Gate – MC Gate: The Management Committee of EIT Digital analyses the Expert Review Gate recommendations to build a strong strategic education portfolio for the EIT Digital Summer School. The outcome is the final go/no-go decision for each proposal and changes requests to the proposal.

Applicants with “go” feedback may receive requests for changes to the proposal and must implement those, as presented on the feedback tab of the submission system. These may include adjustments to the content of the proposal (outputs, KPIs, descriptions, etc.) and budget changes. Once changes are made, the reviewed proposal needs to be resubmitted in the EIT Digital submission system. If the required budget changes are not implemented within 1 week from the communication of the results, then the financials will be automatically and linearly adjusted for all Activity Partners to meet the requested target values.

EIT Digital includes the selected proposals in the EIT Digital Business Plan and sends it for internal approval to its governing bodies and the EIT. Once EIT Digital receives feedback from the EIT on the Business Plan, the Education Activity Leader may be required to implement additional changes to the Activity proposal on the request from the EIT.

B.3. Appeal procedure

EIT Digital will, in good faith, address any potential disputes on the outcome of the selection process described in this document in a timely manner. An appeal should be issued, by the applicants, to the attention of the relevant Node Director, by factually underpinning the alleged incorrections in the evaluation and feedback provided by EIT Digital.

To respect the tight timeline, the following will apply:

1. Publication of the results: approximately 2 weeks after the submission deadline
2. Applicants should bring the appeal to the attention of the relevant Node Director within 3 business days from the publication of the results.
3. The Node Director examines the appeal, and if the grounds for the appeal are found with merit, then the appeal will be sent for a second review by the Management Committee. The EIT Digital Management Committee will review the appeal and make a final decision.

Annex C. External experts' evaluation criteria

In line with the submission requirements, proposals will be reviewed based on their quality and impact, market relevance, and financial sustainability of EIT Digital.

The assessment by independent individual external experts will be based on the questions reported in the table below. Reviewers will be asked to provide a score and comments for each question, as well as an assessment of the whole proposal.

Questions for Education Activity external experts

Evaluation criteria	Points – Evaluators
Excellence	5 points – External Reviewers
<ul style="list-style-type: none"> • How strong and disruptive is the proposal in the digital deep-tech domain? • How well the proposal aligns with EIT Digital Focus Areas and Strategic Innovation Agenda 2022-2024? • How precisely has the market been analysed? 	
Quality and efficiency of the implementation	5 points – External Reviewers
<ul style="list-style-type: none"> • How well is the proposal aligned with the requirements (workplan, KPIs, topic, financials, sustainability, format, responsibilities)? • How does the profile of the team members and previous experience in successfully implementing education activities ensure the proposal’s successful implementation? • How sound is the value analysis (cost/benefit analysis) and forecasted revenues calculated? • How sound is the sustainability model underpinning the proposal? 	
Impact	5 points – External Reviewers
<ul style="list-style-type: none"> • To which extent is the proposal contributing to entrepreneurial education? • How does the proposal help bridge the digital skill gap for participants? • How well will the activity promote the programme to the Partners and participants/students, customers? 	
Strategic Relevance	5 points – EIT Digital Management Committee

<ul style="list-style-type: none"> • How well the proposal aligns with EIT Digital’s strategy for 2023-2024? • How well can the proposed education programme integrate into the existing portfolio of the EIT Digital Entrepreneurial Academy? 	
Total points	20 points

Evaluation Thresholds	
Individual threshold	2.5/5
Overall threshold	12/20

Annex D. EIT formal aspects - Costs Reporting and KPIs

This Annex includes important additional information related to formal requirements on KPIs, financial aspects and partnership for Activities that will be included in the EIT Digital Business Plan. It is therefore important that applicants read this section carefully. All Business Plan Activities need to comply with the Horizon Europe and EIT requirements, which may be subject to changes. In addition, a dedicated EIT Digital intranet page (requiring a valid EIT Digital intranet account to be accessed) contains further essential information for proposal applicants. It will be kept up to date with the latest information.

The financial justification of the Activity is detailed in the EIT Digital submission system (tab “6. Cost justification”). The budget information needs to be precise and concrete, considering the requirements from the Horizon Europe Model Grant Agreement (MGA). The MGA is a key document defining the general framework under which activities need to operate. The MGA will be shared with EIT Digital Partners via the EIT Digital intranet page. Also, it is important that the budget is assigned to the correct cost category:

- A. Personnel costs
- B. Sub-contracting costs
- C. Purchase costs
- D. Other cost categories
- E. Indirect costs. This is a flat rate of 25% of the eligible direct costs (categories A-D, except volunteer costs, subcontracting costs, financial support to third parties and exempted specific cost categories, if any).

In terms of the MGA and the EIT Digital submission system content and requirements, please note the following:

- The “action”: refers to the EIT Digital Business Plan, including its annexes.
- Costs need to be allocated to one or more tasks. Tasks define how the work is broken down between Partners and how much each part of the work costs. In the submission system, these tasks are called Catalyst Tasks. It is possible to model the budget of a Task based on planning assumptions, while the reporting will have to be based on actual costs, which cannot exceed the approved budget.
- “Annex I”: refers to Annex I of the EIT Digital Business Plan, where all the Activity details and targets are reflected.
- Financial Support to Third Parties (or sub-granting) can be used to allocate budget to third parties outside the partnership. The sub-grantee selection process should be open, transparent and follow all applicable rules (as defined in the Model Grant Agreement). It is recommended to make limited use of this cost category.
- Sub-contracting: needs to be explicitly defined in the Business Plan Annex I and follow all the applicable rules, especially regarding value for money and avoidance of conflict of interests.
- Full-Time Equivalent (FTE): We strongly recommend a commitment of at least 0.2 FTE per Partner and Task Leader/Contributor to ensure meaningful involvement and allocating enough capacity to the specific task.

Key Performance Indicators (KPIs)

Each Activity needs to define its target values for a set of relevant KPIs, consisting of:

- EIT-Level KPIs (EIT KPIs): defined by the EIT for the entire EIT community (KICs). These are the most important KPIs and require supporting formal evidence of achievement. For example:
 - **EITHE08.1:** Participants in (non-degree) education and training
- KIC-Internal KPIs (INT KPIs): defined by EIT Digital as additional monitoring parameters. For example:
 - **INT05.1:** Number of start-up ideas generated as an output of the training
 - **INT10:** Number of Women part of the Activity Team
 - **INT11:** Number of Industry Partners engaged in Education Activities
- Activity Specific Quantifiable Targets (ASQTs): defined by individual Activity proposers and requested to define additional, measurable, Activity-specific targets that can demonstrate the impact of its implementation. These may include, for example, the number of students/learners that after the training are participating to one of our standup/startup innovation instruments (DeepHack, Innovation Factory, RIS Venture Program)

To define their KPI targets, proposal authors need to be aware of the acceptance requirements of KPIs. Without the required evidence documentation, KPIs may not be accepted by EIT in the formal Activity review process. Please note that financial penalties may be applied by the EIT and EIT Digital in case of under-delivery, including under-achievements in any of the 3 above categories of targets and KPIs.

As valuable KPI achievements may also materialise during subsequent years, Partners will be asked to support the reporting of KPI results related to their Activity even after its official end.