



لعنابة  
المربية لدينا المفدى  
المحتسبة

وزاردة التربية والتَّعليم

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مديري المدارس الخاصة ومديراتها

الموضوع:

(مسابقات البرمجة والذكاء الاصطناعي العالمية)

للمدارس الخاصة للعام الدراسي 2026/2025

/مؤسسة أمجاد القمم)

السلام عليكم ورحمة الله وبركاته، وبعد؛

فأشير إلى كتاب مؤسسة أمجاد القمم للاستشارات التعليمية رقم 5796/5/7 الوارد لدينا بتاريخ 2025/8/18 المتعلق بالمسابقات المذكورة أعلاه.

أرجو الاطلاع على الخطة الإجرائية المرفقة، على ألا تتحمل الوزارة أي نفقات مالية.

وتقضوا بقبول فائق الاحترام

وزير التربية والتعليم

مديرة مديرية الخدمات التعليمية  
د. شريفة الصاصمة



بسم الله الرحمن الرحيم

اليوم: الإثنين الموافق 18 آب 2025

الموضوع: مسابقات البرمجة والذكاء الإصطناعي العالمية للمدارس الخاصة للعام الدراسي 2025 – 2026

معالي وزير التربية والتعليم الأكرم

عطوفة مدير إدارة التعليم الخاص الأكرم

تحية طيبة وبعد

إنطلاقاً من الخطة التنفيذية المرفقة بمذكرة التفاهم بين وزارة التربية ومؤسسة أوليمبياد الرياضيات والعلوم واللغة الإنجليزية والمشاريع والمواهب والذكاء الإصطناعي والبرمجة والتي تمتد لثلاث سنوات ولديكم نسخة أصلية منها؛ فإن

مسابقات البرمجة والذكاء الإصطناعي العالمية للمدارس الخاصة للعام الدراسي 2025 – 2026 ستكون وفق الخطة الإجرائية المرفقة.

وتفضليوا بقبول فائق الأحترام

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المرفقات

الخطة الإجرائية لمسابقات البرمجة والذكاء الإصطناعي العالمية للمدارس الخاصة

# CODING, AI & iTECH 2025 – 2026 مسابقات البرمجة والذكاء الاصطناعي العالمية



للمدارس الخاصة - الأنظمة الدولية البريطانية والبكالوريا الدولية IB والأمريكية والنظام الوطني

أولاً: مسابقة HKICO العالمية للبرمجة

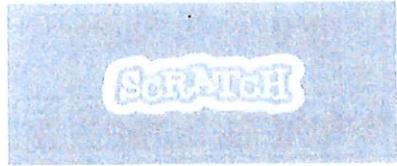
## HONG KONG INTERNATIONAL CODING OLYMPIAD – FINALS IN SINGAPORE/ Online

### **HKICO Background**

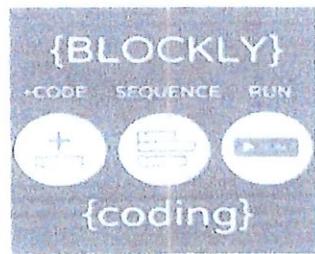
Hong Kong International Computational Olympiad, HKICO is an annual programming competition that includes Scratch, Blockly, Java, C++, Python and other mainstream programming languages today. Computational thinking involves the use of problem-solving skills and techniques that a team of software engineers use to write programs and applications.

HKICO aims to promote problem-solving skills and informatics concepts, including the ability to decompose complex tasks into simpler components, algorithm design, pattern recognition, pattern generalization and abstraction. In order to get a better answer, one of the free participation projects in the HKICO Preliminary Competition is called The Programming Equation, and participants can share their programming knowledge with participants from all over the world by shooting a short video with a specified topic in 5 minutes. The Finals will be co-organised with the National University of Singapore (NUS), the number one university of Singapore, and students who have won the Bronze Medal or above in the preliminary round will be invited to Singapore to study STEM education in Singapore and have a genuine academic exchange with participants from different regions.

