Dec 4th – 6th, 2026

Location: Hybrid

2026

WAICY

World Artificial Intelligence Competition for Youth

www.waicy.org

WAICY
World Artificial Intelligence Competition for Youth

COMPETITION INFO

Organizer: ReadyAI (USA)- https://www.readyai.org/
Competition type: Hybrid (online & onsite)
Project submission deadline: November 29th, 2026
Competition date: December 4th-6th, 2025
Competition language: English
Type of participants: Teams with 1- 5 members under the age of 18
WAICY 2025 Organizing Team: info@waicy.org

Registration for participation:
https://www.waicy.org/2026-submission

Competition rules:
https://www.waicy.org/rubrics

WHAT IS WAICY?

The World Artificial Intelligence Competition for Youth (WAICY) is a global competition challenging students to learn and use artificial intelligence (AI) technology to solve real world problems. WAICY is a competition where students around the world showcase their learning in artificial intelligence (AI).

WHO CAN PARTICIPATE?

The competition is open to all students around the world under the age of 18. To participate in WAICY, students must prepare a project that showcases an AI solution for a real-world problem. There are no limitations to the format of the project (coding demo, essays, visual prototype, a robot, even artworks etc.) as long as it uses AI and addresses a societal problem. ALL YOU NEED IS AN IDEA! Past competition topics have ranged from recycling, senior care, to cookie-baking.

Watch WAICY 2025 here: https://youtu.be/16TGxZ6eHZo
Watch WAICY 2024 here: https://youtu.be/nwGOfJeAWFU
Watch WAICY 2023 here: https://youtu.be/BC1DWHuE76s
Watch WAICY 2022 here: https://youtu.be/ThVOO5RZptU
Watch WAICY 2021 here: https://youtu.be/dakZ_NymM0g
Watch WAICY 2020 here: https://youtu.be/zgWMxcvLJKs
Watch WAICY 2019 here: https://youtu.be/L-lGz0CyhMg
Watch WAICY 2018 here: https://youtu.be/s2VS0KHDGS8

HOW DOES IT GO?

This year we have four tracks that you can participate in. Prepare your AI project based on the requirement of each track and submit your project online! If selected, teams will present live on WAICY Day, scheduled for December 5th - 7th. The presentation comprises a 3-minute presentation a 3-minute demo, followed by a 4 minute Q&A session with the judges. Teams can present in two ways – videos + live or with videos only. Coaching is allowed before the presentation and translating during the presentation is acceptable.

AI SHOWCASE TRACK

Create a project that showcases an AI solution for a real-world problem.

AI GENERATED ART TRACK

Based on this year's themes, create artworks using text-to-image AI models like ChatGPT Images 2.5, Midjourney, Nano Banana, or Stable Diffusion.

AI GENERATED VIDEO TRACK

Create a short video using AI tools that tells a powerful story or conveys a compelling message inspired by this year's themes.

AI LARGE LANGUAGE MODEL TRACK

Instruct the AI to adopt a specific domain of expertise using popular AI Large Language Models, such as ChatGPT, Bard AI, and others.

All the projects should be submitted before online submission deadline.

Submission Deadline: November 29, 2026, 5:00 PM ET

WAICY
World Artificial Intelligence Competition for Youth

TIMELINE

NOVEMBER 29

SUBMISSION DEADLINE

The online submission form can be accessed here.

DECEMBER 2

ALLOCATE TIME SLOT

Participants of the final competition will be arranged a time section of attending the final WAICY.

DECEMBER 4 - 6

FINAL COMPETITION DAY

Participants need to present in front of the judges and answer questions during the Q&A sessions.

DECEMBER 7

ANNOUNCEMENT OF WINNER

The winners and awards will be announced online.

AI SHOWCASE TRACK

Task

Participants will create projects demonstrating the utility of AI in solving real-world issues.

Project Submission Requirements

- **Project Name**
- **Project Description**: Maximum 250 words.
- **AI Usage Explanation**: Maximum 250 words.
  - Explain what AI technologies are used in the project, what role AI plays in the solution, and what parts were designed, developed, trained, programmed, researched, or created by the student team.
- **6-Minute Video**: Comprising a 3-minute presentation and a 3-minute demo.
  - **3-Minute Presentation**: Detail the problem, AI application, and expected positive impact using visual aids such as slides.
  - **3-Minute Demo**: Demonstrate your solution through any format, including simulations.

