AI for Good

Robotics for Good

Youth Challenge

Collaboration guidelines

40+ UN PARTNERS

ITU

AI for Good

Contents

AI for Good | Welcome!

We are delighted to be collaborating on AI for Good. To make sure that the Robotics for Good Youth Challenge – Local Chapter runs as smoothly as possible and provides the best experience for the teams, judges, and audiences alike, we have devised this short manual.

Please read it through to understand your role as an organizer in making the Robotics for Good Youth Challenge a success in your country or region and feel free to let us know if you have any questions.

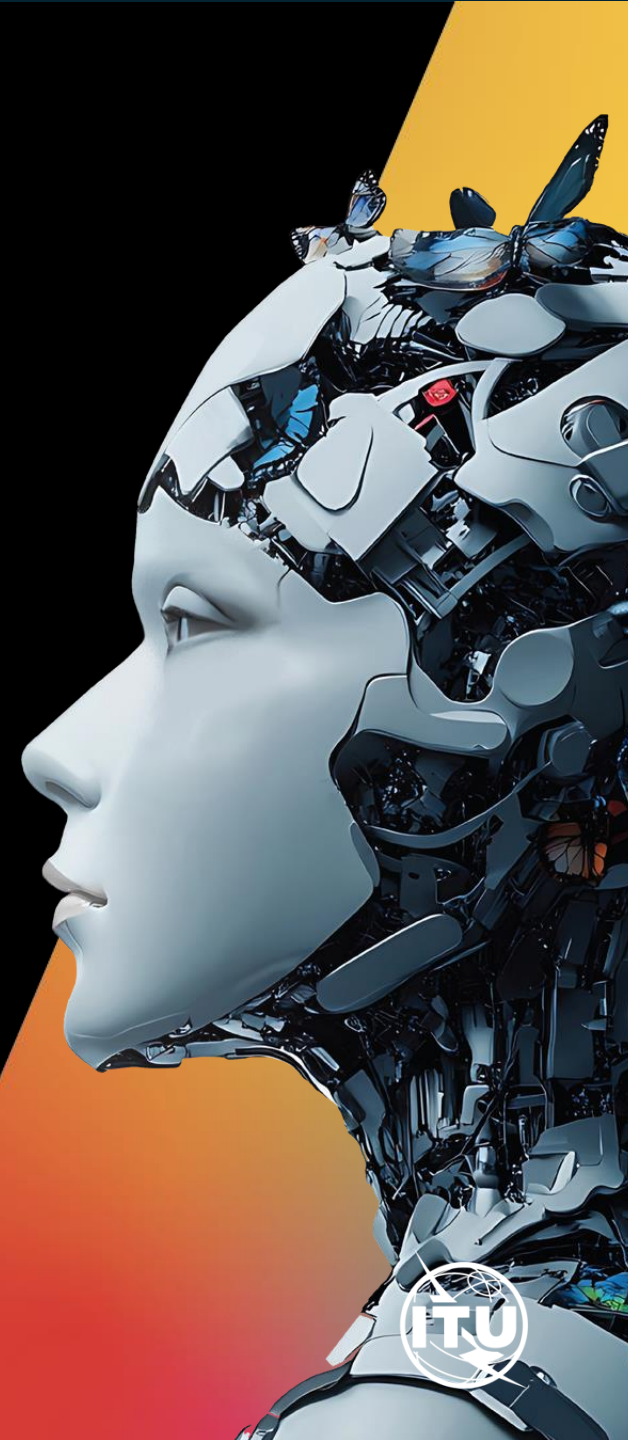
AI for Good | Before we start

Joint Responsibility

You are jointly responsible for building the session content in line with our guidelines and helping to promote the session to help ensure healthy participation. Designated organizers are accountable for executing the “Robotics for Good Youth Challenge – Local Chapter” within their assigned geographic regions, as specified by the ITU.

Notice

The organization of a “Robotics for Good Youth Challenge – Local Chapter” is subject to prior authorization from the ITU. This authorization is necessary for any entity to be officially recognized as a Local Chapter Organizer. The ITU retains the right to revoke its approval at any time if the entity fails to adhere to the stipulated guidelines or engages in activities that could harm the integrity or success of the event or damages the reputation of the ITU.



