



House of Software in Sønderborg

A hub for software innovation, talent development
and growth

Today's participants represent a growing eco system



Challenge

SDU educates >100 software engineers annually

EASV educates >25 datamatikers

EUC educates > xx Datatekniker med speciale i infrastruktur , Datatekniker med speciale i programmering og IT-supporter

Big companies can't absorb everyone

Risk: Talents move out of the area after their studies

Vision

- House of Software - A physical and professional gathering point for:
 - Software and tech companies
 - Students and researchers
 - Entrepreneurs and startups

Purpose

Promote collaboration and synergy among companies

Bridging the gap to SDU /EASV / EUC: student jobs, projects, Master's theses

Incubator for students and entrepreneurs

Attract companies, investments and talent

House of Software in praxis



Physical setting:

Flexible offices and
labs



Competences sharing:

E.g. AI, cloud,
cybersecurity, project
management



Networks and events:

Meeting places for
business and research



Incubator Opportunities

Mentoring schemes from companies and SDU

Access to resources, funding and workshops

Network for investors and partners

"Demo Days" for projects and products

Need for a common voice

Industry
association/network
for software in
Sønderborg

Organised vote
against
municipalities and
foundations

Opportunity for
coordination and
political influence

Supporting the
realization of the
House of Software
vision