Submission Deadline: November 29, 2025, 5:00 PM ET

via the Project Submission Form. Link

A detailed breakdown of the submission components:

Presentation Video Requirements

- Duration: Max 3 minutes, inclusive of the full presentation.
- Language: English or subtitled in English.
- Equipment: Any videotaping equipment or format is permissible.
- Visual aids: Incorporation of slides or other videos is allowed.

Demo Video Requirements

- Duration: Max 3 minutes, covering the full demonstration.
- Language: English or subtitled in English.
- Narration: Allowed and encouraged to facilitate understanding.
- Equipment: Any videotaping equipment or format is permissible.

AI SHOWCASE TRACK

Project Folder & File Naming Instructions

To help the WAICY judging team organize and review projects efficiently, please follow the naming instructions below when preparing your shared Google Drive folder.

Name Your Project Folder

Use the following format:

Track_Category_ProjectName (Example: Main_High_SmartRecyclingAssistant)

Track:

- Main — AI Showcase
- Art — AI-Generated Art
- Video — AI-Generated Video
- LLM — LLM Track

Category:

- Elementary
- Middle
- High

A Standard Folder should include following items:

- Main_Category_ProjectName_Presentation.pdf
- Main_Category_ProjectName_Description.pdf (include description + AI usage explaination)
- Main_Category_ProjectName_DemoVideo.mp4
- Main_Category_ProjectName_PresentationVideo.mp4
- Optional: Main_Category_ProjectName_AdditionalMaterials

Before submitting your Google Drive link, please check that:

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All required files are included.
Your Google Drive folder sharing setting allows the WAICY judging team to access the materials.

AI SHOWCASE TRACK

WAICY Day

If selected, teams will present live on WAICY Day, scheduled for December 4th - 6th. The presentation comprises a 3-minute presentation a 3-minute demo, followed by a 4 minute Q&A session with the judges.

4 Minute Q&A: Address questions from the judges regarding your presentation and demo.
***Note**: The list of selected teams will be announced on December 2nd, 2025.*

WAICY Day
A grand two-day event where selected teams showcase their projects live. Refer to the WAICY 2026 Home Page in November for the guidebook on using the online conference platform.
***Note:** While live attendance is advised, it is not compulsory. However, absentees will not receive Q&A performance credits. Accommodations are available for those unable to attend but wish to earn Q&A credits.*

Rubric
Grading will be based on an official rubric encompassing AI (50 points) and Design and Impact (50 points). Access the grading rubric here for a detailed understanding.

Awards

- Certificate of Participation: Granted to all timely project submissions.
- Prize Ceremony: December 7th, 2025, 4:00 PM EDT.

Award Categories

- Gold, Silver, and Bronze: For top three scores per grade category.
- AI Excellence: Highest score in AI and technical skills combined.
- Impact Excellence: Highest score in problem statement, AI ethics, and presentation & communication.
- Design Excellence: Top score in design and creativity & originality.
- Special Recognitions: Outstanding Coach and Organization Awards.

For detailed information on each category, refer to the official WAICY 2026 grading rubric.

AI SHOWCASE TRACK

RECOMMENDATIONS

These suggestions are meant to spark inspiration and help you conceive a project that aligns well with the AI Showcase Track theme.

High School:	**Middle School**:	**Elementary School:**
FishNET AI	Fly-tipping	Drive Assist
NavigAId	To Eat and Not To Eat	MaWeRec

Past Projects: https://www.waicy.org/resources/

AI-GENERATED ART TRACK

Overview

How can humans collaborate with AI to communicate an idea visually?

Create an original visual work using one or more AI-powered image creation or editing tools. You may use text prompts, sketches, reference images, image editing, compositing, style exploration, or other AI-assisted creative techniques.

We are not only looking for a beautiful final image. We want to understand **your idea, your creative decisions, how you worked with AI, how your work evolved, and what you contributed as the human creator.**

This track is open to all grades.