AI for Good | Establish Session Content (1/2)

Date and Time	Location	Title	Description	Registration
• Confirm the date and time with ITU before proposing to others. • It should take place between October 2025 and April 2026. • Recommended duration: 6 hours, from 8:00 AM to 2:00 PM or 2:00 PM to 8:00 PM. • Full day events from 8:00 AM to 6:30 PM are allowed. • The session can be part of a broader event, subject to ITU approval. • Participants are responsible for their travel expenses to the competition unless stated otherwise.	• It is a fully in-person event. • It should take place in a suitable venue, such as a school or university gymnasium or large exhibition hall, that can accommodate the expected number of participants	• For a **Local Chapter "National event":** Robotics for Good Youth Challenge (COUNTRY) • For a **Local Chapter: "Regional event":** Robotics for Good Youth Challenge (COUNTRY), (POLITICAL AND GEOGRAPHIC SUBDIVISION)	The description must be in line with the wordings used on the **Robotics for good Youth Challenge sessions**.	The **registration form** should include: • Team Name • School or Institution Name • Team Category • State • Instructor Full Name • Team members Full name The **registration deadline** should provide ample time to organize and prepare all necessary logistics for the event, as well as for teams to submit their applications.

DEADLINE

Submit all required information, including date, venue and registration form and deadline, at least **3 months before** the session date to allow for promotion and publication.

Please note ITU has final editorial review of published judging panel composition, session titles and blurbs.

AI for Good | Establish Session Content (2/2)

Event Coordinator Designation	Logistical Preparations	Tournament Registrations Management	No Participation Fee	Robotic Kits and Educational Materials	Image Rights Management
An Event Coordinator shall be designated for the event, serving as the primary liaison with the ITU.	Sufficient logistical planning and arrangements by the Organizer are required to guarantee the smooth operation of the "Robotics for Good Youth Challenge – Local Chapter".	The Local Chapter Organizer shall oversee the administration of tournament registrations and communicate the official list of registered teams to the ITU.	No participation fee shall be charged to any team for participating in the Local Chapter Event.	Robotics kits and educational materials for the participating teams are not provided or covered by the ITU unless stated otherwise.	The Local Chapter Organizer shall manage the image rights of participants as established by their country laws. Include in the document to be signed by the teams the right of the ITU to publish images and videos on its social media channels.

DEADLINE

Submit all required information, including date, venue and registration form and deadline, at least **3 months before** the session date to allow for promotion and publication.

Please note ITU has final editorial review of published judging panel composition, session titles and blurbs.

