

# Global Crowdfunding Business Application Lab:

From User Requirements  
to Deployment

at Faculty of Economics and Business in Osijek

## VIRTUAL PART OF THE PROGRAMME

2/12/2026

## PHYSICAL PART OF THE PROGRAMME

WHEN

7 - 11 DECEMBER 2026

WHERE

**Osijek, EFOS**

The Blended Intensive Programme (BIP) "Global Crowdfunding Business Application Lab: From User Requirements to Deployment" brings together Entrepreneurship, Marketing, and Business Informatics students in international teams. Organised by the Faculty of Economics and Business in Osijek, the program combines virtual and physical collaboration to develop business applications based on real crowdfunding campaigns.

Students learn to analyse user requirements, manage documentation and version control, and build functional applications with database operations.

Through UX/UI analysis, coding sprints, and final project presentations, participants strengthen their technical skills, intercultural teamwork, and professional English using industry-standard tools such as Visual Studio, MS SQL Server, GitHub, and Claude Code.

## COORDINATOR FOR INTERNATIONAL STUDENTS:

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## COURSE CONTENT - PHYSICAL COMPONENT

OSIJEK, EFOS, 07 – 11 DECEMBER 2026

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### LEARNING OUTCOMES:

- Formulate and analyse user requirements and develop a concept for business application development using crowdfunding campaigns as a case study.
- Manage and design documentation and version control for a business application based on crowdfunding campaign examples.
- Design and build a business application for crowdfunding campaigns within a team, featuring mandatory data entry, on-screen display, editing, and deletion (CRUD) from a database, along with additional functionalities chosen by students.

<b>DAY 1</b> <b>7/12/2026</b>	<ul style="list-style-type: none"><li>• Official programme opening at the Faculty of Economics and Business in Osijek. Welcome coffee, in-person introductions, and a brief recap of the virtual component.</li><li>• <b>Lecture:</b> Agile Development and Sprints.</li><li>• <b>Lecture:</b> Business application development with Claude code.</li><li>• Guided walking tour of Osijek, Tvrđa, Christmas Advent and the Drava River promenade.</li></ul>
<b>DAY 2</b> <b>8/12/2026</b>	<ul style="list-style-type: none"><li>• <b>Lecture:</b> Crowdfunding campaigns [SM1].</li><li>• <b>Lecture:</b> Business application wireframing: creating a skeletal blueprint of app screens and user flows.</li><li>• Workshop: Coding Sprint 1 – Setting up the foundational application code. and connecting it to the database. Teamwork under the supervision and guidance of educators.</li></ul>
<b>DAY 3</b> <b>9/12/2026</b>	<ul style="list-style-type: none"><li>• Workshop: Coding Sprint 2 – Focus on implementing mandatory functionalities (data entry, on-screen display, editing, and deletion - CRUD) for the crowdfunding campaigns. Teams work on additional functionalities of their choice. Code synchronisation using GitHub.</li><li>• Visit to the Archaeological Museum.</li><li>• Informal team-building and intercultural exchange activities.</li></ul>
<b>DAY 4</b> <b>10/12/2026</b>	<ul style="list-style-type: none"><li>• Workshop: Coding Sprint 3 – Code finalisation, debugging, and quality assurance (QA) testing.</li><li>• Workshop: Preparation of the final presentation using PowerPoint, Prezi or Canva and recording a video demo of the application.</li></ul>
<b>DAY 5</b> <b>11/12/2026</b>	<ul style="list-style-type: none"><li>• The Pitch – each team presents their crowdfunding application.</li><li>• Project reflection, a short reflection on the intercultural teamwork experience, feedback, ceremonial distribution of certificates, and the official closing of the BIP.</li><li>• Formal farewell to the students.</li></ul>