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ICIA 2026 - Overview

International Creativity and Innovation Award (ICIA) is designed as a learning platform for young innovators through experiences of creativity and innovation organized in the form of online competitions and collaborations that are integrated into the World Creativity and Innovation Day (WCID) initiated by the United Nations as part of the celebration of creativity and innovation.

In supporting the **Sustainable Development Goals (SDGs)** by the United Nations, the designed activities in ICIA provide opportunities for participants to explore and actualize themselves through a learning process that includes Webinars and Kryative Talk sessions as part of mentoring to inspire participants in gaining broader insights and points of view about creativity and innovation; inventing the new solution of SDGs, Networking sessions, as well as Pitching and Showcase of their invention to international experts and judges.

Everything that participants experience in ICIA activities will be valuable provisions in improving their innovation to the next level when they proceed in the international arena such as the Virtual Innovation Field Trip, the International Invention Convention, Global Innovation, other opportunities as a follow-up program from ICIA which will help participants actualize the learning points they have achieved.

Aims:

International Creativity and Innovation Award (ICIA) is designed for young innovators to practice their problem-solving skills in answering SDGs challenges and as part of an appreciation platform for young innovators to introduce their innovation to the world during World Creativity and Innovation Day (WCID). In addition, the ICIA learning process will help the young generation strengthen their will to learn and recognize what they want to achieve in order to prepare for their life. These activities are formulated based on the Krya learning cycle: Inspiring, Creating, Dedicating to promote 21st-century skills.

Program details:

1	Event Title:	International Creativity and Innovation Award (ICIA)
2	Organizers:	STEM Education Organization for Cambodia (STEMEOC)
3	Organization Website:	www.stemcambodia.ngo www.facebook.com/STEMCambodia
4	Event Date: National Competition	<ul style="list-style-type: none">● Cambodian National Selection -14th March 2026● 8:00 AM - 2:00 PM
5	Location:	Paragon International School

6	Global Round	<ul style="list-style-type: none"> ● Innovation Challenge & Innovation Award : 24, 25, 26 April 2026 in Cambodia ● Inventor Wannabe: <ul style="list-style-type: none"> ○ Online Final Showcase: 6th March 2026 ○ Award Announcement and Global Celebration: 26 April 2026
7	Theme: Innovation Challenge	<p>“Design Waste-Free Learning Spaces”</p> <p>“AI-Powered Solution for Real Learning Problem”</p>

3 Categories:

- [Innovation Challenge - Guideline](#)

Calling all problem-solvers! This assignment challenges you and your team to develop impactful solutions for the UN Sustainable Development Goals (SDGs).

The Challenges ICIA 2026

1. **“Design Waste-Free Learning Spaces”**: Design creative and practical solutions that transform schools into waste-free, sustainable learning spaces that not only reduce waste but also inspire a greener mindset for the future.
<https://youtu.be/y1aljNQjbew?si=C1OXHQ3gl6Zrl4Mh>
2. **Design an AI-powered solution** that solves a real learning problem and makes education more meaningful, fair, and accessible for all. <https://youtu.be/Rbn7YR3sG1M>

Your mission is to collaborate to identify the solution to the above challenge. Then, brainstorm and develop innovative solutions using digital (coding) or non-digital approaches. Throughout the process, you'll get the chance to showcase your invention onsite and pitch your solution to international experts and judges.

- [Innovation Award - Guideline](#)

Bring your innovation to the next level! Register and pitch your innovation as a solution to the Sustainable Development Goals (SDGs) by the United Nations. The innovation can be in the form of science and technology research, STEAM-based innovation, Entrepreneurship-based projects as well as social innovation.

Prepare your best version of your innovation, get the chance to meet international experts and judges and show it to the world!

- [Inventor Wannabe - Guideline](#)



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In this assignment, young explorers have the opportunity to delve into the world of inventors and their groundbreaking creations. The task is to choose one inventor and create an informative poster and a video introducing the inventors, explaining their invention, and highlighting its impact on the world.

Imagine you were Thomas Alva Edison. Act as if you were the person who invented the light bulb and share your experience about how you invented the light bulb. Describe the challenge you face, how collaboration and networking helped transform the ideas into innovation.

Choose your favorite inventor and convince the world that your invention will benefit many people by making a 2-minute video pitch.