MindHack Australia 2026

Guardians of the Planet

Guidelines

Introduction

MindHack AU 2026 is a national coding tournament designed for young minds who love technology and creativity. Open to coders aged 7 to 17, the event offers a fun and engaging platform where participants take on exciting challenges in:

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

More than just a competition, MindHack is a learning journey. Participants will work closely with their teachers, Scopers from ScopeIT Education or CIY Club Coaches, who will guide, support, and mentor them throughout the event. It's a chance to boost coding skills, solve real-world problems, and collaborate in teams, all while making new friends and exploring the world of tech in a hands-on, creative way.

History

MindHack: National Coding Tournament was launched in **Myanmar in 2022** with the vision of fostering a vibrant coding culture among young tech enthusiasts. The inaugural event brought together aspiring coders from various regions, encouraging collaboration and competition in a supportive environment. Participants faced a range of challenges designed to enhance their programming skills and problem-solving abilities.

Over the years, MindHack has grown significantly, attracting more participants each year. The tournament has featured diverse categories, including algorithms, web development, and artificial intelligence, allowing students of all skill levels to showcase their talents. In addition to competitions, the event has included workshops and mentorship opportunities, connecting participants with industry professionals and fostering valuable learning experiences.

By 2023, MindHack became a cornerstone event in Myanmar youth's tech community, celebrated for promoting STEM education and inspiring the next generation of innovators. The tournament highlights local talent and aims to bridge the gap between youth and the rapidly evolving tech landscape, empowering participants to envision a future in technology. As MindHack continues to evolve, it remains committed to nurturing creativity, collaboration, and excellence in coding nationwide.

Theme

The theme for MindHack 2026, **"Guardians of the Planet,"** invites participants to step into the role of Earth's protectors, using technology to preserve, restore, and celebrate the natural world. This theme encourages young innovators to explore how digital tools, electronics, and creative technologies can safeguard ecosystems, promote sustainability, and strengthen humanity's connection with nature.

Inspired by the beauty and diversity of our planet, lush rainforests, oceans, wildlife, and natural resources, participants are challenged to reimagine environmental protection through modern, meaningful technological solutions. From climate awareness to conservation efforts, technology becomes a powerful ally in defending the Earth for future generations.

Under this theme, participants will use technology to highlight the importance of environmental stewardship. They might create interactive simulations that educate others about climate change, design 3D models that showcase endangered habitats, or develop electronics projects that support renewable energy, waste reduction, or biodiversity monitoring. The focus is on engaging with environmental issues in creative, innovative, and educational ways.

This theme aims to nurture environmental awareness, creativity, and innovation among young participants while grounding their projects in responsibility and care for the planet. It serves to:

Protect the Planet: Encourage participants to address environmental challenges and promote sustainability through their digital creations.

Innovate for Nature: Inspire purposeful use of technology to conserve ecosystems and raise awareness about environmental issues.

Empower Environmental Stewardship: Cultivate a sense of responsibility and action in young creators to become active guardians of the Earth.

Build Future-Ready Skills: Provide hands-on experience in coding, electronics, and 3D design while strengthening problem-solving skills, critical thinking, and environmental literacy.

Competition Timeline

- **Registration** (1 May – 31 May 2026)
  Participants register via the official Registration Form.
- **Project Development & Submission** (1 June – 31 July 2026)
  Participants develop their projects and submit them through the Project Submission Form.
- **Project Evaluation**
  Projects are evaluated based on the judging criteria.
- **International Stage** (Selected Teams)
  Selected teams are invited to compete in the International MindHack in Malaysia.

Participant Eligibility

MindHack AU 2026 is open to students who are **enrolled in a ScopeIT Education, ScopeIT Academy, or CIY.Club program in Australia**.

Participants must be aged **7 to 17 years old** as of 31st December 2026 (i.e. those born between **1 January 2009** and **31 December 2019**).

Participants may compete **individually** or in **teams** of **2–3 members**.

For **team entries**, participants are encouraged to collaborate effectively, with each member contributing to the coding, design, and presentation of the project. All team members must be in the **same age group** (Wizards, Heroes, or Masters).

Age Groups

Participants will be grouped based on age to ensure fair competition and age-appropriate judging:

- **Wizards:** 7–10 years old
- **Heroes:** 11–14 years old
- **Masters:** 15–17 years old

Categories

Participants can choose one category to work on:

Coding & Animation

Tell a story or create a fun game! Use platforms like Scratch or other coding platforms to build a project that teaches users about protecting marine life or endangered animals such as the impact of fur trade and coral reefs bleach.