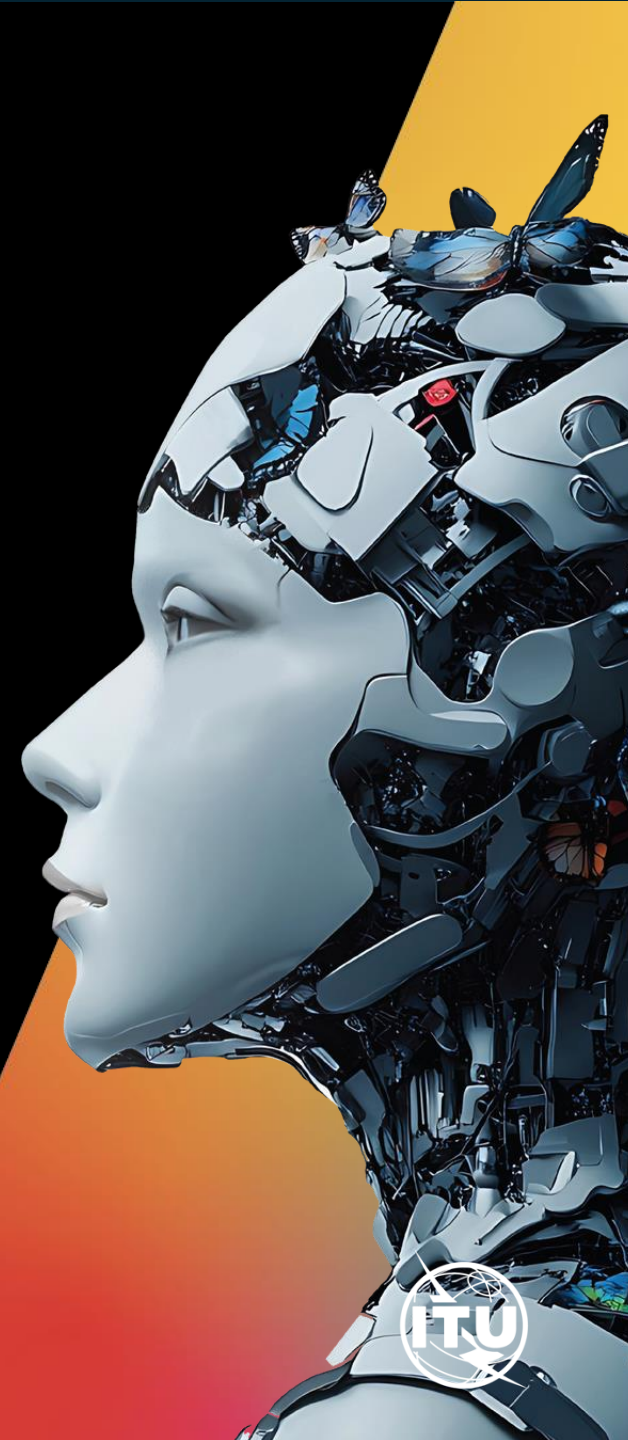
Participation Stages

Micro-Robotics for Good Youth Challenge Events	Small tournaments self-organized by educational centres, entities, companies, or institutions with a minimum participation of 2 teams. These tournaments grant access to the Robotics for Good Youth Challenge National Events.
Robotics for Good Youth Challenge Regional Events	Tournaments organized by a Local Chapter "**Regional Organizer**". There can be multiple Regional Organizers per country. They provide access to the Robotics for Good Youth Challenge National Event of the relevant country.
Robotics for Good Youth Challenge National Event	Tournaments organized by a Local Chapter "**National Organizer**". There is only one National Organizer per country. They provide access to the Robotics for Good Youth Challenge Grand Finale.
Robotics for Good Youth Challenge Grand Finale	The final tournament organized by the ITU with the best-ranked teams from the National Events during the AI for Good Global Summit 2026, in Geneva, Switzerland.

AI for Good | Challenge Categories

1. The category of the participating team is assigned according to the year of birth, from January 1st to December 31st:
   - Junior (2015-2011)
   - Senior (2010-2006)

   These are the recommended categories, however, there might be modifications according to countries specific need and educational systems, prior authorization from the ITU.
2. If you are a team made up of participants who belong to different categories, the category in which you will compete will be chosen according to the age of the oldest participant.
3. Teams can consist of up to 8 members. Individual participation is also allowed.
4. Each team must have a coach or mentor who is at least 18 years old.
5. Teams only play with other teams belonging to the same category.



