INTERNATIONAL SCIENCE
TECHNOLOGY AND
ENGINEERING COMPETITION

PARTICIPANT GUIDELINE

Elevating Innovation for a Sustainable Future

7 TH

Registration Deadline:
April 19, 2026

Grand Final:
May 7 – 10, 2026

7TH

ABOUT ISTEC

The **International Science, Technology, and Engineering Competition (ISTEC)** is a prestigious international event that brings together young researchers and innovators from across the world. ISTEC serves as a global platform for students to present their research and projects, offering them an exceptional opportunity to showcase their talents, ideas, and solutions to global challenges.

Entering its **7th Edition** in 2026, ISTEC continues its legacy of fostering innovation, creativity, and collaboration among the next generation of scientists and engineers.

ISTEC is organized by **Bandung Creative Society (BCS)**. As the host, BCS provides professional infrastructure, mentorship, and a high-quality competition environment to ensure a meaningful experience for all participants.

The main objectives of ISTEC 2026 are:
1. **Promoting Innovation:**
   Encouraging students to develop tangible solutions (products/prototypes) for real-world problems.
2. **Global Networking:**
   Connecting young researchers with peers and experts from diverse countries.
3. **Recognizing Excellence:**
   Rewarding outstanding projects through a prestigious awarding system.
4. **Supporting Academic Progression:**
   Providing a recognized international achievement that supports participants' admission to higher education institutions and scholarship opportunities.

BENEFITS OF PARTICIPATION

Participating in ISTEC provides high-value benefits for students:

1. **University Admission Portfolio:**
   Winners receive a prestigious international certificate and medal that can be used as a supporting document for university entrance selection (SNBP/Overseas Scholarships).

2. **Global Exposure:**
   Opportunity to present projects to international judges and audiences.

3. **Networking:**
   Building connections with like-minded peers and industry professionals.

4. **Skill Development:**
   Enhancing research, public speaking, and critical thinking skills.

RESEARCH FIELD CATEGORIES

Participants must select one category that best fits their project. **ISTEC 2026** classifies projects into three (3) main pillars:

1. **SCIENCE (Natural, Social & Education)**

   Focus: Fundamental research, observation, and social analysis.
   Scope: Biology, Environmental Science, Pharmacy, Social Sciences (Sociology, Psychology), Education, and History.
   Expected Output: Research Data, Observational Analysis, or Educational Media.

2. **TECHNOLOGY**

   Focus: Digital innovation, software, and computing.
   Scope: Software Development, Artificial Intelligence (AI), Machine Learning, IoT (Internet of Things), Game Development, and Creative Tech.
   Expected Output: Working App, Software Demo, or System Prototype.

3. **ENGINEERING**

   Focus: Physical construction, mechanics, and hardware.
   Scope: Civil Engineering, Architecture, Robotics, Mechanical Engineering, Electronics, and Renewable Energy Systems.
   Expected Output: Physical Prototype, Machine, or Functional Model.

ELIGIBILITY

To ensure a fair competition, the following criteria must be met:

1. **EDUCATIONAL LEVELS**

   Elementary School (Grade 4–6)
   Junior High School (Grade 7–9)
   Senior High School (Grade 10–12)
   University (Undergraduate)

2. **REQUIREMENTS**

   Age: 10 – 24 years old (**as of the registration deadline**).
   Team Composition: Individual or Team (Max. 5). Members can be from different schools but must register under one institution name.
   Mentorship: Every team must have a mentor (**Teacher, Academic Advisor, or Parent**).
   Language: All documents and presentations must be in **English**.

COMPETITION PHASES & PATHWAY

To ensure standard quality, ISTEC 2026 applies a unified selection pathway for all participants (General Pathway).

Registration Deadline: April 19, 2026
(Review process is rolling; results are announced periodically).

General Pathway Selection
Applicable for all participants (National & International).

Phase	Level	Activity & Requirement
Phase 1	**Initial Screening**	**Video Pitching (Plan & Prediction):** Qualified teams must upload a video presentation about their project plan. (See requirements below).
Phase 2	**Project Review**	**Abstract Submission:** Qualified teams from Phase 1 submit their research abstract. Judges review administrative compliance and research idea. Strict Plagiarism Check is applied.
Final Phase	**Grand Final**	**Offline Exhibition:** The best teams from the selection process advance to compete in the Grand Final (International Level).