#### Scratch



#### Blockly



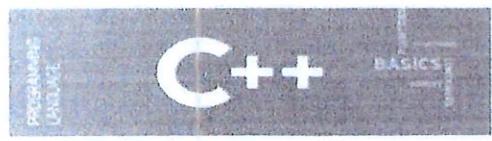
#### Python



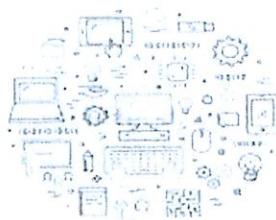
#### Java



#### C++



#### Project



الأولمبياد الدولي للبرمجة في هونغ كونغ (HKICO) هو مسابقة برمجة سنوية تشمل لغات البرمجة مثل سكرابش، وبلوكتي، وجافا، وC++، وبایثون، وغيرها من لغات البرمجة الرئيسية اليوم. يتضمن التفكير الحاسوبي استخدام مهارات وتقنيات حل المشكلات التي يعتمد عليها فريق من مهندسي البرمجيات لكتابية البرامج والتطبيقات. يهدف إلى HKICO إلى تعزيز مهارات حل المشكلات والمفاهيم ، بما في ذلك القدرة على تقسيم المهام المعقدة إلى مكونات أبسط ، وتصميم الخوارزميات ، والتعرف على الأنماط ، وعميم الأنماط ، والتجريد. من أجل الحصول على إجابة أفضل ، أحد المشاريع المجانية للمشاركة في مسابقة HKICO التمهيدية يُسمى "معادلة البرمجة" ، ويمكن للمشاركين مشاركة معرفتهم البرمجية مع مشاركين من جميع أنحاء العالم من خلال تصوير فيديو قصير حول موضوع محدد في 5 دقائق. ستتم تنظيم النهائيات بالتعاون مع جامعة سنغافورة الوطنية (NUS) ، أفضل جامعة في سنغافورة ، وسيتم دعوة الطلاب الذين فازوا بالميدالية البرونزية أو أعلى في الجولة التمهيدية إلى سنغافورة للجولة النهائية ، وإجراء تبادل أكاديمي حقيقي مع المشاركين من مناطق مختلفة.

#### الصفوف المستهدفة (2 – 12)

الطلاب من الصف الثاني لغاية الصف الثاني عشر

#### لغة المسابقة (EN / AR)

تقام المسابقة باللغتين العربية والإنجليزية لجميع الجولات EN / AR

#### الفئات Categories

Grade 2 – 4 : Scratch

Grades 5 – 7: Blockly

Grades 8 – 12: Python

#### الجولات (2 Rounds)

الجولة الأولى (التصفيات Heat Round) [31<sup>st</sup> January 2026] : تقام بنظام الوجاهي أو الأون لайн ويحدد مكانها لاحقاً حسب كل مدينة وكل دولة.

الجولة النهائية: [June 2026] تقام بنظام الوجاهي (جامعة سنغافورة الوطنية) أو أون لайн بنظام التجمع داخل العاصمة عمان ويتأهل لها الطلبة الحائزين على ميداليات برونزية أو فضية أو ذهبية من جولة التصفيات.

الجوائز Prizes: نتائج المسابقة لها قيمة عالمية عالية جداً في معظم جامعات العالم العربية.

شهادات مشاركة عالمية جوائز مالية لأوائل المسابقة عالمياً.

ميداليات وكؤوس وشهادات تقدير للطلبة الحاصلين على المراكز الأولى على مستوى المملكة.

#### رابط التسجيل Registration Link

<https://forms.gle/U4wVKRWDGKgod1W8A>

التسجيل: متاح لغاية قبل أسبوع من الجولة الأولى

Registration is open till last week before first round

رسوم جولة التصفيات العالمية fees for Heat Round : 45 دينار

خصومات التسجيل المبكر Early Registration : 25% خصم للتسجيل قبل 30 September 2025



هي مسابقة عالمية تركز على المهارات الأساسية في البرمجة وتطبيقاتها لطلاب المدارس الدولية والوطنية

الصفوف المستهدفة (3 – 12): الطلاب من الصف الثالث لغاية الصف الثاني عشر

لغة المسابقة (EN / AR): تقام المسابقة باللغتين العربية والإنجليزية لجولات التصفيات وباللغة الإنجليزية لجولة النخبة العالمية.

