

# COMPETITION GUIDEBOOK



Tema Lomba

*Secure AI for All*



International AI and Gaming  
Competitions for Young Coders

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## GENERAL DESCRIPTION

**Timedoor Academy proudly presents the Young Coders World Cup (YCWC) 2025**, an Artificial Intelligence (AI)–based coding competition designed for 50,000 students from elementary, junior high, and senior high schools across multiple cities in 10 countries.

**YCWC 2025** empowers the young generation with cutting-edge technology skills while providing a global stage for children to learn, innovate, and showcase their potential in AI and coding.

The theme for this year is: **“Secure AI for All: Preparing the Next Generation for a Safer AI Era.”**

This theme encourages young people to use and create AI technologies in a safe, ethical, and beneficial way for society. For example:

- A participant might develop a game featuring an **“AI Guardian”** character that protects children’s personal data from hackers or harmful viruses by solving digital safety quizzes or creating strong passwords.
- Another participant might design a website as an interactive portal that teaches kids how to use AI responsibly, complete with mini games, comics, and quizzes about digital ethics and online safety.
- Participants can also imagine future technological innovations that secure data and create a safer digital world for everyone.

## GENERAL RULES

### 1. Eligibility

- Participants must be **students aged 5–18 years old**.
- Participation is **individual (not in teams)**.
- Each participant may join **only one competition category**.

### 2. Competition Categories

- AI Category
- Game Category

### 3. Registration

- **Registration fee** applies.
- Participants must follow the **official registration process** set by the committee.
- Registration documents must be completed with **accurate and legally valid data**.

### 4. Project

- Projects must **not have been used** in any other competition before.

### 5. Integrity and Fair Play

- The YCWC Committee reserves the right to **disqualify participants** who commit fraud or violate competition rules.
- The committee may also **revoke awards or titles** if cheating or legal violations are discovered.

### 6. Judging and Decisions

- Decisions of the YCWC Committee and Judges are **final and binding**.
- Matters not covered in these rules will be determined later through **additional provisions** if necessary.

## TOPICS AND CATEGORIES

Below are the designated topics for each category and age group:

| Age Group                             | Categories                                                                                                                                                                         |                                                                                                                                                      |
|---------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                       | AI                                                                                                                                                                                 | Game                                                                                                                                                 |
| <b>Starter<br/>(5 – 7 Y.O)</b>        | -                                                                                                                                                                                  | <b>Topic:</b> Becoming a Responsible Digital Citizen in the Age of AI<br><b>Platform :</b> Kodu (OS Windows Required)<br><b>Output :</b> 3D Game     |
| <b>Beginner<br/>(8 – 11 Y.O)</b>      | <b>Topic:</b> Problem Solving AI for Kids<br><b>Platform:</b> Block Coding (Scratch/Pictoblox/Raise Playground)<br><b>Output :</b> Digital Project (eg. game, quiz, chatbot, etc.) | <b>Topic:</b> Becoming a Responsible Digital Citizen in the Age of AI<br><b>Platform:</b> Scratch, Construct, Roblox, Pygame<br><b>Output :</b> Game |
| <b>Intermediate<br/>(12 – 14 Y.O)</b> | <b>Topic:</b> Problem Solving AI for Kids<br><b>Platform:</b> Block Coding (Scratch/Pictoblox/Raise Playground)<br><b>Output :</b> Digital Project (eg. game, quiz, chatbot, etc.) | <b>Topic:</b> Becoming a Responsible Digital Citizen in the Age of AI<br><b>Platform:</b> Scratch, Construct, Roblox, Pygame<br><b>Output :</b> Game |
| <b>Senior<br/>(15 – 18 Y.O)</b>       | <b>Topic:</b> How AI Can Help Human to Solve Problem?<br><b>Platform :</b> HTML, CSS, JS, or any with AI Assisted<br><b>Output :</b> Website                                       | -                                                                                                                                                    |

## COMPETITION RULES

### -AI CATEGORY-

#### 1. Beginner & Intermediate Level

- Participants create a **digital project** on **Scratch / Pictoblox / Raise Playground** with **AI integration** (e.g., image recognition, text-to-speech, or a simple AI API).
- The project must address the theme: **"Problem Solving AI for Kids."**
- Participants must demonstrate **how the AI works** (example: input an image → output classification result).
- Submissions must be uploaded via a **shared drive link** containing:
  - a. A **presentation video** (maximum 5 minutes).
  - b. Project file in **.sb3 format** (Scratch / Pictoblox / Raise Playground).
  - c. A short **documentation (PDF, max 3 pages)** including: idea, how it works, and benefits.

