WORLD CHALLENGER GLOBAL IT, IoT & AI CHALLENGE FOR SCHOOLS

COMPETITION GUIDE 2025-2026 EDITION

Website: www.worldchallenger.org

Competition Date: 31 March 2026

Edition: 2026 - Online · Free Participation

Document Information

- **Title:** World Challenger Competition Guide (2026 Edition)
- Target Audience: School Leaders, ICT/Computer Teachers, Competition Coordinators
- Version: 1.0

1. Introduction

The World Challenger – Global IT, IoT & AI Challenge is an international competition for school students, designed to encourage innovation, problem-solving, and creativity using modern technology.

The competition is conducted **fully online** and focuses on projects in:

- Information Technology (IT)
- Internet of Things (IoT)
- Artificial Intelligence (AI)

The 2025-2026 edition is **free of charge** for all participating schools.

2. Target Participants

2.1. Eligible Schools

- Public, private, and international schools from any country.
- Each school must appoint at least **one coordinator/teacher** to manage registration, teams, and submissions.

2.2. Eligible Students

The competition is open to:

- Cycle 2 students: Grades 5, 6, 7, 8
- Cycle 3 students: Grades 9, 10, 11, 12

Requirements:

- Maximum 5 Student in each team.
- Students must be officially enrolled in the participating school.
- Parents/guardians must approve student participation (confirmed by the coordinator inside the system).

3. Competition Theme and Project Scope

3.1. General Theme

Projects should use IT, IoT, and/or AI to:

- Solve a real-world problem, OR
- Improve school, community, or environmental life.

3.2. Examples of Project Types

• IT Projects

- Educational websites or portals.
- o Mobile apps for learning, safety, or other services.
- Desktop applications or management tools.

IoT Projects

- o Smart classroom or smart school systems (lighting, attendance, energy saving).
- Vehicle / Transportation improvement.
- o Safety or health monitoring devices.

AI Projects

- Machine learning classifiers.
- o AI-based recommendation or decision-support tools.
- o Chatbots or virtual assistants for a specific service.
- o AI-assisted analysis (images, text, or basic data).

OR any other related project

Projects may be software-only or software + hardware (IoT).

4. Competition Structure

The competition is organized into four stages:

Stage 1 – Registration

- Schools register on the website and create a **school coordinator account**.
- Coordinator verifies their email via activation link.
- Coordinator gains access to the **School Dashboard**.

Stage 2 – Project Development & Submission

- Coordinator creates **teams** for Cycle 2 and/or Cycle 3.
- Students work under the guidance of their coordinator to develop their project.
- Coordinator submits project materials for each team using the online submission form (URLs).

Stage 3 – Semi-Finals

- Judges review all valid submissions.
- Projects are scored based on predefined criteria (innovation, technical quality, impact, presentation, documentation).
- Any team that successfully submits a complete and valid project is recognized as an Official Participant and will receive a digital Participation Certificate after the competition results are announced.
- Top projects in each category are selected as **Semi-Finalists**.

Stage 4 – Finals & Awards

- Finalist teams are scored again using the same criteria (innovation, technical quality, impact, presentation, documentation).
- Winners are selected and officially announced.
- After the competition, all participating teams (including non-finalists) receive their digital Participation Certificates, issued to:
 - o The school
 - The coordinator/teacher
 - o All student team members
- In addition, winning teams receive a special Winner Certificate (clearly showing their award level), also issued to:
 - o The school
 - The coordinator/teacher
 - o All student team members

5. Key Dates (2026 Edition)

Exact dates may be updated on the official website.

- Registration Opens: November 15, 2025
- Project Submission Deadline: March 10, 2026
- Semi-Final Evaluation Period: March 2026
- Final & Winners Announcement: 31 March 2026

6. Registration Process (For Schools)

All registration is done by schools, not by individual students.

6.1. Creating a Coordinator Account

- 1. Visit www.worldchallenger.org.
- 2. Click **Register** in the top menu or hero section.
- 3. Fill in the registration form:
 - School name.
 - o Country and city.
 - o Coordinator name.
 - o Coordinator official email address.
 - o Password.
 - o Mobile number (recommended).
- 4. Submit the form.
- 5. Activate the account through activation email.

Important: Coordinators who have not activated their email **cannot log in**, even if the password is correct.

7. Logging In and Dashboard

7.1. School Login

- Go to www.worldchallenger.org.
- Use the **School Login** box:
 - o Email.
 - o Password.
- On successful login, the system redirects to the **School Dashboard**.