Theme: The Future We Choose

Imagine a future shaped by the decisions we make today. What might our homes, schools, cities, environment, relationships, or daily lives look like in the years ahead?
Use AI to visualize a future you hope to see—or a future you think we should avoid. Your work can be optimistic, cautionary, imaginative, or thought-provoking.

- Focus: Show how human choices, technology, and creativity could shape our shared future.

Example ideas:

- a city redesigned for children and nature;
- a future classroom;
- humans living alongside robots;
- a restored ocean ecosystem;
- two contrasting versions of the same future.

Submission Deadline: November 29, 2026, 5:00 PM ET
via the Project Submission Form. Link

AI-GENERATED ART TRACK

RESOURCES:

Examples of AI image tools, as of September 2026: ChatGPT Images, Midjourney, Google Gemini/Nano Banana, Adobe Firefly, FLUX, and other comparable AI image-generation or editing tools.

Process Diagram Example
https://openai.com/index/dall-e-3/
https://docs.midjourney.com/
https://stablediffusionweb.com/
https://hotpot.ai/

Past Projects:
https://www.waicy.org/resources/

- *Participants may use any appropriate AI image creation tool.*
  The examples above are provided for reference only and may change as technology evolves.

Teacher & Learning Resources:

Want to help students understand how AI image generators work, not just how to use them? These resources can support classroom instruction, demonstrations, and student exploration.

🎥 **Learn** — Cats in Latent Space
An educational video from Carnegie Mellon University that introduces how text-to-image generative AI models such as Stable Diffusion transform text prompts into images. It uses accessible visual examples to explain concepts such as latent space, denoising, and image generation.
Watch "Cats in Latent Space"

🧪 **Explore** — DiffusionDemo
An interactive educational tool that lets students experiment with how Stable Diffusion works. Students can investigate how changing prompts, seeds, denoising steps, guidance settings, embeddings, and other parameters affects generated images.
Open DiffusionDemo — use HTTP, not HTTPS

📘 **Teach** — DiffusionDemo Activity Resource Guide
A teacher-friendly activity guide designed to accompany DiffusionDemo.
Download the DiffusionDemo Activity Resource Guide

AI-GENERATED ART TRACK

Submission Deadline: November 29, 2026, 5:00 PM ET
via the Project Submission Form. Link

Project Submission Requirements

One Document in **PDF** Format **Including:**

1. **Artwork Title:** Provide a title for your artwork.
2. **Description of Your Idea:** Write a detailed description of the concept behind your artwork. Explain the inspiration, the message you intend to convey, and why the subject matter is important to you (no less than 250 words).
3. **Prompt and Iterative Process:** Share the exact prompt(s) you used to generate the image using AI tools and describe the iterative process that led to the final artwork. Explain how you refined your prompts or made creative adjustments throughout the process (no less than 250 words). Include at least 2 process images that show the evolution of your artwork from the initial draft to the final version.
4. **Final Image:** Submit the final AI-generated artwork. The image should be of high resolution and suitable for display. Accepted formats include PNG, JPEG, etc.
5. **Process Diagrams:** Submit all process diagrams or images generated during the creation of the final artwork. At least 2 iterative pictures should be included to show how your idea evolved during the creation process.
    - *You can see an example of the process diagram here.
    - Explore More WAICY Art Project Examples here.

2-Minute Pitch: Record 2-minute video pitch explaining your creation. The pitch should include, but not be limited to your artistic intention, the reasoning behind your creative decisions, and the significance of your artwork.

Final Image.

AI-GENERATED ART TRACK

Project Folder & File Naming Instructions

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Track:

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- Art — AI-Generated Art
- Video — AI-Generated Video
- LLM — LLM Track

Category:

- Elementary
- Middle
- High

A Standard Folder should include following items:

- Art_Category_ProjectName_FinalArtwork.png (*Submit the highest-quality version of your final artwork.)
- Art_Category_ProjectName_Process.pdf
- Art_Category_ProjectName_Pitch.mp4

Before submitting your Google Drive link, please check that:

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AI-GENERATED ART TRACK

RESOURCES:

Examples of AI image tools, as of September 2026: ChatGPT Images, Midjourney, Google Gemini/Nano Banana, Adobe Firefly, FLUX, and other comparable AI image-generation or editing tools.