#### 2. Senior Level

- Participants create a **website** using **HTML, CSS, and JavaScript** (framework optional: React, Vue, etc.) or with the support of **AI-assisted tools**.
- The project must address the theme: **"How AI Can Help Humans Solve Problems."**
- Submissions must be uploaded via a **shared drive link** containing:
  - a. A **presentation video** (maximum 7 minutes).
  - b. A **.txt file** with the hosted website link.
  - c. The **source code** of the website (folder or .zip).
  - d. A short **documentation (PDF, max 3 pages)** including: problem description & proposed solution, and explanation of AI usage in the website.

## COMPETITION RULES

### - Game Category -

#### 1. Starter Level

- Participants create a game using **Kodu Lab**.
- The project must address the theme: **"Becoming a Responsible Digital Citizen in the Age of AI."**
- **Rules:**
  - a. The game must include at least **1 simple mission**.
  - b. The game should be **playable within 3 minutes or less**.
- Submissions must be uploaded via a **shared drive link** containing:
  - a. A **presentation video** (maximum 3 minutes).
  - b. The **Kodu 3D game file**.

#### 2. Beginner & Intermediate

- Participants create a game using **Scratch, Construct 3, Roblox, Phaser, or Pygame**.
- The project must address the theme: **"Becoming a Responsible Digital Citizen in the Age of AI."**
- **Rules:**
  - a. The game must be playable within **5 minutes or less**.
  - b. The game must include at least **two of the following components**:
    - Story:** The game has a narrative.
    - Time:** Includes a timer or time limit.
    - Level:** Contains multiple levels.
    - Sound:** Includes background music or sound effects.
    - Edu:** Features an educational interaction (e.g., quiz).
- Submissions must be uploaded via a **shared drive link** containing:
  - a. A **presentation video** (maximum 3 minutes).
  - b. A **.txt file** with the hosted game link.
  - c. The **project file** in one of the following formats: **.sb3 / .c3p / .rbxl / .py / .zip**.

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## DEMONSTRATION RULES

### – EXHIBITION –

The following are the rules for project demonstrations at the **YCWC 2025 Game Exhibition**:

1. Demonstrations will take place during the **national exhibition, and international presentation** stages.
2. Participants must **demonstrate their project directly** in front of the judges to compete for **1st, 2nd, and 3rd place** at the national, and international levels.
3. **No substitutes are allowed** – participants must present their own project
4. A demonstration means the participant **explains the project title, idea, and final product** to the judges.
5. Maximum presentation times are as follows:
  - **Starter**: 3 minutes
  - **Beginner**: 5 minutes
  - **Intermediate**: 5 minutes
  - **Senior**: 7 minutes

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## REGISTRATION AND SUBMISSION RULES

### 1. Registration

- Participants must register through the YCWC official website at [Young Coder World Cup 2025 | Timedoor Academy](#).
- Participants must complete their personal data in the **registration form** provided.
- Participants are required to pay the registration fee. The bank account information for payment will be provided by the respective branch admin.
- After submitting the registration form, participants will be verified and **invited to the official WhatsApp group** by the committee within **2 × 24 hours (2 days)**.
  - If a participant is not invited within this time, they may contact the committee through the contact person listed at the end of this guidebook.
- Verified participants are considered **officially registered** in the competition.

### 2. Competition Timeline

- The competition will run for **31 days**, from **October 1, 2025, to October 31, 2025**.
- During this period, participants must **submit their projects** for screening.
- The **screening process** will select the **Top 5 (AI Category)** and **Top 5 (Game Category)** from each region.

### 3. Project Submission

- Project submissions can be made **after registration** through the following link: <https://bit.ly/YCWC-Submit-OS>
- Submissions must be uploaded as a **shared drive link** containing all project files according to the requirements of each level and category.
- Screening results and announcements will be shared on the **YCWC website** and the **official WhatsApp group**.

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## COMPETITION STAGES

### 1. Preliminary Round

#### Project Submission :

- All participants are required to upload their projects through the **online form (Google Form)** provided by the committee.
- Submitted projects will undergo **administrative and technical screening** by the curation team.