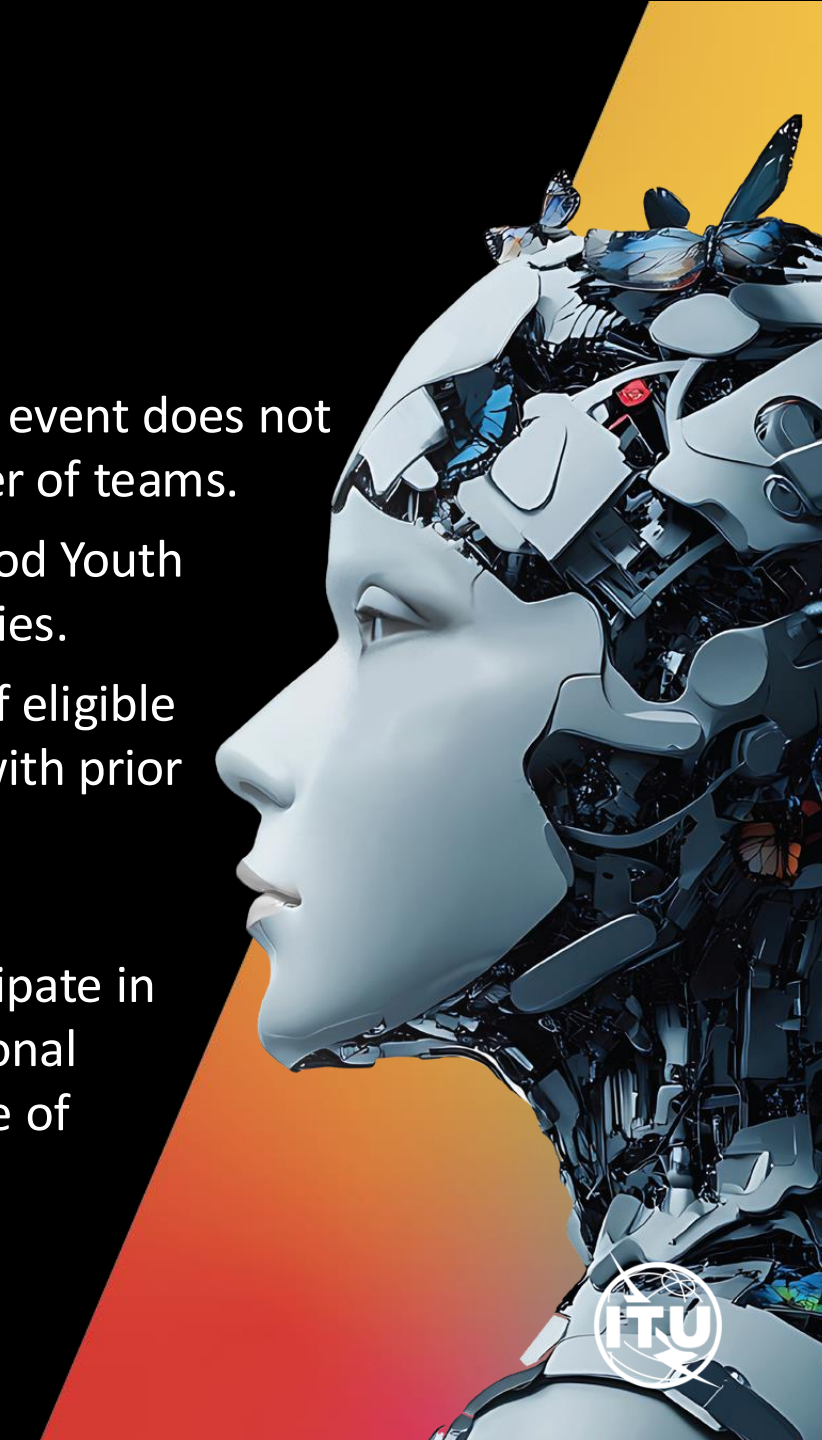
AI for Good | Teams

Number of Teams

1. It is recommended that the number of participating teams in an event does not exceed 40 teams. However, there is no upper limit to the number of teams.
2. The minimum number of teams for organizing a Robotics for Good Youth Challenge is 16 teams, from at least 10 different schools or entities.
3. In exceptional cases, due to constraints related to the number of eligible educational institutions within the region, this can be reduced with prior authorization from the ITU.

Number of Teams per Entity

1. No more than 6 teams per school or entity are allowed to participate in the Robotics for Good Youth Challenge National Event. The National Organizer may decide to reduce this number to one team in case of limited availability with prior authorization from the ITU.
2. Consequently, the school or entity might need to host a Micro-Robotics for Good Youth Challenge Event to decide which team will participate in the National Event.