Process Diagram Example
https://openai.com/index/dall-e-3/
https://docs.midjourney.com/
https://stablediffusionweb.com/
https://hotpot.ai/

Past Projects:
https://www.waicy.org/resources/

- *Participants may use any appropriate AI image creation tool.*
  The examples above are provided for reference only and may change as technology evolves.

AI-GENERATED VIDEO TRACK

Overview

Create a 1–2 minute short film or video using AI as a meaningful part of the production process. Your project may combine text-to-video, image-to-video, AI-generated imagery, AI animation, AI voice/audio, AI-assisted editing, traditional filmmaking, or other creative techniques.

The goal is not simply to generate impressive clips. Strong projects should demonstrate **storytelling, visual direction, consistency, intentional use of AI, and thoughtful human editing and decision-making.**

This track is open to all grades and encourages creativity, technical skill, and thoughtful application of AI.

Theme:

Participants can choose one or more of the following themes to guide their video creation:

- **The Future We Choose** – Create a short video showing how AI impacts daily life, local culture, or social challenges.
- **Example ideas:** *"A Day in 2040," "The Last Tree in the City," "When Robots Became Our Classmates," "A Message From My Future Self."*

Project Submission Requirements

Final Video: A 1-2 minute video that fully embodies the chosen theme and narrative.

- The video must be in English or subtitled in English.
- All video formats are accepted (e.g., MP4, AVI, MOV).

One Document in **PDF** Format **Including:**

1. **Video Title**
2. **Project Concept & Story Description** (Recommended length: 200–300 words)
   Describe the idea behind your video.
   Your description should explain:
   - What story, idea, issue, or message does the video explore?
   - Why did you choose this topic?
   - What do you want the audience to think, feel, or understand after watching?
   - How does your project connect to the selected WAICY theme?

   Projects may be fictional, educational, documentary-style, experimental, humorous, or other forms of visual storytelling.

AI-GENERATED VIDEO TRACK

3. **Final Script / Storyboard**
   Submit the final script, storyboard, or detailed scene outline used to create your video. Your submission should show the structure of the video from beginning to end and include at least three key scenes or sequences.

   For each major scene, include where applicable:
   - Scene description
   - Dialogue or narration
   - Visual direction
   - Camera or movement ideas
   - Sound, music, or voice-over notes
   - AI generation instructions or prompts

   A storyboard can be hand-drawn, digitally created, or generated with the assistance of AI.

4. **AI Tools & Creative Workflow:** (Recommended length: 250–400 words).
   Explain how AI was used in the creation of your video.
   - Participants may use one or multiple AI-assisted methods, including but not limited to:
   - Text-to-video
   - Image-to-video
   - Video-to-video
   - AI-generated images or visual assets
   - AI animation
   - AI-assisted scriptwriting or ideation
   - AI-generated or AI-assisted voice
   - AI-generated music or sound
   - AI-assisted editing
   - Character or visual reference workflows
   - Other AI-powered creative techniques

List the major AI tools used and explain what each tool contributed to the project.

Traditional production tools such as video editors, illustration software, cameras, microphones, or animation software may also be used.

AI-GENERATED VIDEO TRACK

5. **Scene-by-Scene Creation Process**
   Show the development process for at least three important scenes from your final video.
   For each scene, include:
   A. Creative Goal
   What were you trying to achieve in this scene?
   B. AI Input
   Show the prompt, reference image, source material, storyboard, or other instructions provided to the AI.
   C. AI Output
   Include examples or screenshots of generated results.
   D. Iteration
   Show at least one example of how you changed, refined, regenerated, edited, or improved the result.
   E. Final Decision
   Explain why you selected the final version and how it supports the story.

   Participants are encouraged to show unsuccessful attempts as well as successful ones. We want to understand how your ideas evolved, not only see the final result.

6. **AI & Source Disclosure**
   At the end of the PDF, include a simple list of:
   - AI tools/models used
   - Editing or production software used
   - External images, videos, music, audio, datasets, or other resources used
   - References or sources that significantly informed the project

   Participants should credit external materials whenever appropriate.

