

**WORLD CHALLENGER  
GLOBAL IT, IoT & AI CHALLENGE  
FOR SCHOOLS**

**COMPETITION GUIDE  
2025-2026 EDITION**

Website: [www.worldchallenger.org](http://www.worldchallenger.org)

Competition Date: **11 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.
  - Mobile apps for learning, safety, or other services.
  - Desktop applications or management tools.
- **IoT Projects**
  - Smart classroom or smart school systems (lighting, attendance, energy saving).
  - Vehicle / Transportation improvement.
  - Safety or health monitoring devices.
- **AI Projects**
  - Machine learning classifiers.
  - AI-based recommendation or decision-support tools.
  - Chatbots or virtual assistants for a specific service.
  - 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**.
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### 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:
    - The school
    - The coordinator/teacher
    - All student team members
  - In addition, **winning teams** receive a special **Winner Certificate** (clearly showing their award level), also issued to:
    - The school
    - The coordinator/teacher
    - All student team members
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## 5. Key Dates (2026 Edition)

*Exact dates may be updated on the official website.*

- **Registration Opens:** November 15, 2025
- **Project Submission Deadline:** 5 March 10, 2026
- **Semi-Final Evaluation Period:** 8 March 2026
- **Final & Winners Announcement:** 11 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](http://www.worldchallenger.org).
2. Click **Register** in the top menu or hero section.
3. Fill in the registration form:
  - School name.
  - Country and city.
  - Coordinator name.
  - Coordinator official email address.
  - Password.
  - 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](http://www.worldchallenger.org).
- Use the **School Login** box:
  - Email.
  - 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:
  - Cycle 2 (Grades 5–8)
  - 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:
  - Team name.
  - Cycle (2 or 3).
  - 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:
  - View a table with existing team members.
  - Add new members with:
    - Student name.
    - Grade.
    - Email (optional).
    - Parent approval (checkbox/flag confirmed by the coordinator).
  - 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**
  - 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)**
  - PDF or image (e.g. circuit diagram, block diagram).
4. **Pictures URL**
  - Folder or ZIP of project photos or screenshots.
5. **Code Repository URL**
  - GitHub, GitLab, or ZIP link for source code (if applicable).
6. **Notes / Description**
  - 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.
- Uniqueness and originality.

#### 2. Technical Quality (25 points)

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

#### 3. Impact & Usefulness (20 points)

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

#### 4. Presentation & Communication (20 points)

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

#### 5. Teamwork & Documentation (10 points)

- Evidence of collaboration.
- Basic documentation of design and development process.
- 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**.

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# 12. Communication and Support

For support and questions, school coordinators can:

1. Send an email to the competition organizers [info@worldchallenger.org](mailto:info@worldchallenger.org).