7. Teams and Team Members

7.1. Team Structure

Each team is registered with:

- Competition.
- School.
- Team name (Project name).
- Cycle:
 - o Cycle 2 (Grades 5–8)
 - o Cycle 3 (Grades 9–12)

Recommended team size:

• 2–5 students per team.

7.2. Adding a New Team

- 1. In the dashboard, go to **Your Teams**.
- 2. Click Add New Team.
- 3. Enter:
 - o Team name.
 - o Cycle (2 or 3).
 - o Grade band.
- 4. Save the team.
- 5. Optionally, proceed to manage team members on a dedicated **Team Members** page.

7.3. Managing Team Members

On the **Team Members** page (if implemented as AddTeamMember.aspx):

- The coordinator can:
 - o View a table with existing team members.
 - o Add new members with:
 - Student name.
 - Grade.
 - Email (optional).
 - Parent approval (checkbox/flag confirmed by the coordinator).
 - o Remove members from the team.

Note: In the system, parent approval should be confirmed by the school coordinator, according to the school's own policies.

8. Project Submissions

Each team can submit **one project** for the current competition.

The system is designed to store **URLs** instead of uploading large files directly.

8.1. Submission Content (URLs)

The **Submission** page for a team will typically request:

1. Presentation URL

- o Link to a PPT, PPTX, or PDF (e.g. OneDrive, Google Drive, school server).
- File must be accessible to judges.

2. Video URL

 Link to a project presentation/demonstration (YouTube, Vimeo, or file-sharing service).

3. Schematic URL (optional, for IoT/hardware projects)

o PDF or image (e.g. circuit diagram, block diagram).

4. Pictures URL

o Folder or ZIP of project photos or screenshots.

5. Code Repository URL

o GitHub, GitLab, or ZIP link for source code (if applicable).

6. Notes / Description

o Short description for judges (problem, solution, technologies used, etc.).

8.2. Submission Status

Submissions progress through several states, such as:

- **Draft** Coordinator is still editing the submission information.
- **Submitted** Coordinator has finalized the submission.
- UnderReview Judges are evaluating the project.
- **SemiFinal** Project has been selected as a semi-finalist.
- **Finalist** Project has been selected for the final round.
- **Rejected** Project not selected to advance (internal status).

Coordinators see the current Submission Status for each team in the dashboard.

9. Judging and Scoring

All projects are evaluated **manually** by the judging panel.

9.1. Marking Scheme (Total: 100 points)

1. Innovation & Originality (25 points)

- Creativity of the idea.
- o Uniqueness and originality.

2. Technical Quality (25 points)

- o Appropriate use of IT, IoT, and/or AI.
- o Correctness and stability of the solution.
- o Technical depth adjusted to age category.
- o All Links are working.

3. Impact & Usefulness (20 points)

- o Clarity of the problem addressed.
- o Practical benefit to school, community, or environment.
- o Potential for real-world application.

4. Presentation & Communication (20 points)

- o Quality and clarity of the presentation slides.
- o Clarity of the video explanation/demonstration.
- o Overall storytelling.
- o Submit all the requirements.

5. Teamwork & Documentation (10 points)

- Evidence of collaboration.
- o Basic documentation of design and development process.
- o Explanation of individual roles (if shared by the team).

9.2. Judging Process

- Judges review the material through the URLs provided.
- Marks are recorded and aggregated per team.
- Semi-finalists and finalists are selected based on total scores and balancing category.

11. Rules and Ethics

11.1. Original Work

- Projects must be primarily created by the participating students.
- External libraries, hardware, and tools are allowed, but must be properly acknowledged.

11.2. Use of AI Tools

Students may use AI tools (e.g. code generators, image generators, chat assistants) under the following conditions:

- They **understand** the code or content produced.
- They can **explain** how their solution works.
- They do not misrepresent AI-generated content as entirely their own invention.

11.3. Academic Honesty

- Plagiarism (copying large parts from online sources or previous projects without credit) is strictly prohibited.
- If serious plagiarism is detected, the project may be disqualified.

11.4. Privacy and Safety

- Personal data (full names, addresses, contact details) should be avoided in public materials whenever possible.
- If students appear in photos or videos, the school must ensure appropriate **parental consent**.

12. Communication and Support

For support and questions, school coordinators can:

1. Send an email to the competition organizers info@worldchallenger.org.