Submission Deadline: November 29, 2026, 5:00 PM ET
via the Project Submission Form. Link

AI-GENERATED VIDEO TRACK

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Track:

- Main — AI Showcase
- Art — AI-Generated Art
- Video — AI-Generated Video
- LLM — LLM Track

Category:

- Elementary
- Middle
- High

A Standard Folder should include following items:

- Video_Category_ProjectName_FinalVideo.mp4
- Video_Category_ProjectName_Process.pdf
  includes:
  - Video Title
  - Project Concept & Story Description
  - Final Script / Storyboard
  - AI Tools & Creative Workflow
  - Scene-by-Scene Creation Process
  - AI & Source Disclosure

Before submitting your Google Drive link, please check that:

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AI-GENERATED VIDEO TRACK

Teacher & Learning Resources:

Use these resources to help students understand how AI-generated video works, explore prompting techniques, and think critically about responsible AI creation.

📽️ LEARN — How Does AI Video Generation Work?
Google for Developers: How do AI video generation models work?
This short video introduces the core concepts behind AI video generation, including diffusion, text prompts, latent space, and how AI maintains consistency across video frames.
Watch the video:
https://www.youtube.com/watch?v=Y5zHHoLrvAE

🎬 CREATE — Learn How to Prompt for AI Video
Runway Academy: Prompting Guide
Learn how to write effective AI video prompts using elements such as subject, environment, lighting, framing, action, camera movement, direction, and speed.
Explore the guide:
https://academy.runwayml.com/guides/prompting-guide

🧪 EXPLORE — Experiment with Cinematic Prompting
Google DeepMind: Veo Prompt Guide
Explore how filmmaking concepts such as shot framing, camera movement, visual style, lighting, character, location, action, dialogue, and sound can be used to guide AI-generated video.
Explore the guide:
https://deepmind.google/models/veo/prompt-guide/

🛡️ THINK — Create AI Content Responsibly
Common Sense Education: AI Literacy Lessons
Explore classroom resources covering topics such as AI-generated media, deepfakes, creativity and ownership, consent, misinformation, bias, and responsible use of AI.
Explore the resources:
https://www.commonsense.org/education/collections/ai-literacy-lessons-for-grades-6-12

AI-GENERATED VIDEO TRACK

💡 **Suggested Classroom Activity: Direct the Same Scene**
Give students the same starting idea, such as:
"A robot discovers a flower in an abandoned city."

Ask students to create different versions of the scene by changing one element at a time, such as camera movement, framing, lighting, visual style, or character motion.

Have students compare the results and discuss:

- How did each prompt change the final video?
- Which instructions did the AI understand well?
- Which instructions were difficult for the AI to follow?
- How can prompt wording influence storytelling and visual style?
- What responsibilities should creators consider when using AI-generated video?

This activity helps students practice prompt iteration, creative storytelling, filmmaking concepts, and critical thinking about generative AI.

RESOURCES:

AI-generated Video Tools:
https://kling.ai/ (Text to Video, Image to Video, Motion Control, Multi-scene Video, Native Audio)
https://pixverse.ai/ (Text to Video, Image to Video)
https://www.stablevideo.com/welcome (Text to Video, Image to Video)
https://haiper.ai/ (Text to Video, Image to Video, Video to Video)
https://pictory.ai/ (AI generated voice-over)

Other comparable AI video-generation tools are also permitted. Participants are not limited to the tools listed above.

LLM & AI AGENT TRACK

Build an AI that can help people solve a specific problem.

Theme: AI as a Service

Your task is to instruct the AI to adopt a **specific domain of expertise**. This is not simply about asking an AI a question or giving it a role. Your goal is to turn a general-purpose Large Language Model into a knowledgeable and personalized advisor that can understand different users and provide recommendations based on their individual needs.

Users may have different ages, interests, goals, experience levels, budgets, preferences, limitations, or circumstances. Your advisor should be able to recognize these differences and adapt its responses accordingly.

For example, a basketball shoe advisor might recommend different shoes to a beginner, an experienced player, or someone recovering from an injury. A gardening advisor might give different recommendations to someone living in an apartment versus someone with a large backyard.
The goal is to create an advisor that is not only knowledgeable, but also useful, reliable, adaptable, and user-centered.