### الجولات Rounds

جولة التصفيات العالمية: تقام من 4 مراحل واحدة منها إختيارية (وتكون بنظام الأون لайн / وجاهيًا)

الجولة الأولى: 29/11/2025 وتكون علامتها من 15 أون لайн

الجولة الثانية: 29/12/2025 وتكون علامتها من 15 أون لайн

الجولة الثالثة: 24/1/2026 وتكون علامتها من 70 وجاهي

الجولة الإختيارية: 6/2/2026 وتكون علامتها من 20 أون لайн

جولة النخبة العالمية: Elite Finals يترشح تلقائيًا لجولة النخبة الطلبة الحاصلون على درجة أعلى من 70% وتقام بشهر 6 في بوسطن من خلال Cats Global Network Schools and Colleges الأمريكية. وبشهر 8 في بريطانيا (لندن / كامبريدج)

### الجوائز Prizes

الجائزة الكبرى: 1000 باوند أسترليزي للفائز بالمركز الأول عالميًا على جميع الفئات

الجائزة الثانية: 500 باوند أسترليزي للفائز بالمركز الثاني عالميًا على جميع الفئات

الجائزة الثالثة: 300 باوند للفائز بالمركز الثالث عالميًا على جميع الفئات

شهادات مشاركة عالمية وخصومات لأكثر من 60 جامعة عالمية في أمريكا وبريطانيا والصين وسنغافورة للطلبة المشاركين بجولة النخبة العالمية. ميداليات وكؤوس وشهادات تقدير وهدايا للطلبة الحاصلين على المراكز الأولى على مستوى المملكة.



رابط التسجيل Registration Link Xpert Coding Competition

<https://forms.gle/aRXwNSZCGjaXiGbC6>

التسجيل Register Before: متاح قبل أسبوع من أي جولة من جولات التصفيات الثلاث الأولى.

رسوم جولة التصفيات العالمية (3 جولات) : 45 دينار

خصومات التسجيل المبكر Early Registration: 25% خصم للتسجيل قبل 30 September

التدريب Optional Training: متاح وبرسوم رمزية لمن يرغب وهو إختياري Available with affordable fees



ثالثاً: مسابقة iTech العالمية للبرمجة والتصميم الإلكتروني

النهائيات العالمية في بوسطن - لندن



ARTIFICIAL INTELLIGENCE

COMPUTER ART

VIDEO GAME DESIGN

GRAPHIC DESIGN

SHORT ANIMATED FILM

SOFTWARE PROGRAMMING

Computer Art



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Video Game Design



[Learn More](#)

Graphic Design



[Learn More](#)

Short Animated Film



[Learn More](#)

Software Programming



[Learn More](#)

Artificial Intelligence



[Learn More](#)

## Missions

Artificial Intelligence (AI) is one of the most recognized and rapidly evolving branches of Computer Science worldwide. AI refers to machines or systems that mimic human intelligence and behavior, enabling them to learn, reason, and make decisions like humans. Today, scientists are continuously advancing AI technologies to enhance machine capabilities, allowing them to imitate human actions and improve our day-to-day efficiency.

AI has the potential to revolutionize industries by solving complex problems more effectively than humans. It is already being used to tackle numerous global challenges, from environmental sustainability to healthcare innovation. iWISE encourages young minds to explore the power of Artificial Intelligence, utilizing it not only to address real-world issues but also to foster creativity and critical thinking while having fun with cutting-edge technology.

Through the iTECH – Artificial Intelligence category, we aim to inspire students to harness the potential of AI in solving problems that matter to them, empowering the next generation of innovators.

## How AI Category Works

- 1. Select an AI Task:** Choose one of the three available AI tasks related to Artificial Intelligence.
- 2. Research the AI Task:** Conduct thorough research on the selected AI task to better understand the context and possible solutions.
- 3. Write an Abstract:** Develop a written abstract detailing your proposed AI-based solution.
- 4. Choose a Programming Language:** Use any of the following programming languages to develop your solution: Python, Java, JavaScript, PHP, or C++.
- 5. Develop AI-Driven Code:** Implement Artificial Intelligence techniques to write and optimize your code.
- 6. Build Your Machine (if necessary):** If your solution requires hardware, construct or integrate the necessary machine to bring your AI solution to life.