COMPETITION PHASES & PATHWAY

Phase 1:   Video Pitching Requirements

Since the project might still be in progress, the video should focus on the **Project Plan & Prediction**.

1. **Duration:** Maximum 1 Minute.
2. **Presenter:** Can be represented by the Team Leader only (or whole team).
3. **Language:** English.
4. **Platform:** Upload via link (YouTube/Google Drive).
5. **Content Must Include:**
   a. **Project Title & Category.**
   b. **Problem Statement:** What problem are you trying to solve?
   c. **Proposed Solution:** What are you going to build or research?
   d. **Predicted Result:** What is the expected outcome or impact of your project?

⚠️ **IMPORTANT NOTE:**

Your project DOES NOT have to be finished at this stage. You can submit the video even if your project is still in the planning phase or work-in-progress. The judges are looking for the clarity of your IDEA and PLAN, not the final product.

COMPETITION PHASES & PATHWAY

Video Assessment Criteria

Judges will evaluate the video submissions based on the following weighted criteria:

Criteria	Weight	Focus Areas
Problem, Solution & Novelty	35%	Clarity of the problem statement and the logic of the proposed solution. **Does the idea offer a new perspective or unique approach compared to existing solutions?**
Feasibility & Plan	25%	Realistic timeline and method. Is the project doable for the student's level?
Impact & Prediction	25%	Potential benefit and relevance of the expected results.
Communication	15%	Ability to convey the main idea concisely within 1 minute.

COMPETITION PHASES & PATHWAY

Phase 2: Abstract Assessment Criteria
The research abstract will be evaluated based on the following criteria to determine qualification for the Grand Final:

Criteria	Weight	Focus Areas
Research Background & Problem Statement	30%	Clarity of the problem definition, urgency, and relevance to the chosen category.
Proposed Solution / Methodology	30%	**Product:** Technical logic and functionality concept. **Science:** Validity of research methods and variables.
Originality & Innovation	20%	Novelty of the approach. Does it offer a fresh perspective or unique solution?
Writing Quality & Feasibility	20%	Logical flow of writing, clarity of English, and realistic scope for the student level.

⚠️ PLAGIARISM CHECK:
At this stage (Phase 2), all abstracts will undergo a strict plagiarism check. Abstracts with high similarity index (>20%) or proven generated without original thought will be disqualified.

ANNOUNCEMENT OF RESULTS
Phase Results: Will be announced a few days after the participant submits their data/files (Rolling Basis).
Ranking: The best ordering (Rankings) for the General Pathway will be announced **one week after the registration closes.**

GRAND FINAL MECHANISM

The Grand Final is a fully offline exhibition.

1. **THE EXHIBITION BOOTH**
   Venue: TO BE ANNOUNCED (**Likely to be held in Bali, Indonesia**).
   Booth: TO BE ANNOUNCED (**Standard booth size details will be released in the Letter of Acceptance**).
   Display: A1 Poster + Project Items (Prototype/Laptop/Sample).

2. **EVENT FEATURES**
   ISTEC Bazaar: A curated pop-up market featuring local souvenirs, crafts, and educational products (Non-F&B).
   Live Talkshow: Educational seminars and talk shows held at the main stage to engage participants and mentors.

3. **THE JUDGING SESSION**
   Presentation: 5 MINUTES (Strictly timed).
   Q&A Session: 5 Minutes.
   Total: 10 Minutes per team.

COMPETITION TIMELINE

DATE	ACTIVITY
January 19 – April 19, 2026	**Open Registration:** a. **International:** Submit Abstract. b. **Indonesia:** Submit Abstract (**Regional Level**).
January 21 – April 20, 2026	Video Pitching Start and Deadline
January 22 – April 21, 2026	Abstract Review Start and Deadline
April 19, 2026	**Deadline Registration**
March 30 – April 26, 2026	**Grand Final Preparation:** a. **Payment:** Complete the Payment. b. **Itinerary:** Upload Flight Tickets/Transportation. c. **Confirmation Letter:** Upload Confirmation Leter.
May 7 – 10, 2026	**GRAND FINAL (Offline):** Exhibition and Awarding.

JUDGING & SCORING SYSTEM

Scores at the Grand Final are **Cumulative**. The final score is the sum of **Stage 1 (Pre-Final)** and **Stage 2 (Live Final)**.

