

# BRIDGING GAPS IN TECH WITH 42

**42** | BERLIN



# GLOBAL TECH INDUSTRY RIGHT NOW

**27 million**

software engineers hired  
right now worldwide

**30 million**

by the end of 2027

**27%**

Females working in  
tech jobs

**16%**

Females in tech in  
executive roles

# CHALLENGES TECH FACES

Largest tech employers in the world report that dev projects suffer because of



**Non - comprehensive  
tech education**



**Teams working  
in silos**



**Cross-team  
communication**

# SOUNDS FAMILIAR?

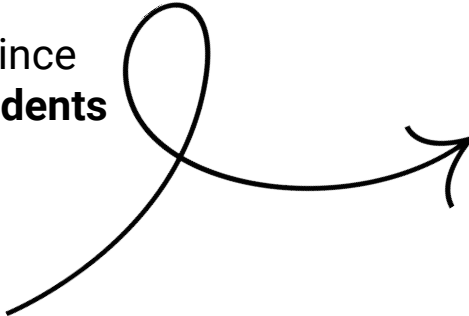
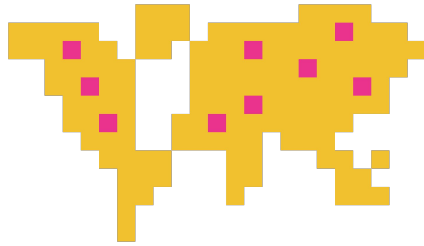
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# WHAT SOLUTIONS DOES 42 PROVIDE?



# 42 is a global movement

- First 42 opened in **Paris in 2013**
- One of the most rigorous software engineering education methods
- Today: **50 campuses in 29 countries** worldwide
- **37,000 students** trained since creation of 42. **20,000 students** actively enrolled
- 42 Berlin opened in **2021**



# WE ARE FREE

- We are a non-profit
- Our partners support the school and provide mentorship, expertise to our students



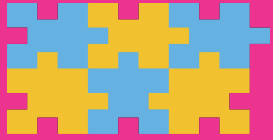
C A R I A D



+ X

This list is growing

# The 42 Educational Model



**Rigorous  
Selection**



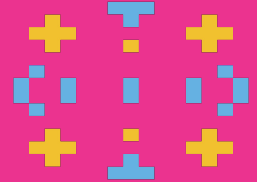
**Peer Learning &  
Peer Evaluation**



**Project-Based**

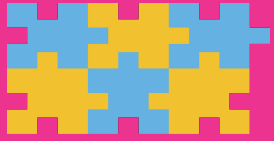


**Gamification**



**Exchange  
w/ Practitioners**





**Rigorous  
Selection**



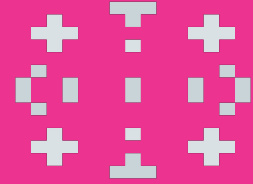
Peer Learning &  
Peer Evaluation



Project-Based



Gamification



Exchange  
w/ Practitioners

## The Piscine

- 4 weeks long, 7 days per week
- 170+ candidates onsite per campus
- Designed full-time
- Discover coding with C from scratch
- Unforgettable experience
- Afterwards you know if this is for you!





Rigorous  
Selection



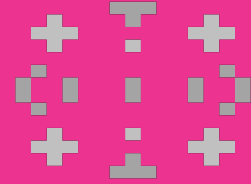
**Peer Learning &  
Peer Evaluation**



Project-Based



Gamification



Exchange  
w/ Practitioners

## Old School Learning

- Passive
- Top down, one source
- Standardized

### **Come out of school with:**

- Memorisation
- Calculation

## 42 Learning

- Application focused
- Find your own solution
- Flexible

### **Project-based entrepreneurial learning:**

- Practical comprehensive hard skills
- Collaboration, critical thinking, adaptability & creativity



Rigorous  
Selection



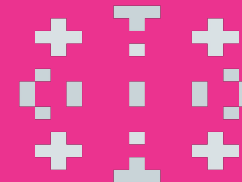
Peer Learning &  
Peer Evaluation



**Project-Based**



Gamification



Exchange  
w/ Practitioners

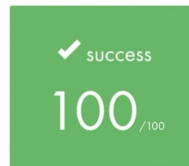
**Core: 25 projects (16 to complete)**

**Advanced: 128 projects**

- Team size: 1 - 5 people
- Length: A few days - 2 months
- Projects build on top of each other

### 5 Exams

- Exams are twice a week
- You can retry an exam as often as you want
- Exams ensure that you have the skills required in the upcoming projects



Solo - about 0 days - 0 XP

Retry

hongbaki's Exam Rank 02 (8 retries) ⚙️

hongbaki's group-8	100%
hongbaki's group-7	75%
hongbaki's group-6	75%
hongbaki's group-5	75%
hongbaki's group-4	50%
hongbaki's group-3	25%
This team was locked 2 months ago and closed 2 months ago	
hongbaki's group-2	75%
This team was locked 2 months ago and closed 2 months ago	
hongbaki's group-1	25%
This team was locked 2 months ago and closed 2 months ago	



Rigorous Selection



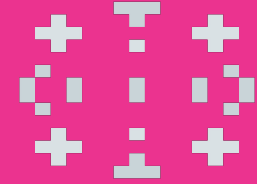
Peer Learning & Peer Evaluation



Project-Based



**Gamification**



Exchange w/ Practitioners

42

search...

dhadley

Have a problem?