## AI Tasks

### 1. AI-Powered Crop Health Detection Task

**Story:** A large agricultural company currently uses traditional methods to assess the health of its crops across vast farmlands. These methods are time-consuming, expensive, and sometimes inaccurate. The company is looking for an innovative solution to overcome these challenges and improve productivity and profits.

**Task Objective:** The goal of this task is to create an AI program using the Python programming language that can determine the health of crops in a given image. The program should be able to analyse various farm images and provide an output for each image as "Healthy Crops Confirmed," "Unhealthy Crops Detected," or "This is not a farm image."

### 2. AI-Powered Criminality Prediction Task for Robot Police

**Story:** In a world where robots and humans coexist, a city police department is upgrading its systems to combat crime using artificial intelligence. They seek a new AI-powered robot police officer to assist in predicting potential criminals.

**Task Objective:** The goal of this task is to create an AI program using the Python programming language that can predict the likelihood of suspects being criminals based on their personal information. The program should be able to utilize various data such as criminal records, occupation, education level, marital status, residence location, driving history, and online activity to train its model and predict the criminality of new individuals.

### 3. AI-Powered Facial Emotion Recognition Task

**Story:** Artificial intelligence (AI) is rapidly finding applications in various fields, including facial emotion recognition. This technology has the potential to revolutionize how we interact with machines and understand human behaviour.

**Task Objective:** The goal of this task is to create an AI program using the Python programming language that can recognize emotions from human faces in images and videos. The program should be able to take various images and videos as input and classify the emotion depicted in each.

## Requirements for Qualification Rounds and Global Finals

### Requirements for Virtual Finals:

- Written Abstract describing work.
- PowerPoint presentation.
- Instruction on how to run your code.
- Group submission is up to 3 participants.
- No theme for this category.

### Requirements for Global Finals:

- Participants must submit written abstract describing their work together with their presentation.
- Entries must be the original work.
- The original copy of the work must be presented to the judges.
- No clip art, stock photos, or copyrighted materials.
- Abstract, Portfolio, Poster.
- Group submission is up to 3 participants.
- No theme for this category.

## Judging Principles

Judging will be done at the discretion of the iWISE Olympiad Committee. All submissions will be judged by a panel selected by the iWISE Olympiad Organization. The Judges will score each criterion on a scale of 0-5, with zero being the lowest and 5 being the highest rank.

**Accuracy:** the solution correctly addresses the problem statement and produces the expected results.

**Completeness:** All parts of the problem are fully solved as per the requirements specified in the challenge.

**Functionality:** the solution runs without errors and handles edge cases appropriately.

**Readability of Code:** Code is well-organized in order.

**Modularity:** Code is modular, with functions and methods that have a single responsibility and can be reused.

**Professionalism:** the submission is professional and polished, reflecting a high level of effort and attention to detail.

**Testing:** Comprehensive test cases are provided, covering a wide range of scenarios and edge cases.

**Age Group: 10 – 24 years old**

**Fees: 300 JD per Team (Max 3 members) for the qualification rounds.**

**Registration Link:** <https://forms.gle/rvekFJXCthJaEAhL7>

AMJAAD



## Computer Art



### Missions

Participants are encouraged to express their creativity using various illustration formats, including digital drawing or painting, vector graphics, infographics, typography or lettering designs, 3D modeling, artificial intelligence, rendering, and digital photo manipulation. Participants are free to use any digital tools and software, such as Adobe Illustrator, Procreate, and CorelDRAW for illustration; Adobe Animate, Blender, and Toon Boom Harmony for animation; and Blender, Autodesk Maya, and Cinema 4D for 3D modeling. The artwork should be submitted in PNG or TIFF format, ensuring it is suitable for printing for reports and other documents. The file must be sized for A3 dimensions, either in portrait or landscape orientation, and should be sent at a resolution of 300 DPI.

### Evaluation Criteria

Judging will be done at the discretion of the iWISE Olympiad Committee. All submissions will be judged by a panel selected by the iWISE Olympiad Organization. The Judges will score each criterion on a scale of 0-5, with zero being the lowest and 5 being the highest rank. Judges will focus originality, creativity, adherence to theme(s), technical skill and execution, visual impact, emotional impact and engagement.