#### Initial Selection:

- From all submitted projects, the committee and judges will select:  
**AI Category:** Top 5 projects from each level.  
**Game Category:** Top 5 projects from each level.

### 2. National Exhibition

- **Venue:** [To be announced]
- **Duration:** 1-Day Exhibition (approx. 4.5 hours)
- **Participants:**  
**AI Category:** Top 5 projects from each level  
**Game Category:** Top 5 projects from each level.
- **Activity:** Participants will present their projects at the **national level** in front of the judges. The judging process will determine the **national champions**, who will go on to represent their respective country at the international stage.

### 3. International Stage

- **Venue:** Online via Zoom
- **Participants:** National winners from **Indonesia, Malaysia, Philippines, Bangladesh, Egypt, Syria, Saudi Arabia, Singapore, UAE, and Qatar.**

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- **Activity:** Participants will present their projects in **English** as part of a **global publication and international showcase**.

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## COMPETITION RULES AND DISQUALIFICATION TERMS

### YCWC 2025 Competition Rules

1. Registered participants **cannot be replaced** by another person.
2. Projects must be developed using one of the following platforms: **Scratch, Pictoblox, Construct, Roblox, Phaser, or Pygame.**
3. Submitted project links must have the correct **access permissions** so judges can open and review them.
4. The use of **paid plugins** is strictly prohibited.
5. Projects must follow the **assigned theme** for each category and level.
6. Each participant may submit a **maximum of one project**. If multiple projects are submitted, the **latest submission** will be considered.
7. If the number of participants in a level is fewer than 10, that level will be cancelled by the committee, and the registration fee will be fully refunded.

### YCWC 2025 Disqualification Terms

Participants will be disqualified if they:

1. Register for **more than one competition category.**
2. Fail to complete **administrative requirements.**
3. Commit **fraud, serious violations, or disruptive behavior** that endangers themselves or others.
4. Engage in **illegal activities.**
5. Damage or attempt to damage devices provided by the YCWC committee.
6. Fail to attend the **project demonstration session.**
7. Submit a project that has already been **used in a previous competition.**

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## SCORING SYSTEM

| Category                     | Weight (%) | Description                                                                                                                                       |
|------------------------------|------------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Idea &amp; Creativity</b> | 40%        | Measures how unique the idea is, its relevance to the theme, and the participant's creativity.                                                    |
| <b>Coding Implementation</b> | 30%        | Evaluates the level of coding understanding, logical complexity, AI integration (for AI Category), and interactivity/gameplay (for Game Category) |
| <b>Presentation Skills</b>   | 30%        | Assesses the participant's ability to explain their project clearly, logically, and confidently, as well as effectively demonstrate it.           |

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## TIMELINE

The following is the **YCWC 2025 competition timeline**, covering the schedule from registration to the announcement of winners:

|                                                                                         |                                        |
|-----------------------------------------------------------------------------------------|----------------------------------------|
| <b>Registration &amp; Project Submission*</b>                                           | <b>October 1 – October 31, 2025</b>    |
| <b>Announcement of Top 5*</b>                                                           | <b>November 7, 2025</b>                |
| <b>Technical Meeting (National)*</b>                                                    | <b>November 9 – November 15, 2025</b>  |
| <b>Project Demonstration (National Exhibition) &amp; National Winners Announcement*</b> | <b>November 16 – November 30, 2025</b> |
| <b>Technical Meeting (International)</b>                                                | <b>December 15, 2025</b>               |
| <b>Project Demonstration &amp; International Winners Announcement</b>                   | <b>December 16, 2025</b>               |

\*can be adjusted for each branch

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## PRIZE POOL

### National Competition

|           |                                                         |
|-----------|---------------------------------------------------------|
| 1st Place | Certificate, Trophy,<br>Scholarship at Timedoor Academy |
| 2nd Place | Certificate, Trophy,<br>Scholarship at Timedoor Academy |
| 3rd Place | Certificate, Trophy,<br>Scholarship at Timedoor Academy |

### International Competition

|           |                                                         |
|-----------|---------------------------------------------------------|
| 1st Place | Certificate, Trophy,<br>Scholarship at Timedoor Academy |
| 2nd Place | Certificate, Trophy,<br>Scholarship at Timedoor Academy |
| 3rd Place | Certificate, Trophy,<br>Scholarship at Timedoor Academy |