The Order

0 176

**Daniel Hadley** dhadley

Wallet	930 A
Evaluation points	3
Cursus	42cursus
Grade	Member

Unavailable

level 17 - 47%





Rigorous  
Selection



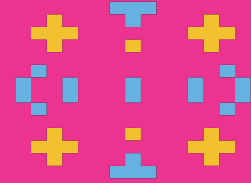
Peer Learning &  
Peer Evaluation



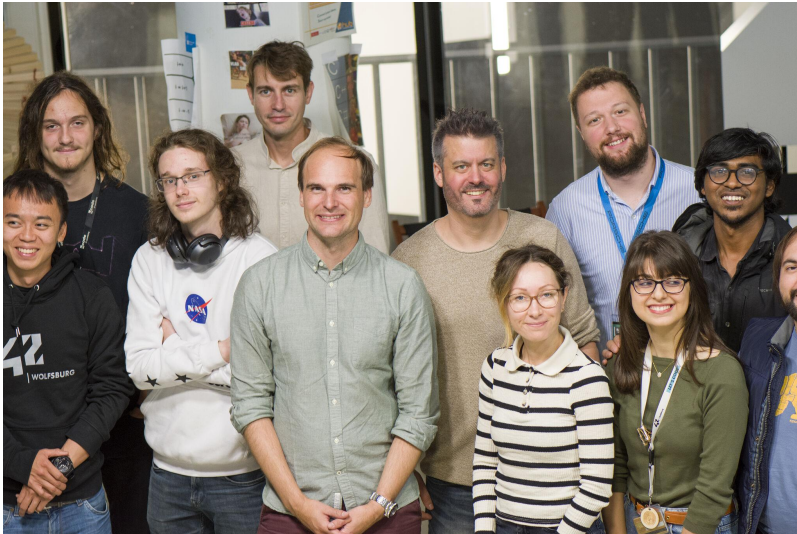
Project-Based



Gamification



**Exchange  
w/ Practitioners**



We provide a platform for our students to get a taste of coding in practice:

- Mentorings
- Ask Me Anythings
- Hackathons with Coders
- Programming Workshops
- Tech Talks
- ...