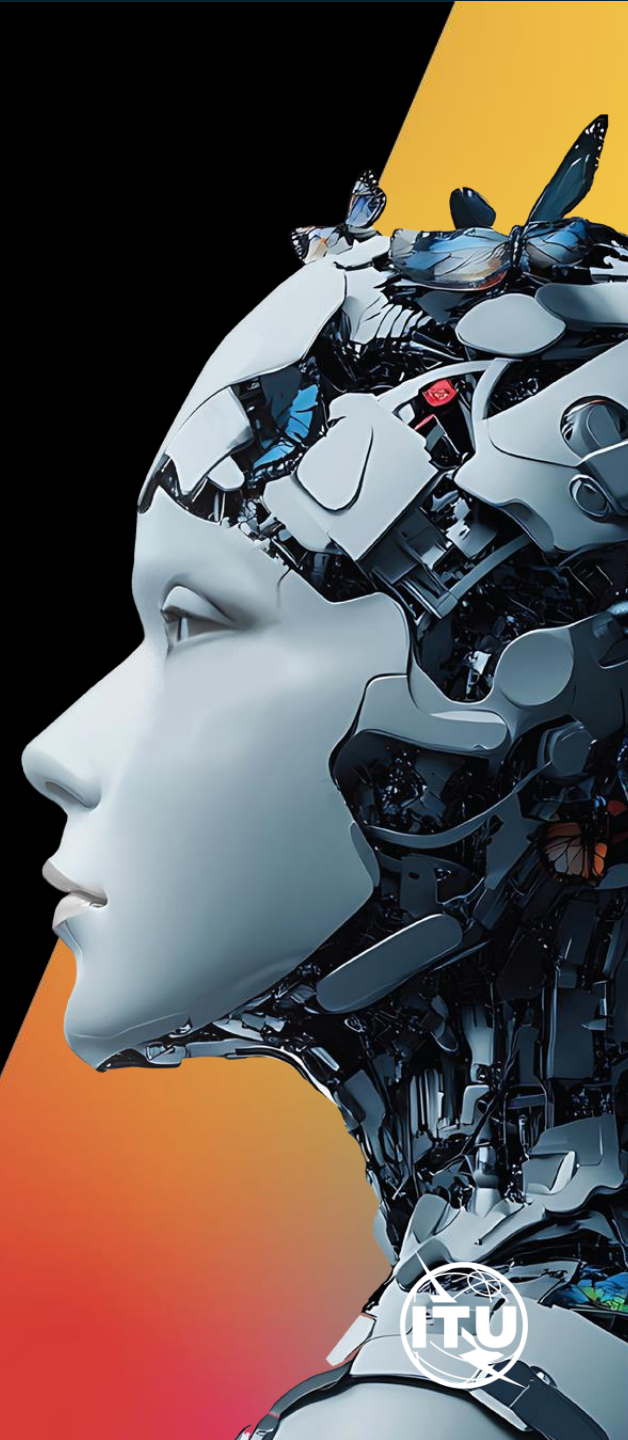
AI for Good | Publication

AI for Good Website Publication

Once all required information has been submitted, ITU will publish the Robotics for Good Youth Challenge event on AI for Good website.

Local Chapter Organizer Website Publication

Publish the session information in accordance with the information shared and approved by the ITU and use the branding materials as per ITU's guidelines.



AI for Good | Begin Session Promotion (1/2)

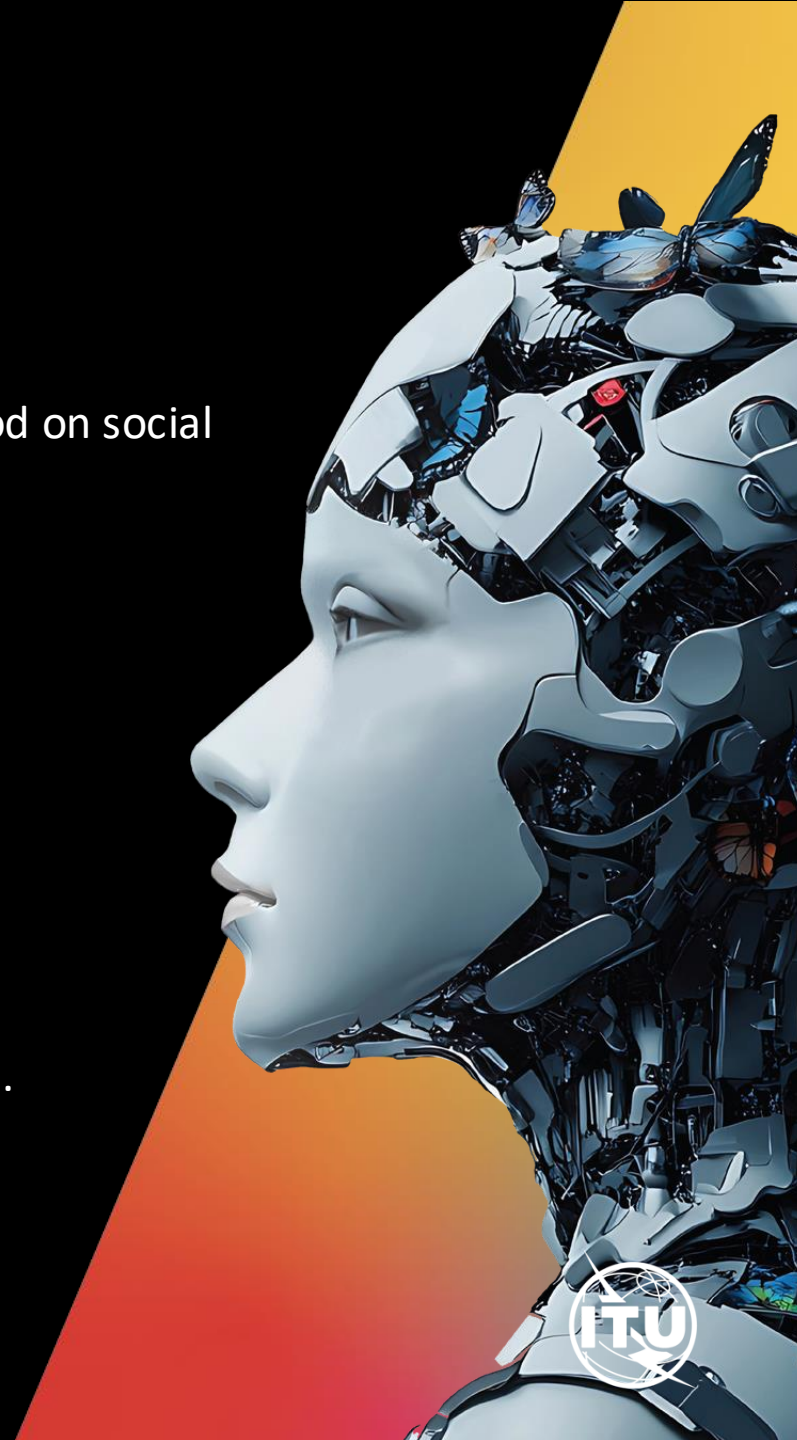
Promotional Responsibilities

Local Chapter organizers must promote the event through their networks, follow AI4Good on social media, and distribute invites. This includes:

