People come to Paris for many reasons

THE SIGHTS....  THE NIGHTS....  THE PRETTY LIGHTS....  THE TECHNO LIGHTS....  AND EVEN DAYLIGHT!
Some for the modern, lively, dynamic Paris of technology!
The best students in the world come for both!

Centuries of excellence in teaching and research

In a city of beauty and culture

With the best teaching facilities

ParisTech

And state of the art learning

The leading French Engineering School in Information and Communication Technology
INTERNATIONAL CAMPUS IN THE HEART OF PARIS

■ 1400 students
  - 1 master of engineering
  - 7 masters of science
  - 14 post-graduate professional certificates
  - 1 PhD
  680 students
  180
  240
  300

■ 160 professors
  500 part-time lecturers from companies

■ An international campus ...
  - 45% international students from 50 countries

■ ... on Butte-aux-Cailles in a typical French quarter

■ EURECOM, a subsidiary on the French Riviera
  - governed by European universities and global companies
  - 100% in English

■ Largest incubator in France
  - 120 companies and 1000 jobs created since 1999

46% international students from more than 37 countries
- Fundamental and applied research
  - over 400 scientific publications per year
  - over 9 M€ research contracts per year
  - large contribution to European research programs

- 4 research departments
  - Communications and Electronics
  - Image and Signal Processing
  - Networks and Computer Science
  - Economics and Management

- 200 full-time researchers, plus 300 PhD students

- CNRS associated research lab

- Largest incubator in France
  - 120 companies and 1000 jobs created since 1999
**Optimizing information transport**
- Networks and mobility
- High speed links and optical systems
- Digital communications
- Aeronautic and satellite systems
- Algorithm / Architecture matching

**Improving information processing**
- Statistical automatic learning methods
- Speech, images and audio processing
- Multimedia content production and processing
- Information system

**Bringing services closer to users**
- Local access and proximity communications
- Ambient intelligence
- Services creation
- Virtual communities: games, education, citizenship

**Establishing and restoring user confidence**
- Regulation
- Cryptography, security, biometric identification
- Private life, sociability, culture, ethics
- New technologies and society: electronic trade, teleworking, CAL

**Safeguarding and enriching our cultural heritage**
- Databases, indexing, consultation, data mining
- Signal, images, music, text processing
- Virtual reality, creation on-line
- Art and information technologies