This track is designed for **upper-middle and high school students who have a strong interest in exploring Prompt Engineering in a research-oriented way**. Students from all levels are welcome. However, there are no separate categories for different age groups in this track.

Submission Requirements

One Document in **PDF** Format **Including:**

- **What Specific Service Your AI Provides**
  Clearly define the unique service your AI provides.
  Provide a concise description of your AI's core functionality, the challenges it addresses, and the value it brings to its users.

  Your advisor should focus on a specific area, rather than trying to become an expert on everything.
  For example:
  - Too broad: Sports Advisor → More specific: Basketball Shoe Advisor
  - Too broad: Gardening Advisor → More specific: Home Gardening Advisor for Beginner Gardeners
  - Too broad: Travel Advisor → More specific: New York City Travel Advisor

LLM PROMPT ENGINEERING TRACK

- **Who Are Your Users?**
  Identify the people who may use your AI advisor.
  Create at least **three different user profiles**. The users should have meaningfully different needs, interests, goals, experience levels, or constraints.

  For each user, explain:
  Who are they? What do they need? What factors should the AI consider when advising them?
  For example, a New York City Travel Advisor could be designed for:
  - A family with young children visiting for the first time.
  - A high school student interested in history and architecture with a limited budget.
  - A retired couple who have visited New York before and are looking for less familiar arts and cultural experiences.

  Your AI advisor should be able to respond differently to each user.

- **Motivation**
  Explain why you developed this AI service, mentioning what inspired its creation.

- **Link to the Chat History**
  Create a conversation that includes **at least 10 exchanged messages** between you and **the final edition** of the virtual assistant you've developed. Share a link to the conversation history like this example. Example Link

- **Link to the Chatbot:**
  Provide a live link to your chatbot prototype so judges can directly interact with it and evaluate its functionality. This will allow us to assess the real-time performance and user experience of your AI. Example Link

- **Iterative AI Design Process**
  Follow an iterative design process to develop and improve your AI advisor. Document how your project evolved through the following stages:
  Idea → Advisor Design → Testing → Error Analysis → Improvement

  This is an example of what we expect.
  Iterative Prompt Development Process Example.pdf

LLM PROMPT ENGINEERING TRACK

- **Limitation**
  Describe any limitations of your AI service, such as ethical considerations or practical issues.

- **Future Development**
  Discuss planned advancements or improvements to address the aforementioned limitations and enhance the AI service's capabilities and performance.

- **Conclusion**
  Summarize the key points discussed in the previous sections.
  Highlight the significance and potential impact of your AI service.

- **Reference**
  List all the sources, articles, books, and other resources that you have referred to while creating your AI service and writing the submission in a recognized citation style (e.g., APA, MLA, Chicago, etc.).

Submission Deadline: November 29, 2026, 5:00 PM ET
via the Project Submission Form. Link

RESOURCES:

OpentAI ChatGPT https://chat.openai.com/
Gemini https://gemini.google.com/
DeepLearning.AI https://www.deeplearning.ai/

Past Projects:
https://www.waicy.org/resources/

LLM PROMPT ENGINEERING TRACK

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- LLM — LLM Track

Category:

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- Middle
- High

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- LLM_Category_ProjectName.pdf

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LLM PROMPT ENGINEERING TRACK

Examples:

1. Basketball Shoe Sales Assistant (Main Example)

Description of Idea:

Design an AI to act as a sales assistant in a store specializing in basketball shoes. It should understand the nuances of selecting the right basketball shoe based on various factors like playing style, court type, and foot shape.

Prompt Construction:

Research Phase: Begin by searching reputable sources and grasping essential details related to basketball shoes. Understand the differences brought about by playing style, court type, foot shape, and other unique factors. Includes any online resources you are using for constructing. For this example, we are taking ideas about how to choose the right basketball shoes from this blog to help generate the context and background.
How To Choose The Right Basketball Shoes | Finish Line. (2023, June 13). The Fresh Press by Finish Line. https://blog.finishline.com/how-to-choose-the-right-basketball-shoes/.