- Perfect for those who love storytelling, animation, or programming.
- Basic knowledge of block coding or any programming language is helpful.

3D Design & Modelling

Use your imagination to create 3D models of machines/ systems that help clean and protect nature, or showcasing a model of restoring the natural habitat. You can design anything, like solar powered homes, green transports, wildlife conservation zones etc.

- Best for those who enjoy drawing, designing, and working with 3D tools like Tinkercad.
- Basic 3D design experience is recommended.

Electronics & Robotics

Build a simple robot or electronic prototype that can help solve environmental problems. For example, an electronic system that can monitor pollution or a robot that can help sorting rubbish.

- Great for hands-on builders and curious tinkerers.
- Basic understanding of circuits, sensors, or robotics is needed.

Registration

Participants must register for MindHack AU 2026 via the official registration form: [Registration Form].
Registration Period: 1 May – 31 May 2026
All required details must be completed during registration. Participants will receive confirmation and further instructions after successful registration.

Project Guidelines

- All projects must align with the theme: **"Guardians of the Planet: Nurture or Restore"**. This includes technology-based ideas that nurture or restore biodiversity.
- The project's outcome must lead to the problem identification. Each project must clearly identify a real-world environmental problem and propose a relevant technology-based solution aligned with the theme.
  E.g:
    - *Problem Identification: Water pollution.*
    - *Project Solution: A working model of water filtration.*
- Projects must be the original work of the participants. Participants may use the internet for research and learning purposes. However, copying or submitting existing projects or code without modification is strictly prohibited. Any form of plagiarism or submission of non-original work will result in disqualification.
- Coaches may guide and support participants but must not directly build, code, or complete any part of the project on behalf of participants.
- Projects started or developed before the event will be considered invalid and disqualified. All work must be completed during the official event period.
- Projects must be submitted on or before the official deadline. Late entries will not be accepted.

Suggested Platforms/Programming Language

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

(Disclaimer: Registered participants may suggest other platforms to suit their projects, subject to committee approval.)

Project Submissions

All project submissions are to be submitted via the following form: **Project Submission Form**.
The following must be included:

1. **Project Link**
    - Provide a link to the project.
    - Please ensure all links are publicly accessible.

2. **Video Presentation (3-5 minutes)**
    - Provide a link to a video explaining the project. The video should include:
        - 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)

Rules and Regulations

- **Theme-Based Projects**: All projects must align with the theme: Guardians of the Planet.
- **No Idea Change**: Projects must remain consistent with the idea presented during the national MindHack round and carried through to the international round. Any major changes or deviations from the original idea are not permitted.
- **Completion Requirement**: Projects must be 100% complete by the end of the submission period. Incomplete work may be disqualified from final evaluation.
- **Zero Tolerance for Cheating**: Any form of cheating, rule violation, plagiarism, or dishonest conduct may result in disqualification from the tournament.
- **Submission & Participation**:
- Participants are expected to submit their projects and required materials by the given deadlines. Failure to submit or incomplete submissions may result in removal from the competition or disqualification.
- **Participant Code of Conduct**:
    1) **Respect**: Show respect and courtesy to fellow participants, coaches, mentors, and judges at all times.
    2) **Integrity**: Engage in honest, fair, and ethical behavior. Refrain from plagiarism, sabotage, or any misconduct.
    3) **Collaboration**: Work cooperatively with your team members. Value and support each other's ideas and contributions.
    4) **Responsibility**: Take responsibility for your work, your team's progress, and adherence to all project criteria.
    5) **Communication**: Maintain clear, respectful, and timely communication with your teammates.
    6) **Compliance**: Follow all instructions, rules, and guidelines provided by the MindHack Organizing Committee.
- **Dispute Resolution**: The decisions made by the MindHack Organizing Committee in all matters, including disputes and rule interpretations, are Final and Binding. The MindHack organising committee has been established by ScopeIT Education.

Judging Criteria

Criteria	Weight
Creativity and Innovation How original, imaginative, and inventive is the idea?	**30%**
Relevance to Theme How well does the project reflect Guardians of the Planet?	**25%**
Functionality How well does the project work? Is it user-friendly and purposeful?	**20%**
Teamwork and Collaboration (Team) How well did team members collaborate and share responsibilities?	**10%**
(Individual) How effectively did the participant plan, develop, and complete the project independently?	
Presentation and Communication How clearly and confidently was the idea explained to the judges?	**15%**
TOTAL	**100%**