### Judging Principles

Judging will be done at the discretion of the iWISE Olympiad Committee. All submissions will be judged by a panel selected by the iWISE Olympiad Organization. The Judges will score each criterion on a scale of 0-5, with zero being the lowest and 5 being the highest rank.

**Creativity:** Designs are evaluated based on originality, innovation, and artistic expression.

**Technical Skill:** Skills in graphic design tools and techniques is considered.

**Communication:** Effectiveness in conveying the intended message or concept is assessed.

**Impact:** Overall impression and ability to captivate or inspire viewers are evaluated.

**Aesthetics:** Visual appeal and quality are assessed.

## Requirements for Qualification Rounds and Global Finals

### Requirements for Virtual Finals:

- Written Abstract describing work.
- PowerPoint presentation.

Participants must submit high resolution images of their design together with their presentation.

No clip art, stock photos, or copyrighted materials.

- Pictures can be saved as a PDF document that must be sent to judges via Zoom Chat.
- Group submission is up to 3 participants.
- No theme for this category.

### Requirements for Global Finals:

Participants must submit high resolution images of their design together with their presentation.

Entries must be the original work of the graphic designer(s).

The original copy of the work must be presented to the judges.

No clip art, stock photos, or copyrighted materials.

Abstract, Portfolio, Poster.

- Group submission is up to 3 participants.
- No theme for this category.

**Age Group: 10 – 24 years old**

**Fees: 300 JD per Team (Max 3 members) for the qualification rounds.**

**Registration Link:** <https://forms.gle/rvekFJXCthJaEAhL7>



# Game Design



## Missions

Game design requires a blend of complex intellectual, artistic, and technical skills. Once mastered, these skills can be applied across various high-tech professions in the fields of science, technology, and the arts.

Participants are tasked with developing a game centered around a subject of their choice. The game should be engaging, exciting, visually appealing, and intellectually challenging, demonstrating high artistic, educational, and social value.

This category offers opportunities for alternative interpretations of standard game software requirements. The goal is to present observational results from multi-round field studies conducted during computer game software development competitions hosted by the iWISE Olympiad. Participants will gain insights into game development while practicing critical thinking and expanding their coding knowledge. This category encompasses elements of computer science, animation, text writing, and music editing.

## Rules and Regulations

The game will be played by judges during the judging sessions.

All participants must bring their own laptops (or electronic devices) with the pre-loaded game, ready to play.

The game must be played directly from the participant's electronic device (laptop is advisable) during the judging sessions.

All instructions and rules must be clearly written in the participant's portfolio for evaluation purposes, and the game should also feature an instructional display.

Participants may compete individually or as a team of up to three members.

The game must include original work from the team; however, game architecture, engines, graphics, and sounds may be sourced from other providers. Any non-original work must be properly documented, demonstrating copyright permissions.

The game should contain multiple levels, a scoreboard, and celebratory messages.

## Judging Principles

Judging will be done at the discretion of the iWISE Olympiad Committee. All submissions will be judged by a panel selected by the iWISE Olympiad Organization. The Judges will score each criterion on a scale of 0-5, with 0 being the lowest and 5 being the highest rank.

**Creativity:** Designs are evaluated based on originality, innovation, and artistic expression.

**Technical Skill:** Skills in graphic design tools and techniques is considered.

**Communication:** Effectiveness in conveying the intended message or concept is assessed.

**Impact:** Overall impression and ability to captivate or inspire viewers are evaluated.

**Aesthetics:** Visual appeal and quality are assessed.

## Requirements for Qualification Rounds and Global Finals

### Requirements for Virtual Finals:

- Written Abstract describing work.
- PowerPoint presentation.

Participants must submit high resolution images of their design together with their presentation.

No clip art, stock photos, or copyrighted materials.

- Pictures can be saved as a PDF document that must be sent to judges via Zoom Chat.
- Group submission is up to 3 participants.
- No theme for this category.

### Requirements for Global Finals:

Participants must submit high resolution images of their design together with their presentation.

Entries must be the original work of the graphic designer(s).

The original copy of the work must be presented to the judges.

No clip art, stock photos, or copyrighted materials.

Abstract, Portfolio, Poster.

- Group submission is up to 3 participants.
- No theme for this category.

