Rules and Regulations

Introduction

The Competition aims to inspire the interest in science, technology, and innovation among youngsters, providing a platform for the participants to demonstrate and apply their acquired knowledge and skills. It encompasses various technological domains, such as artificial intelligence (AI), the Internet of Things (IoT), robotics and programming, aiding the participants in honing both logical reasoning and creative thinking skills. Through interaction with peers from other regions, the participants can also improve their learning ability, further enhancing the overall atmosphere of scientific and technological innovation within Macao's academic community.

Organizers: International Youth STEAM Education Association, Macao Science Center

Supporting Organizations: SJM Resorts, Limited

Objectives

- To promote Artificial Intelligence (AI) education in Macao
- To strengthen exchanges within the Greater Bay Area and support special education initiatives
- To enhance students' integrated STEM knowledge and practical application capabilities

Competition Categories

This Competition consists of three categories:

No.	Category	Description
1	Unplugged Programming Challenge	This event will be conducted using the **Matatalab Coding Set**. Contestants will draw programming tasks at random on-site and complete a series of physical programming challenges to demonstrate their computational thinking and programming skills.
2	The IoT Competition	**No restrictions are imposed on the motherboard to be developed** in the Macao regional event. For details, please refer to the IoT Rules and Regulations. Teams are required to design and program IoT device solutions in line with the assigned theme. Outstanding teams will be recommended to represent Macao in the micro:bit World Championship in the United Kingdom.
3	The AI Challenge	Participating teams must use **App Inventor 2 to develop applications compatible with Android mobile phones or tablets** (no limitation on device size or brand). For details, please refer to the AI Challenge Rules and Regulations. The teams are required to train an AI model and develop a corresponding application based on the assigned theme, testing and enhancing their practical skills in artificial intelligence technology during the competition.

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Competition Format

1. Division

No.	Category	Division	No. of Participants per Team	No. of Instructors per Team	Maximum No. of Teams per School	Maximum No. of Teams per Education Center
1	Unplugged Programming Challenge	Kindergarten Division, Junior Primary Division	1	1	2	1
		Special Division	1	1	No limit	No limit
2	The IoT Competition	Senior Primary Division, Secondary Division	2-3	1	No limit	No limit
3	The AI Challenge	Senior Primary Division, Secondary Division	2-3	1	2	1

2. All participants in the above categories must be kindergarten, primary, or secondary students enrolled in Macao's formal education system during the 2025/2026 academic year, as follows:

    - Kindergarten Division: Full-time students in Kindergarten Years 1–3
    - Junior Primary Division: Full-time students in Primary Years 1–3
    - Senior Primary Division: Full-time students in Primary Years 4–6
    - Secondary Division: Full-time students in Secondary Years 1–6 (Junior to Senior Secondary)
    - Special Division: Only for students enrolled in special education classes with mild intellectual disability or below.

3. For the Unplugged Programming Challenge (Kindergarten and Junior Primary Divisions) and the AI Challenge (Senior Primary and Secondary Divisions), excluding the Special Division, Enrolment is on a first-come-first-served basis.

    - For schools: A maximum of TWO teams may register. The first two teams meeting all eligibility requirements will be accepted; any additional teams will be placed on the waiting list.

    - For education centres: A maximum of ONE team may register. The first eligible team will be accepted; additional teams will be placed on the waiting list.

    - Waiting list arrangement: Replacement will be made in order of registration submission after confirmation of qualified teams. Notification of replacement will be sent via email by 8 February 2026, and the assigned competition venue will be announced on 14 April 2026. Replacement will be made in order of registration submission after confirmation of qualified teams. Notification of replacement will be sent via email by 8 February 2026, and the assigned competition venue will be announced on 14 April 2026.

4. Each instructor may lead more than one team.

5. Teams may register under the name of a school or an education centre.

6. Each participant may register for different competition categories, but may not register more than once within the same category. If a participant is found to have registered multiple times for the same category, all related teams will be disqualified.

7. Once the registration information has been confirmed, no changes to team composition will be permitted.

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Competition Schedule

Event		Date and time	Venue / Announcement
Registration for the briefing session Click here or scan the QR code to register		December 2, 2025 17:30-19:00	Macao Science Center FABLAB
Competition Registration Unplugged Programming Challenge Click here to register The IoT Competition Click here to register The AI Challenge Click here to register		From now until January 31, 2026	---
Teacher Training Workshops	Teaching Insights: Unplugged Programming Speaker: Experienced educator from Hong Kong	January 17, 2026 14:00-17:00	To be announced on the event webpage
	Teaching Insights: IoT Design and Programming Speaker: Experienced educator from Hong Kong	January 24, 2026 14:00-17:00	
	Intensive Workshop: AI Model Recognition Speaker: Experienced educator from Hong Kong	January 31, 2026 14:00-17:00	
IoT Preliminary Round Submission Click here or scan the QR code to submit		March 23, 2026	---
Announcement of Finalist Teams and Competition Venues (All Categories)		April 14, 2026	To be announced on the event webpage
The AI Challenge Submission Click here or scan the QR code to submit		April 26, 2026	---
Competitions	Unplugged Programming Challenge	May 2-3, 2026	Macao Science Center Meeting Rooms 3 & 4
	IoT Competition (Final Round)	May 16–17, 2026 (morning sessions)	Macao Science Center Exhibition Center
	The AI Challenge	May 9-10, 2026	Macao Science Center Exhibition Center
Announcement of Award Winners		May 25, 2026	To be announced on the event webpage
Award Ceremony		June 27, 2026 15:00-17:00	Macao Science Center Convention Hall
IoT Competition Showcase		May - August 2026	Macao Science Center Exhibition Center G15

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Awards

1. All instructors of the Champion, First Runner-up, and Second Runner-up teams will receive a Certificate of Excellence in Coaching.

