



Project Guide

Innovators in Education

Qatar University

2026 – 2027



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Definitions and Terminology

In the application of this project, the following words and phrases, wherever they appear, shall have the meanings specified for them, unless the context indicates otherwise:

Student	Any student enrolled at the undergraduate or postgraduate level in an accredited public or private university or college within the State of Qatar
Educator	An individual who facilitates learning for others and is employed at a school (K-12), university, or college in the State of Qatar..
Educational Tools	Innovative and original materials or tools designed to deliver educational content, simplify complex concepts, and meet the diverse needs of learners. Examples include interactive applications, software, videos, simulations games and STEM teaching tools
Product	The final form of the educational aid submitted by participants at the end of the project.



Judges	A group of experienced and impartial people in their fields who are responsible for evaluating submissions and selecting the finalists and winners.
Organizing Committee	A team made up of members from the College of Education, represented by the National Center for Educational Development; the College of Engineering, represented by the Technology Innovation and Engineering Education Unit; the College of Business and Economics, represented by the Office of Entrepreneurship and Institutional Excellence; and a team from the Ministry of Education and Higher Education.
STEM Teaching Tools	Innovative and original educational tools that rely on developing learners' critical thinking and problem-solving skills to improve understanding and enhance learning in the fields of science, technology, engineering, and mathematics.
The "Innovators in Education" Project	An initiative that aims to encourage educators and university students to innovate and produce high-quality educational tools and products that address real educational challenges and contribute to developing teaching and learning processes within the school and university environment. The project gives participants the opportunity to benefit from specialized training and mentoring programs, as well as academic and technical support that helps them turn their ideas into innovative educational projects with tangible impact.



Introduction

The educational field is full of creative people who have enriched their work and gone beyond the limits of their basic duties by designing and inventing a variety of teaching and learning tools. However, most of these efforts have remained confined to where they started, which has limited the exchange of ideas among professional learning communities and the opportunity to benefit from and develop them.

Proceeding from Qatar National Vision 2030 in supporting a knowledge-based economy, and from Qatar University's role in sponsoring diverse initiatives that support innovation and creativity, the idea of the "Innovators in Education" project came about as a contribution to promoting a culture of excellence in the educational field, and to realizing the vision of the College of Education, represented by the National Center for Educational Development; the College of Engineering, represented by the Innovation and Engineering Education Unit; and the College of Business and Economics, represented by the Center for Entrepreneurship and Excellence.



Vision and Mission



Vision

Creating an educational environment that supports innovation and creativity and building professional learning communities that achieve sustainable learning.



Mission

Fostering creativity and innovation and encouraging educators and higher education students to design educational tools that support student learning, stimulate excellence in the educational process, and foster intellectual growth and constructive cooperation among members of the educational community.



Objectives

1

Developing practical and innovative educational tools that enhance learning opportunities.

2

Encouraging educators and university students to offer effective solutions to challenges in the educational and professional fields.

3

Designing effective educational tools in the field of STEM that helps shape learners' attitudes toward future careers.

4

Building professional learning communities in which educators exchange ideas about innovative educational tools.

5

To promote the effective integration of modern technologies in the design of and development of educational tool.



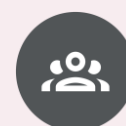
Target Groups



University Students



Educators



**University Students
and Educators**



Participation Conditions

First: General Conditions

Product Must be:



Based on an innovative and original idea.



Appropriate for students' ages and developmental characteristics.



Linked to educational and pedagogical objectives.



Sound, accurate, and up to date.



Feasible to implement and apply.



Respectful of religious teachings, values, and public morals.



Engaging to students' attention and supportive of their inclinations and interests.



Has not previously won any awards.

Second: Participants



Student

Must be:

- A resident of the State of Qatar.
- Enrolled in a university program including diploma, bachelor's, higher diploma, master's, or doctoral level
- Participating individually or as part of a team of no more than three participants.



Educator

Must be:

- A resident of the State of Qatar.
- Currently working in an educational institution at the time of applying.
- Participating individually or as part of a team of no more than three participants.



Project Stages



Registration Eligibility Screening Training Implementation Judging Closing Ceremony After Winning

1

Stage One: Registration

The participant fills out the electronic registration form and attaches the required information using the registration form below:

[Innovators in Education Project 2026-2027 – Fill out form](#)

2

Stage Two: Eligibility Screening

Applications are screened to verify that the basic conditions and criteria are met. Participants are notified of project acceptance.

3

Stage Three: Training Program

Accepted participants attend a series of training workshops that support them in developing their projects.

4

Stage Four: Implementation

- Develop the product according to the approved standards and timeline.
- Receive feedback on the project from a specialized committee.
- Submit the final product and accompanying e- portfolio to the Organizing Committee.



Final Submission Requirements

The submission must include the following:



Final Product

The completed version of the innovative product or educational aid.



Project e-Portfolio

A comprehensive e-portfolio documenting the product journey from ideation to execution.



Stage Five: Judging



Initial Evaluation

Submissions are reviewed against the Organizing Committee's participation guidelines and conditions, and accepted entries advance to the second round.



Committee Presentation

Shortlisted participants present to a committee of university professors and specialists, which evaluates submissions objectively, confidentially, and according to the judging criteria.



Announcement of the Results

The winners are selected.