- Posting links to the session on your preferred social networks.
- Sending email newsletters and distribution lists.
- Following AI4Good channels on Twitter, YouTube, LinkedIn, and Facebook.

ITU will provide visuals to create the judges and speaker cards.

1. **Social Media**: Use the social media denominations and hashtags determined by ITU.
2. **Promotional Materials**: National Organizers must refrain from using or modifying any promotional materials other than those provided.



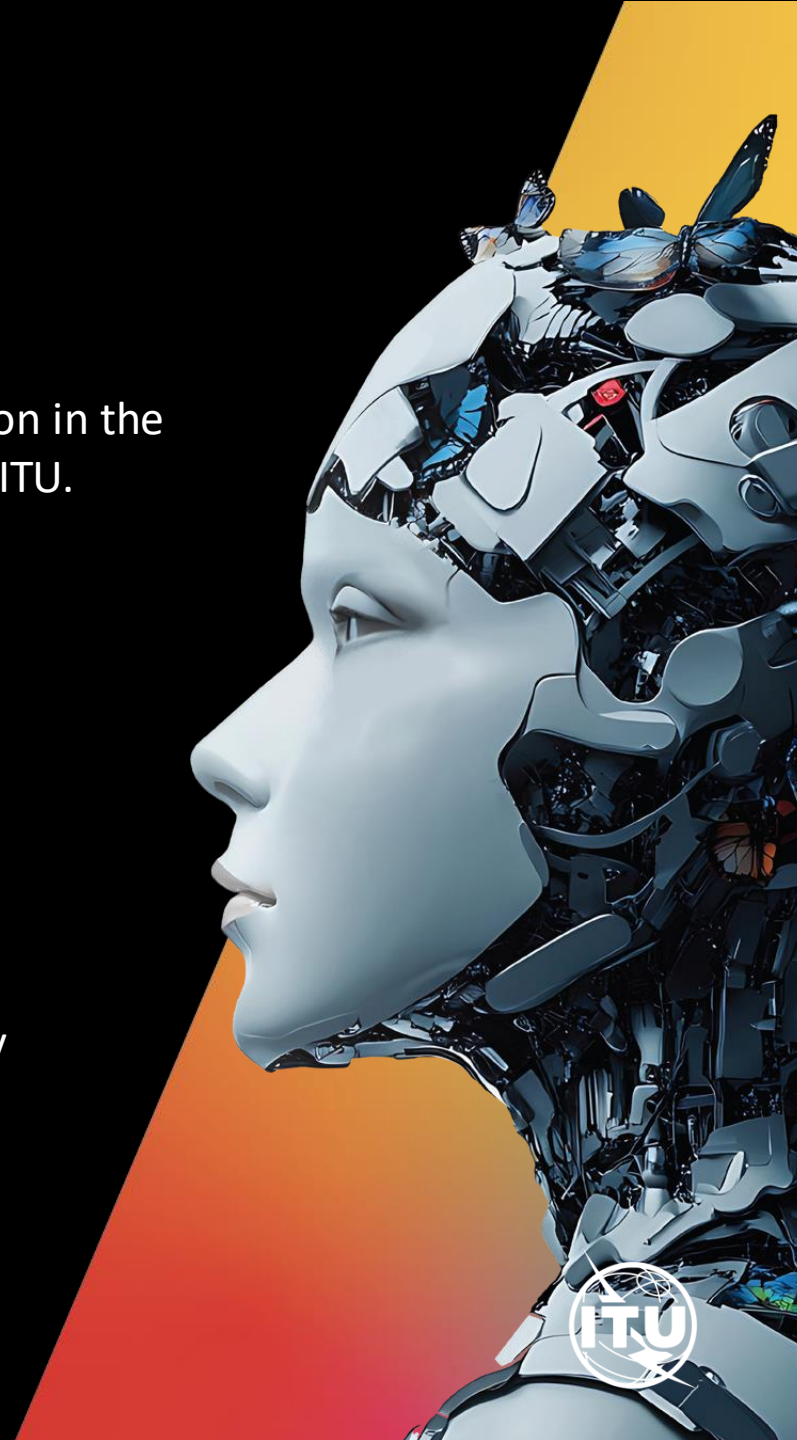
AI for Good | Begin Session Promotion (2/2)

Targeted Promotion Conduct

Conduct sufficient targeted promotion to encourage team participation in the competition in the National Organizer geographic area, in addition to the promotional support provided by ITU.