2. All participants and instructors will receive electronic certificates. In particular, all participants and instructors in the preliminary round of the IoT Competition will also be awarded electronic certificates.

3. Electronic certificates will be sent to the registered contact email address after the conclusion of the event.

No.	Category	Division	Awards	Description
1	Unplugged Programming Challenge	Kindergarten Division Junior Primary Division Special Division	Champion (1 per division)	Trophy, electronic certificate, Outstanding School banner
			First Runner-up/Second Runner-up (1 per division)	Trophy, electronic certificate
			Merit Award (3 per division)	Trophy, electronic certificate
			First-class/Second-class/Third-class Award (1 per division)	Electronic Certificate
2	The IoT Competition	Senior Primary Division Secondary Division	Champion (1 team per division)	Trophy, electronic certificate, Outstanding School banner
			First Runner-up/Second Runner-up (1 team per division)	Trophy, electronic certificate
			Merit Award (6 teams per division)	Electronic Certificate
			Most Popular Award (1 team per division)	Electronic Certificate
3	The AI Challenge	Senior Primary Division Secondary Division	Champion (1 team per division)	Trophy, electronic certificate, Outstanding School banner
			First Runner-up/Second Runner-up (1 team per division)	Trophy, electronic certificate
			Merit Award (6 teams per division)	Electronic Certificate

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Participation in Competitions Outside the Macao SAR

No.	Category	Associated Event	Details
1	Unplugged Programming Challenge	International Youth STEAM Education Competition (Greater Bay Area)	Results from the Macao Regional Competition will be incorporated into the rankings of the Greater Bay Area(GBA) Competition. Top performers will be awarded directly.
2	The IoT Competition	International Youth STEAM Education Competition (Greater Bay Area)	1. Finalist teams from Macao may be invited to bring their works to Hong Kong to participate in the GBA Finals. 2. Travel expenses to Hong Kong will be covered by the organiser.
		do your:bit Global Challenge	1. Teams awarded in the GBA finals may voluntarily apply to represent Macau in the do your:bit Global Challenge (ONE team per division), and must bring their works to the UK for competition. 2. Travel and related expenses for participation in the UK will be self-funded.
3	The AI Challenge	International Youth STEAM Education Competition (Greater Bay Area)	Results from the Macao Regional Competition will be incorporated into the rankings of the Greater Bay Area(GBA) competition. Top performers will be awarded directly.

Other Regulations

1. All submitted entries must be appropriate and free from any content involving pornography, violence, or elements that contravene the laws and regulations of the Macao SAR.

2. Each entry must include a brief description in both Chinese and English.

3. All entries must be original works that have not been previously published, awarded, or adopted by any other organization. Entrants are solely responsible for any legal liabilities arising therefrom. The Organizers reserve the right to disqualify such entries and revoke any prizes awarded.

4. Entries must not contain copyrighted materials—such as animations, photos, images, or music that do not belong to the entrant. If such materials are used, the sources must be properly credited at the end of the work, and a complete list of references must be submitted together with the entry.

5. The participants must comply with the Personal Data Protection Act. In particular, when voices or images of individuals are included in an entry, prior consent must be obtained from those individuals (except in the case of general street views taken in public areas where no individual is specifically highlighted).

6. All entries will be returned after the competition or showcase concludes; however, all intellectual property rights and copyright of the entries shall be unconditionally transferred to the organizers.

7. The copyright and all derivative rights and benefits of the winning entries shall belong to the Organizers.

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8. Winners are obliged to cooperate with the Organizers in making necessary improvements or modifications to their works as requested.

9. The Organizers reserve the right to use any submitted entries for purposes of competition-related publicity, promotion, or events without prior notice or additional remuneration.

10. Upon completion of the registration process, all participants shall be deemed to have accepted the rules and regulations of the Competition and its results.

11. If any entry is deemed by the judging panel to fall short of the competition standards, the Organizers reserve the right to withhold the award.

Disclaimer

1. By submitting an application, the participants acknowledge that they have read, understood, and agreed to all the rules and regulations of the Competition.

2. Any teams or entries that fail to comply with these regulations will be disqualified. The Organizers shall not be held liable for any loss, damage, incompleteness, illegibility, delay, or failure in delivery of entries not caused by their own negligence, and no individual notification will be issued to the affected participants.

3. The participants agree to authorize the Organizers to use their school names, logos, team members' portraits, programming works, images, photos, or videos for promotional purposes in any online and/or offline media related to the Competition.

4. All results and timings are subject to on-site verification by the judges. The decisions of the judging panel are final and binding, and no appeals will be accepted.

5. The Organizers reserve the right to terminate the Competition, amend these rules and regulations, or disqualify any participants whose conduct is deemed inappropriate or in violation of the rules.

6. The final right of interpretation of these regulations rests with the Organizing Committee and the Judging Panel. In the event of any dispute, the Organizers reserve the final right of interpretation.

7. All personal data collected for the Competition will be used solely for purposes related to the event and will be destroyed after the Competition concludes.

Contact Information

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