Judging Criteria

Criterion	Description
 Added Value and Educational Impact	The extent to which the product contributes to improving teaching and learning processes and creates a tangible positive impact on learning outcomes.
 Applicability	The extent to which the product can be applied and used effectively in the targeted educational environment.
 Suitability for the Target Group	The extent to which the product matches the characteristics and needs of the target group in terms of educational stage, age, and learning level.
 Ease of Interaction and Use	How easy it is to use the product, navigate it, and interact with its components to achieve the educational objectives.
 Visual Design Appeal	The quality of the design, the consistency of the visual elements, and their appeal to users.
 Consideration of Safety and Security	The extent to which the product complies with the safety and security requirements appropriate to its nature and the target group.
 Adaptability and Scalability	The extent to which the product can be updated and developed, or its scope of use expanded, in the future.
 Support for Continuous Learning	The extent to which the product contributes to promoting self-directed and continuous learning and developing learners' skills in the long term.
 Production Efficiency	How efficiently the product achieves its educational objectives compared with the resources and effort used to produce and operate it.
 Economic Feasibility	How well the product's cost matches the intended educational benefit, and how effectively and economically available resources such as devices, software, and materials are used.

6

Stage Six: Closing Ceremony

- Finalist will showcase their product at an exhibition held in conjunction with the closing ceremony.
- The results are announced and the awards are presented.

7

Stage Seven: Post- Award

- Supporting the winners in further developing and promoting their product across the State of Qatar, while preserving intellectual property rights.

**Intellectual Property**

The participants acknowledge that the submitted work is their own production.

Intellectual property rights in the product remain with its owner, while the organizing body is granted the right to display the product and promote it for educational, media, and documentation purposes, with the participant's intellectual and moral rights preserved.

**Disqualification Cases**

A submission may be disqualified in the following cases:



Violating the participation conditions.



Providing incorrect information.



Infringing intellectual property rights.



Missing submission deadlines.



Submitting an incomplete project or incomplete required files.



Failing to comply with the regulations governing the project.



Awards and Recognition

Winners of outstanding projects are honored at the project's closing ceremony according to the approved categories and fields.

Participants who meet the requirements also receive:



Certificates of participation



Certificates of excellence for winners



Opportunities to present projects to interested parties



Opportunities to expand the dissemination and application of outstanding educational innovations

Cash Prizes

Place	Students Category	Educators Category	Students and Educators Category
 First Place	15,000 QAR	20,000 QAR	20,000 QAR
 Second Place	10,000 QAR	15,000 QAR	15,000 QAR
 Third Place	7,000 QAR	10,000 QAR	10,000 QAR

Each winner receives a certificate of appreciation and a trophy .

A certificate of participation is awarded to participants who reach the final stages.



Important Dates



**5th October
2026**

Announcement
of the project
and start of
receiving
participation
applications

**31st October
2026**

Deadline for
receiving
participation
applications

**5th November
2026**

Deadline for
participants to
receive
confirmation of
acceptance of
their
submissions

5 March 2027

Deadline for
submitting the
product

21 April 2027

Winners'
recognition
ceremony



A Final Word

We believe that every innovative idea can make a positive impact on education, and that educational creativity is one of the most important drivers for building a higher-quality and more sustainable educational future. We look forward to your high-quality participation and outstanding contributions on this inspiring journey toward more innovative and creative education.

Together, we create more creative education for the future



Appendices

Appendix 1: Questions and Answers



Appendix 1: Questions and Answers

1

Can I participate individually?

Yes, you can participate individually or as part of a team.

2

Can a team include members from different organizations or specializations?

Yes, a team can include members from different organizations and diverse specializations, which achieves complementarity of expertise and knowledge.

3

Can a student participate with an educator?

Yes, a team may consist of university students and educators together, and it is classified under the joint teams category.

4

Can I participate from outside the State of Qatar?

The project is intended for citizens and residents of the State of Qatar only.

5

Which languages are accepted for participation?

Submissions are accepted in Arabic or English.

6

How many works can I submit?

Each participant may submit only one work in each cycle of the project.

7

Can I participate in the project again?

- If a participant wins, they may apply again after three years.
- If a participant does not win, they may participate in the next cycle provided that they develop the previous product or submit an improved version of it.

8**Is the use of artificial intelligence tools allowed?**

Yes, artificial intelligence tools may be used as supporting tools in research, design, and development, provided that the innovation, the core idea, and the implementation remain the participants' own work.

9**Can the project be modified after registration?**

Yes, the project can be developed and modified during the implementation period and before the submission deadline.

10**What happens if a team member withdraws?**

The Organizing Committee must be formally notified in order to update the participation details and take the necessary actions.

11**What happens if the idea or product is proven not to be original?**

The Organizing Committee has the right to withhold or withdraw the award at any time if the submitted work is proven to lack originality or to infringe intellectual property rights. The participant must be the owner of the idea and its primary implementer.

12**How will submitted work be handled?**

Submitted works are returned to their owners after the project, judging, and recognition procedures are completed, unless otherwise agreed with their owners.

13**Who are the members of the judging committees?**

The judging committees include experts and specialists selected according to their professional and academic experience relevant to the project's fields.

14

What types of submissions are not accepted?

Submissions that fall under the following are not accepted:

- Academic research and studies.
- General educational strategies.
- Teaching, learning, reinforcement, or classroom management methods in their theoretical form only.
- Any submissions that do not include a clear, applicable educational product or innovation.
- Submissions related to assessment.
- Submissions prepared entirely with artificial intelligence tools without a clear creative contribution from the participant.