- Age Group: 10 – 24 years old

- Fees: 300 JD per Team (Max 3 members) for the qualification rounds.
- Registration Link: <https://forms.gle/rvekFJXCthJaEAhL7>



## Graphics Design Category



### Missions

The iWISE Olympiad Graphic Design category is designed for young graphic designers looking for an opportunity to gain global recognition for their designs within the creative community. Our platform celebrates creativity in all forms. Ingenuity is known as the mother of all inventions. This category was specifically curated to inspire young graphic designers to push the limits of their imagination when creating unique designs. Each design will reflect the artist's perspective and give the world an opportunity to see the world through the artist's eyes.

The Graphic Design category includes Web Design, WordPress Design, Landing Page Design, Wix Design, App Design, Banner Ad Design, Icon Design, Big Commerce Design, and Shopify Design etc.

### Criteria

The Graphic design category is open to anyone age between 10-24 years old.

- The graphic design category includes posters, comics, game art, 2D concept art, digital art, etc.
- Participants may register more than one Artwork in the national round, but only one can be presented at the Global round.
- Participants must submit high resolution images of their design together with their presentation.
- Entries must be the original work of the graphic designer(s).
- All entries will be copyright-free, this means that the Olympiad is free to use your entry for promotional purposes.
- Work must be full process colour.
- Work must be in good taste and suitable for family viewing.
- Work must be entirely original and the sole work of the finalist(s).
- No clip art, stock photos, or copyrighted materials.

### Judging Principles

Judging will be done at the discretion of the iWISE Olympiad Committee. All submissions will be judged by a panel selected by the iWISE Olympiad Organization. The Judges will score each criterion on a scale of 0-5, with zero being the lowest and 5 being the highest rank.

**Creativity:** Designs are evaluated based on originality, innovation, and artistic expression.

**Technical Skill:** Skills in graphic design tools and techniques is considered.

**Communication:** Effectiveness in conveying the intended message or concept is assessed.

**Impact:** Overall impression and ability to captivate or inspire viewers are evaluated.

**Aesthetics:** Visual appeal and quality are assessed.

## Requirements for Qualification Rounds and Global Finals

### Requirements for Virtual Finals:

- Written Abstract describing work.
- PowerPoint presentation.

Participants must submit high resolution images of their design together with their presentation.

No clip art, stock photos, or copyrighted materials.

- Pictures can be saved as a PDF document that must be sent to judges via Zoom Chat.
- Group submission is up to 3 participants.
- No theme for this category.

### Requirements for Global Finals:

Participants must submit high resolution images of their design together with their presentation.

Entries must be the original work of the graphic designer(s).

The original copy of the work must be presented to the judges.

No clip art, stock photos, or copyrighted materials.

Abstract, Portfolio, Poster.

- Group submission is up to 3 participants.
- No theme for this category.

**Age Group: 10 – 24 years old**

**Fees: 300 JD per Team (Max 3 members) for the qualification rounds.**

**Registration Link:** <https://forms.gle/rvekFJXCthJaEAhL7>



## Short Animated Film



### Missions

An animated film is defined as a motion picture in which movement and characters' performances are created using a frame-by-frame technique. This category is reserved for cartoons, 2D animation, 3D animation, clay animation, sand animation, anime, etc. Participants must be between the ages of 10 – 24 years.

The iWISE Olympiad is an international platform for young animators who have the patience, creativity, and skillset for making short animated films. Animators will be given an opportunity to showcase their ability on an international scale. The Olympiad encourages teens to spend time on their computers productively by making an animated short film that expresses their worldview is a great use of their time.

### Criteria

- The short animated film must be a DCP or HD file.
- The short animated film's duration must not exceed 8 minutes.
- The short animated film dialogue must be in English or with English subtitles.
- The short animated film can be registered as a group not exceeding 3 participants.
- Each participant may register more than one film but only one of them will be selected for the Global round.
- The title of the short animated film must be in English.
- The short animated film must not give a message about politics, religion, etc.
- The short animated film must not have been published on any social media platforms.
- The short animated film must be the Participants own work.
- The short animated film must conform to legal regulations regarding its content, such as the exclusion of the following: racist content, the act of committing crimes, the depiction of pornography and similar content that isn't "family-friendly" content.

