

## Frequently Asked Questions (FAQs) for Students

### Who can join MindHack AU 2026?

MindHack AU 2026 is open to students aged 7–17 years old as of 31 December 2026 who are enrolled in a ScopelT Education, ScopelT Academy, or CIY.Club program in Australia.

### Can I join individually or do I need a team?

You can join individually or as a team of 2–3 members.

### What categories can I choose from?

You can choose one category for your project:

- Coding & Animation
- 3D Design
- Electronics/Robotics

### What is the theme for this year?

The theme for MindHack 2026 is **“Guardians of the Planet.”**

Your project should explore how technology can help protect the environment, promote sustainability, or raise awareness about environmental challenges.

### Do I need advanced skills to join?

No. Students of all skill levels can participate. MindHack focuses on creativity, problem-solving, and learning.

### What do I need to submit?

You will need to submit:

- A link to your project
- A 3-5-minute video presentation explaining your project

### What should be included in the video?

Your video should include:

- A short introduction of yourself or your team
- Introduction (What is your project?)
- Problem & Solution (What problem are you solving?)
- Project Demo (How your project works)



- Impact (Why it matters)
- Conclusion (End with a short summary)

### **Can I reuse a previous project?**

No, all submissions should be new projects created specifically for MindHack AU 2026.

### **How will projects be judged?**

- Projects will be evaluated based on:
- Creativity and Innovation
- Relevance to the Theme
- Functionality
- Collaboration or Individual Contribution
- Presentation and Communication

### **Who can I contact if I have questions?**

If you have any questions, please contact the MindHack team

[mindhack@scopeiteducation.edu.au](mailto:mindhack@scopeiteducation.edu.au).



## Frequently Asked Questions (FAQs) for Parents

### **What is the purpose of MindHack?**

MindHack is a competition that encourages students to explore technology, creativity, and problem solving while learning about environmental challenges.

### **Is there a cost to enter the competition?**

There is no additional cost to enter, as long as the student is enrolled in a ScopeIT Education, ScopeIT Academy, or CIY.Club program.

### **Do students need prior coding experience?**

No. Students with different skill levels are welcome. The competition focuses on creativity and learning.

### **Can parents help their child with the project?**

Parents may guide and support their child, but the project should reflect the student's own ideas and work.

### **How much time should students spend on the project?**

Students may work on their projects at their own pace during the competition period.

### **Is the competition safe for students?**

Yes. Students should follow their school's digital technology policies and ensure their projects are appropriate for an educational competition.

### **How are student submissions kept safe?**

Student work will be used for judging and may be showcased for educational and promotional purposes in line with consent and privacy guidelines.

### **What skills can students gain from MindHack?**

Students can develop skills such as:

- creativity and innovation
- problem solving
- coding or design skills
- communication and presentation

## Frequently Asked Questions (FAQs) for Schools

### **Can schools support student participation?**

Yes. Schools are encouraged to support students by providing guidance, mentorship, or access to learning resources where possible.

Teachers may also help students prepare their projects and submissions.

### **Do students need special equipment to participate?**

No, students do not need any special equipment. Most projects can be created using a computer or laptop. For Electronics & Robotics, kits or hardware may be used if available, but they are not required.

### **Can teachers or parents help students with their projects?**

Teachers and parents may guide and support students, but the project should primarily reflect the student's own work and creativity.

### **How much time should students spend on their project?**

Students can work on their project at their own pace during the competition period. Projects should reflect the student's own ideas and effort.

### **Can students from different schools form a team?**

Yes, students from different schools may collaborate as a team if they meet the competition requirements.

### **What platforms can students use for their project?**

Students may use a variety of platforms depending on the category. Here's the list of suggested platform/programming language:

#### **1. Coding & Animation**

- Block based coding (eg. Scratch)
- Python
- Javascript
- Java
- C++
- HTML/CSS

#### **2. 3D Design & Modelling**

- TinkerCAD
- Blender



- Roblox Studio
3. **Electronics & Robotics**
- Arduino

Registered participants may suggest other platforms to suit their projects, subject to MindHack committee approval.

### **What happens after students submit their projects?**

Submitted projects will be reviewed and evaluated by judges based on the competition criteria.

Selected projects may be recognised during the competition announcement.

### **How will winners be announced?**

Winners will be announced through the official MindHack channels, and participating schools may also be notified.

### **Is the competition safe for students?**

Yes. MindHack encourages safe and responsible use of digital technologies. Students should follow their school's digital policies and ensure their submissions are appropriate for an educational competition.

### **Who can I contact if I have questions?**

If you have any questions, please contact the MindHack team [mindhack@scopeiteducation.edu.au](mailto:mindhack@scopeiteducation.edu.au).