Initial Context & Background Setting: Using the gathered information, construct an initial context for the AI. This should include foundational advice on shoe selection, emphasizing factors exclusive to basketball shoes.

Test & Refine: Pretend to be a potential customer and engage with the AI. Identify areas where the assistant might falter in its recommendations or knowledge. Adjust the context and background setting based on these interactions, refining the prompts to enhance its proficiency.

Finalization: Once satisfied with the AI's performance in its specialized domain, finalize the context and background settings for optimal user interactions.

Submission:

Iterative Prompt Development Process Iterative Prompt Development Process Example.pdf
Link to the Chat History Example Link
Link to the Chatbot Example Link
(Same with the example in Submission Requirements)

LLM PROMPT ENGINEERING TRACK

Examples:

2. Home Gardening Consultant

Description of Idea:

Design an AI that can act as a home gardening consultant for individuals looking to start or maintain a garden in their homes. The AI should have knowledge of plant types suitable for various climates, soil types, sunlight requirements, and potential pests or diseases that might affect them. Includes any online resources you are using for constructing. We are taking ideas about how to start or maintain a garden in their homes from this blog to help generate the context and background.
Waterworth, K. (2023, April 27). The Ultimate Guide For How To Start A Garden From Scratch. Forbes Home. https://www.forbes.com/home-improvement/lawn-care/how-to-start-a-garden/

Prompt Construction:

Research Phase: Start by exploring reputable sources about home gardening. Gain an understanding of the essential factors affecting plant growth, including climate, soil, light, water, and pests.

Initial Context & Background Setting: Using the gathered information, construct an initial context for the AI. This should include foundational advice on choosing plants based on the above factors, as well as general tips on care, pest control, and disease prevention.

Experiments: Pretend to be a potential customer and engage with the AI. Identify areas where the assistant might falter in its recommendations or knowledge. Adjust the context and background setting based on these interactions, refining the prompts to enhance its proficiency.

Finalization: Once satisfied with the AI's performance in its specialized domain, finalize the context and background settings for optimal user interactions.

LLM PROMPT ENGINEERING TRACK

Examples:

3. Friendly Water Saver

Description of Idea:

Develop an AI named "Friendly Water Saver" that helps children and their families understand and implement water-saving tactics at home. The AI should be interactive and engaging and should provide easy-to-understand tips on water conservation in a fun manner. It can guide users on how to conduct a home water audit, suggest simple changes like fixing leaks or changing to efficient fixtures, and challenge the family with weekly water-saving goals. We are taking ideas about how to save water in the family from this website page to help generate the context and background. Water Use It Wisely. (2023). *100+ Ways To Conserve Water.* Retrieved from https://wateruseitwisely.com/100-ways-to-conserve/

Prompt Construction:

Research Phase: Review resources about home water conservation techniques, focusing on strategies and tactics that are simple enough for children to understand and be engaged with. "100+ Ways To Conserve Water" could be a starting point to extract practical tips and ideas.

Initial Context & Background Setting: Embed into the AI, base knowledge about water conservation, ensuring the language and concepts are child-friendly. The AI should be able to provide quick tips and fun facts and initiate water-saving challenges suitable for families to implement.

Experiments: Interact with the AI, posing as a child or a parent interested in learning about water conservation. Ensure the tips and challenges provided are safe, practical, and engaging for young minds. The AI should encourage actions and also celebrate the achievements of the users in a positive tone.

Finalization: After assuring the AI's responses are consistently appropriate, educational, and engaging for a young audience, finalize the context and settings. The AI, "Friendly Water Saver," should be a delightful, informative companion that inspires tangible action in-home water conservation among children and their families.

LLM PROMPT ENGINEERING TRACK

Evaluation Criteria

- Originality and innovation in the selected context.
- Clarity and relevance of the distinguished information.
- Reliability and accuracy of the resultant prompt.
- Coherence and feasibility of the projected intelligent agent interaction.

Advanced capabilities are encouraged but not required. Projects may incorporate external knowledge, retrieval, multimodal input, tool/function calling, APIs, workflows or agentic behavior. Projects will be judged on whether these capabilities meaningfully improve the solution—not on technical complexity alone.