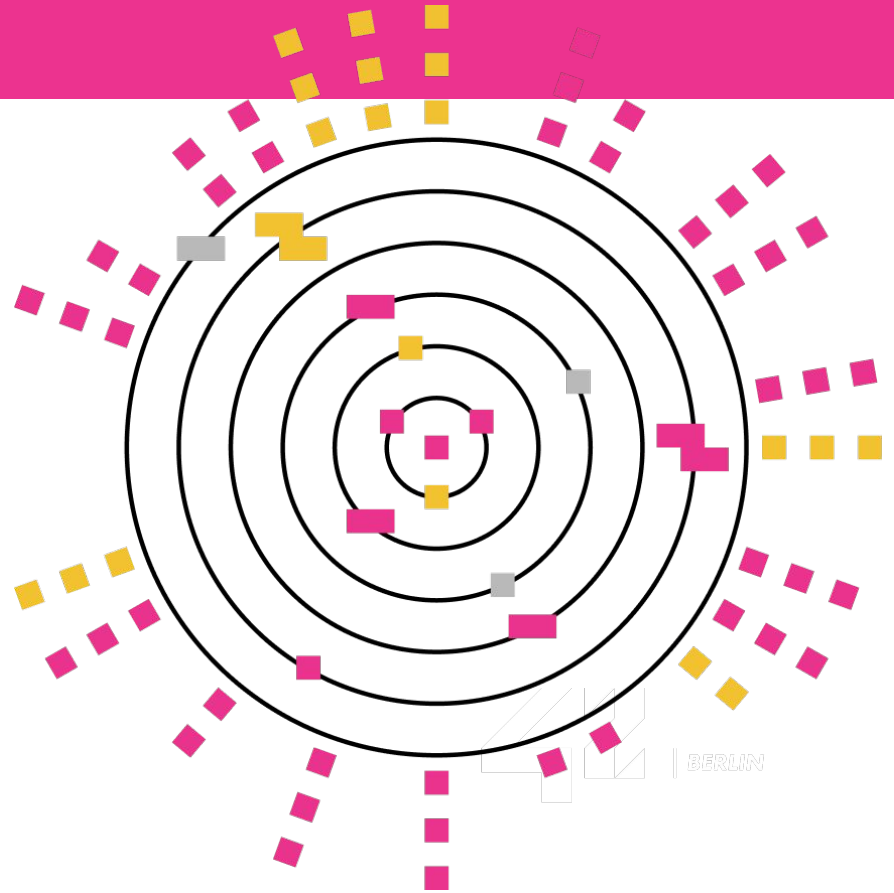
# CURRICULUM

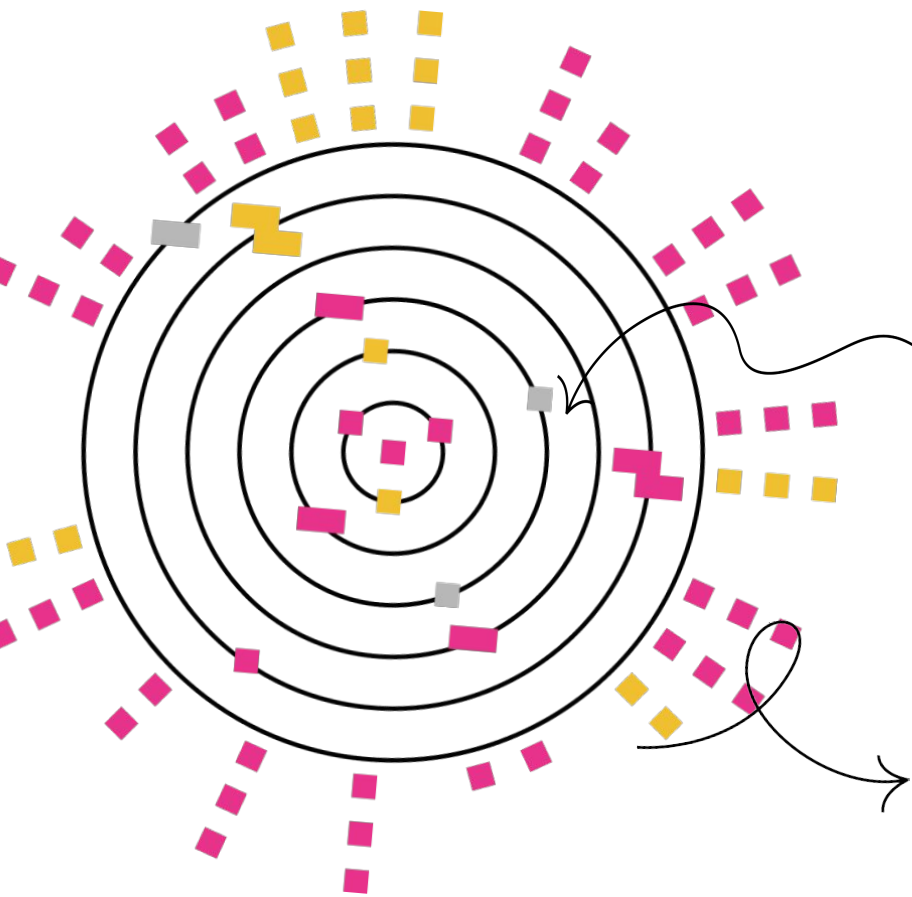
## Core Curriculum

12-18 months

## Advanced Curriculum

up to 5 years





# CORE CURRICULUM

UNIX, NETWORK & SYSTEM ADMINISTRATION,  
C, C++, IMPERATIVE PROGRAMMING,  
ALGORITHMS, AI, PARALLEL PROGRAMMING,  
CYBERSECURITY, GRAPHICS

# ADVANCED CURRICULUM

ADVANCED UNIX, CYBERSECURITY, AI, GAME  
DEVELOPMENT, MOBILE & WEB

# HOW DOES THAT MODEL HELP BRIDGE GAPS IN TECH?



# CHALLENGES TECH FACES

Largest tech employers in the world report that dev projects suffer because of



## **Non - comprehensive tech education**

Skills focused,  
advanced coding  
education



## **Teams working in silos**

Collaboration  
focused  
environment



## **Cross-team communication**

Transparency and talking  
about failures essential to  
succeed

# TACKLING DIVERSITY

**27%**

Females working in  
tech jobs

**16%**

Females in tech in  
executive roles

**VALUE BASED CULTURE  
AND ACCEPTANCE, ACCESSIBILITY  
OF TECH EDUCATION**

~~“The answer to the IT  
skills shortage is 42”~~

**t3n Magazine**

*We are an answer, let's find the answer together*