As per the AI for Good Branding Policy and Guidelines:

- Only edit the visual with the relevant information mentioned.
- Do not alter it with additional content.
- It is imperative that the placement and location of text, visuals, and logos are strictly adhered to.
- Should you need to adjust dimensions, you are responsible for making the necessary changes while ensuring the correct positioning of our visuals is preserved.



Venue Set-up and Equipment (1/3)

Event Zones

The National Organizer shall organize the event venue into distinct zones, including but not limited to:

Accreditation Area	It is advisable to establish an accreditation area at the entrance of the tournament venue. In this area, accreditations will be given to the competition participants, referees, and organization members. Participants will not be able to enter the competition area without the corresponding “Participant” accreditation.
Training Area	This area consists of the Practice Game Boards where teams can practice with their robots before the matches. A control system for this area should be established to prevent anyone who is not a 'Participant' from entering. It is recommended to mark the area with tape, rope, or fencing. Only organization members and referees are permitted to enter.
Robot Homologation Area	Consisting of two tables where the various robots to be homologated will be placed. In the case of a conventional competition with 30 participating teams, 2 control tables for the robots will be needed, so each table will control an average of 15 robots.
Competition Area	Consisting of the Competition Game Boards, on which two robots will participate in each Game Board.
Inauguration and Closing Ceremonies Area	The ceremonial acts of the competition can be held in the competition area if there is good visibility, otherwise, on a stage.
Area Reserved for Organization Members and Referees	A closed area where only organization members and referees can access and leave their belongings during the tournament.

Venue Set-up and Equipment (2/3)

Other preparations

Event Space Layout	The National Organizer shall properly delimit the spaces of the National Event and comply with the Challenge Rulebook when determining the access of participants, coaches, and the public to the different areas.
Tables for Participants	A table shall be supplied for each participating team, or alternatively, one table for every two participating teams, contingent upon the dimensions of the tables.
Chairs for Participants	A number of chairs shall be made available for each team, recognizing that it may not be essential to provide one chair for every participant.
Power Outlets	The National Organizer is required to ensure the availability of at least three power outlets for each participating team, which will be utilized for charging robots and computers.
Internet Connection	An internet connection must be made available to the participating teams.
Microphone and Sound Equipment	Audio equipment, including a microphone and sound system, shall be provided for use during speeches by organizers, dignitaries, and the presenter, as well as for background music.
Tape Measures	Provide two tape measures for robot homologation.
Competition and Practice Game Boards	Two Competition Game Boards, on which games will be played alternately in the Competition Area, and at least one Practice Game Board in the Training Area if there are fewer than 20 teams, or two Practice Game Boards if there are more than 20 teams. The sides of the game boards in the competition area must display at least the ITU's AI for Good and the National Organizer logos.

Venue Set-up and Equipment (3/3)

Other preparations

Game Elements	Provide the game elements of the Robotics for Good Youth Challenge Game Board as required by the Challenge Rulebook.
Accreditation Badges and Lanyards	Produce accreditation badges and lanyards, which will follow the official design specified by the ITU. Three types of accreditation cards are recommended: Referee, Organization, or Participant.
Results Screens	Screens to project the results of the different matches and/or live recording of the matches happening on the Competition Game Boards.
Visibility of the Venue	Promotional materials to visibly denote the event venue as the location of the Robotics for Good Youth Challenge – Local Chapter, both inside and outside the venue.
Organiziation T-Shirts, Medals and Trophies Provision	Optionally, the National Organizer can provide t-shirts for the organization members, medals for the participants, and three trophies for each Challenge Category: one for the Winner, one for the Second Finalist, and one for the Third Finalist.
Water and Gift Bags	Optionally, the National Organizer can provide water and gift bags for the participants.
Participation Certificate Issuance	Optionally, the National Organizer can provide a participation diploma to each contestant following the designed provided by the ITU. The ITU will only issue official digital certificates that will be sent via email.