1. **SCORING SCALE**
   Judges award raw scores on a **scale of 0 - 5** for each sub-criteria.
   5 (Excellent): Beyond expectations, flawless execution, high innovation.
   3-4 (Good/Very Good): Meets standards, complete, and correct.
   1-2 (Average/Poor): Partial evidence or limited understanding.
   0 (Not Done): Missing or plagiarism.

2. **STAGE 1: PRE-FINAL (CONTENT REVIEW) - 40%**
   Evaluated based on the submitted Abstract, Poster, and Research Paper/Project Brief prior to the exhibition.
   Science Category (Research)

Criteria	Weight	Focus Areas
Context	25%	Background, Problem ID, Literature Review.
Methodology	35%	Research Design, Variables, Procedure.
Data	30%	Data Recording, Visualization, Written Analysis.
Document	10%	Poster Quality, Structure.

Technology & Engineering Category (Product)

Criteria	Weight	Focus Areas
Context	25%	Problem Definition, Goals, Basic Concept.
Design	35%	Design/Sketch/Flowchart, Creation Method.
Test Data	30%	Testing Evidence, Initial Analysis.
Document	10%	Poster Quality, Technical Diagram.

JUDGING & SCORING SYSTEM

3. STAGE 2: LIVE FINAL (VERIFICATION) – 60%
   Evaluated during the offline exhibition through Presentation, Demo, and Q&A.
   Science Category (Research)

Criteria	Weight	Focus Areas
Verification	30%	Validation of raw data/logbook, Understanding of concept.
Analysis	25%	Oral Discussion, Limitations, Future Work.
Innovation	25%	Originality, Creativity in method/approach.
Communication	20%	Presentation fluency, Q&A Defense.

Technology & Engineering Category (Product)

Criteria	Weight	Focus Areas
Verification	30%	(Moment of Truth) Functionality Demo, Code/Build Check.
Quality	25%	UX/UI, Construction Quality, Safety, Error Handling.
Innovation	25%	Feature Novelty, Technical Knowledge.
Communication	20%	Demo Skill, Technical Q&A.

AWARDS & PRIZES

1. **GRAND AWARD (Best of Category)**
   Highest score in each category (**Science, Tech, Engineering**), competing across all education levels.

2. **MEDALS (Per Educational Level)**
   Medals are awarded to the best teams within their specific level (**e.g., Elementary vs Elementary**).
   Gold Medal: Top 20%
   Silver Medal: Next 40%
   Bronze Medal: Next 40%

3. **SPECIAL AWARDS**
   Honorable Mention
   Best Booth
   Best Poster
   Partner & Sponsor Special Awards (**New!**)

FEES

Category	Phase	Fee	Note
General	Phase 1 (Initial)	FREE	No charge for video pitching submission.
General	Phase 2 (Review)	FREE	No charge for abstract review.
All Finalists	Grand Final	425 USD /Participant 225 USD /Mentor	Covers 4D3N Accommodation, Meals, Airport Transfer, Event Kit, & Medal/Certif.

PARTICIPANT HOSPITALITY

ISTEC prides itself on excellent service for international guests and national finalists:
a. **Airport Pickup:** Complimentary transport from the designated Airport to the official hotel.
b. **Accommodation:**
    1. **Participants:** Shared room (2 pax/room, gender-separated).
    2. **Mentors:** Shared room (2 pax/room, gender-separated).
c. **Culture Tour:** A guided trip to iconic cultural landmarks on Day 3.

RULES & REGULATIONS

a. **Originality:** Projects must be original work. **Plagiarism >20% leads to disqualification.**
b. **Attendance:** All team members listed must attend the Grand Final in person.
c. **Safety:** No explosives, open flames, or toxic chemicals allowed in the exhibition hall.
d. **Poster Rules:**
    1. **Max size:** A1.
    2. **Mounting:** Use only masking tape/painter's tape. **Double-sided tape and nails are PROHIBITED** to prevent wall damage.

CONTACT US

For inquiries, please contact the ISTEC 2026 Committee:

WhatsApp: **Admin 1:** +62 821 2665 6161
               Admin 2: +62 815 7307 9640
Email: istec.official@gmail.com
Website: www.istec.eventbcs.com
Instagram: @istec.official
Facebook: istec.official

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