Films which do not meet all criteria as defined above will be disqualified by the iWISE Olympiad Committee.

Disqualified short animated film creator(s) will not be refunded from the iWISE Olympiad Committee.

### Judging Principles

Judging will be done at the discretion of the iWISE Olympiad Committee. All submissions will be judged by a panel selected by the iWISE Olympiad Organization. The Judges will score each criterion on a scale of 0-5, with 0 being the lowest and 5 being the highest rank.

Short Animated films will be judged on originality, creativity, engagement, editing, audio, music, sound effects, storytelling, characters, entertainment value and cinematography, effectiveness of the message and the ability of the filmmaker to reach an audience.

## Requirements for Qualification Rounds and Global Finals

### Requirements for Virtual Finals:

Written Abstract describing short animated film.

PowerPoint/Video presentation.

Participants create a high-resolution video of their film together with their presentation.

No clip art, stock photos, or copyrighted materials.

Share link of the video via zoom chat with Judges, you can use a google drive link or YouTube link.

Group submission is up to 3 participants.

All short-animated films must be in line with the iWISE theme of the year.

The 2024 themes are: **Coming of age, Dreamscapes Explored & Art in Motion.**

Participants only need to pick one theme for their submission.

### Requirements for Global Finals:

Participants must submit high resolution video of their film together with their presentation.

No clip art, stock photos, or copyrighted materials.

Bring your own laptop.

Entries must be the original work of participant(s).

The short-animated film must be a **DCP or HD** file.

Abstract, Portfolio, Poster.

Group submission is up to 3 participants.

All short-animated films must be in line with the iWISE theme of the year.

The 2024 themes are: **Coming of age, Dreamscapes Explored & Art in Motion.**

Participants only need to pick one theme for their submission.

**Age Group: 10 – 24 years old**

**Fees: 300 JD per Team (Max 3 members) for the qualification rounds.**

**Registration Link:** <https://forms.gle/rvekFJXCthJaEAhL7>



## Software Programming



### Objectives

This category aims to create an international platform for skill enhancement and recognition for beginner programmers. It challenges participants to solve real-world problems within limited time frames, fostering analytical and rational thinking essential for students. By participating in this category, young developers get the chance to assess their skills and join a vibrant community of like-minded programmers that can be instrumental in educational advancement.

iWISE aims to build a bridge between simulation and reality of programming so that inviting all students to participate in the programming category. Programming is a very important part and plays a critical role in the robotics competition. Developing software app such as game, web app, desktop program and mobile app, by using any coding programming language whichever easier and suitable for the team that can be PHP, Java, JavaScript, Python, Swift, C++, etc.

This category demands a deep understanding of algorithms, data structures, and efficient coding practices. It is not just about writing code; it is about crafting solutions that are both elegant and efficient.

### Judging Principles

Judging will be done at the discretion of the iWISE Olympiad Committee. All submissions will be judged by a panel selected by the iWISE Olympiad Organization. The Judges will score each criterion on a scale of 0-5, with 0 being the lowest and 5 being the highest rank. Judges will mainly focus on Originality, Creativity, Practicality, User Friendliness, Functionality, Technical skills, Documentation, and Oral presentation.

### Requirements for Qualification Rounds and Global Finals

#### Requirements for Virtual Finals:

- Written Abstract describing work.
- PowerPoint presentation.

Participants must submit high resolution images of their design together with their presentation.

No clip art, stock photos, or copyrighted materials.

- Pictures can be saved as a PDF document that must be sent to judges via Zoom Chat.
- Group submission is up to 3 participants.
- No theme for this category.

### Requirements for Global Finals:

Participants must submit high resolution images of their design together with their presentation.

Entries must be the original work of the graphic designer(s).

The original copy of the work must be presented to the judges.

→ clip art, stock photos, or copyrighted materials.

→ Abstract, Portfolio, Poster.

- Group submission is up to 3 participants.

- No theme for this category.



**Age Group: 10 – 24 years old**

**Fees: 300 JD per Team (Max 3 members) for the qualification rounds.**

**Registration Link:** <https://forms.gle/rvekJXChJaEAhL7>



**For More Details**

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