Tips:

1. Choose a specific, small daily case.
By specific, we mean:
For instance, become a "basketball shoe sales assistant" rather than a general "shoe sales assistant." Be a "home gardening consultant" instead of a broad "gardening consultant for all conditions."

By small daily, we mean:
Focus on topics like shoes and gardening rather than broader topics like "how to develop a selling strategy" or "formulating an environmental law policy."

2. Balance youthful creativity with research process
Research: Even if you possess experience and knowledge about a specific service, conducting thorough research can save you valuable time in subsequent phases of the project, such as Error Analysis. An in-depth understanding is a vital component of your project.

Creativity: you can show your different perspectives from daily life and use an innovative approach to prompt engineering that makes the agent distinctive compared to a general one.

To strike a balance, we expect you to employ a similar structure as in the example; however, we do not require you to be overly specific or to cover every turn. The purpose of this process is for you to share your creative thoughts clearly.

LLM PROMPT ENGINEERING TRACK

Tips:

3. Design for different people

Ask yourself: *Would my advisor give the same recommendation to everyone?* If yes, it probably needs more personalization. Think about age, experience, goals, interests, budget, preferences, and other relevant constraints.

4. Ask before advising

A good advisor may need additional information before making a recommendation. Teach your AI to ask useful follow-up questions rather than immediately guessing what the user needs.

5. Try to make your AI fail

Testing is not about proving that your advisor is perfect. Ask difficult questions and look for mistakes, weak recommendations, missing information, or made-up facts. Then improve it.

6. Know when to say "I don't know."

A reliable advisor should recognize uncertainty. Sometimes asking the user for more information or recommending that they verify something is better than confidently giving an incorrect answer.

WAICY
World Artificial Intelligence Competition for Youth

EIGHTH YEAR OF WAICY!

Cheers to eight incredible years of WAICY! Throughout this journey, we've watched the younger generation dive into the world of AI with passion, creativity, and vision. More than just learning to code or understanding AI's impact, WAICY has empowered students to take part in shaping the global conversation around technology. Year after year, it has inspired countless young minds—both boys and girls—to explore STEM by offering free participation, sharing essential AI resources, and connecting them with opportunities to grow their unique interests. As we celebrate this milestone, WAICY remains committed to nurturing these bright talents and paving the way for a smarter, more innovative future!

INTERACTIVE WAICY DAY!

From **December 4th-6th, 2026** between is interactive WAICY day. Teams that successfully complete and submit their projects by the deadline receive an invitation to participate in this event. This gives the chance for participants to present their projects to a live audience! Presentations in front of live judges present the opportunity to receive Q&A performance credits.

SPECIAL PRIZE DESIGN!

WAICY 2026 is excited to hand out awards to top projects at Interactive WAICY Day! A Certification of Participation is awarded to all participants who successfully submit their projects on time. Additionally, there are **Gold, Silver, and Bronze awards for the top 3 projects** in the given categories. Projects can also earn other awards that include AI Excellence, Impact Excellence, Design Excellence, Outstanding Coach Awards, and Outstanding Organization Awards. The variety of awards presents lots of opportunities for teams to showcase their abilities!

REUNION FOR OUR BIG WAICY FAMILY!

Every year the WAICY Family gets together to organize the yearly competition. We're always happy to work with old and new faces in order to present an important opportunity to the younger generation. We're excited to be back for another round of exciting projects and passionate presentations.

WAICY STARS FROM PAST YEARS

Not only are we hoping to take on new teams for this year, but we also invite old teams from our previous years! We will publish stories of the selected WAICY stars from past winning team. This gives all participants the opportunity to get a great idea of what an amazing project looks like.

SOME USEFUL RESOURCES:

WAICY OFFICIAL WEBSITE: https://www.waicy.org
WAICY 2026 WEBPAGE: https://www.waicy.org/waicy-2026/
AI RESOURCES BY WAICY: https://www.waicy.org/start-learning-about-ai/
WAICY FB RESOURCES: https://www.facebook.com/hashtag/waicy_
THE 5 BIG IDEAS OF AI: https://ai4k12.org/resources/big-ideas-poster/
PROJECT DEMOS FROM PREVIOUS WAICYs: https://www.waicy.org/resources/