AI for Good | Sponsorship (1/2)

ITU's AI for Good and Sponsors Visibility

Ensure that ITU's AI for Good initiative and official sponsors approved by the ITU are featured in the communication materials of the Local Chapter Organizer, including but not limited to:

- its official website
- public statements
- digital documentation
- promotional materials
- and any used communication mediums.

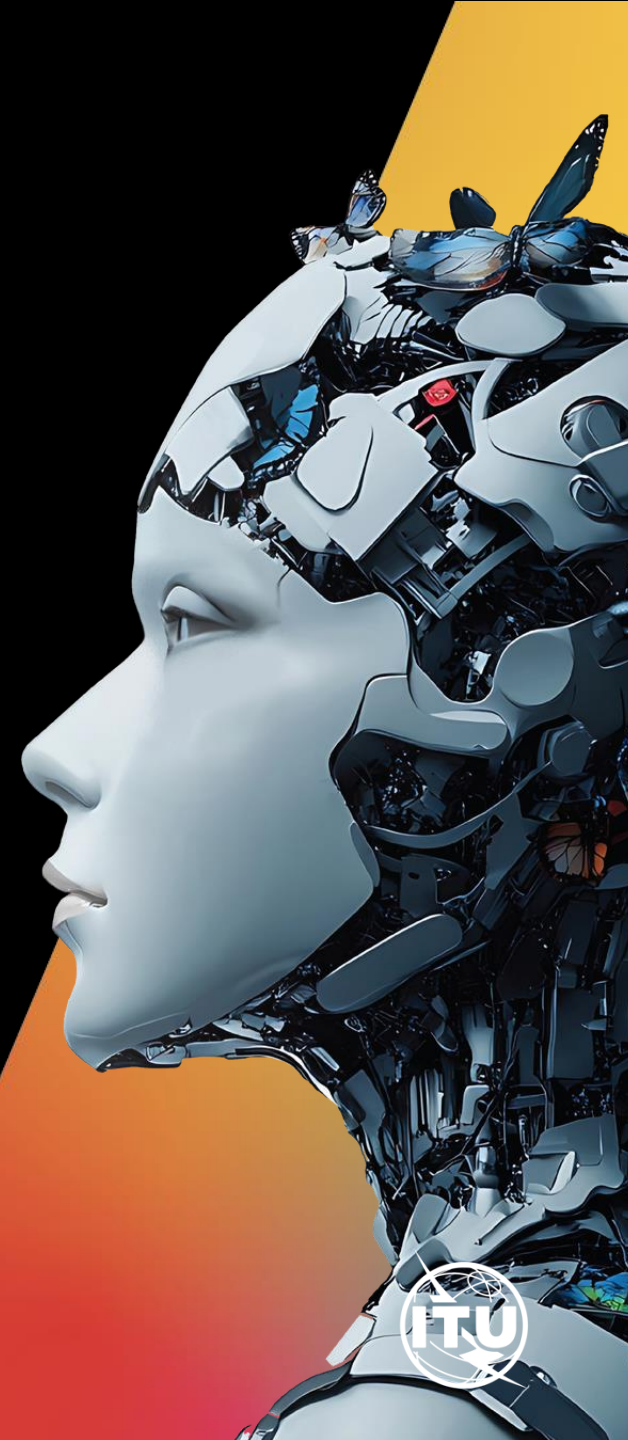
The ITU will inform the Event Coordinator which entities should be included on each type of material.

AI for Good | Sponsorship (2/2)

Autonomy in Sponsorship

The National Organizer is granted the autonomy to seek its own collaborators to sponsor the event. The National Organizer commits to notifying the ITU of its intention to initiate communication with potential sponsors. In doing so, and to avoid any potential conflicts of interest, the National Organizer shall refrain from contacting ITU Members as well as AI for Good sponsors (past and potential) which include the following entities and their affiliates, subsidiaries, or holding companies:

Accenture, ACM, Adobe, Airbus, Alibaba, AMD, ARM, Avast/GEN, AWS, BOND.AI, Botnar Foundation, BRICS, Cap Gemini, CEIMIA, China Telecom, Cisco, Credo AI, Dell, Deloitte, drainpipe.io, ETRI, Everguard.ai, EY, Federal Government of Switzerland, Fondation Botnar, FSAB Consulting, Google, HP, HPE, HSBC, Huawei, IBM, Immersion4, Infosys Consulting, IsDB, Ithra/Aramco, Kay Family Foundation, Korean Ministry of Science & ICT, Kozminski University, KUKA, Kunshan Fengjingtuo Electronics, Lenovo, Live Tiles, Lockheed Martin, Microsoft, Monash University, Oracle, Philips, Planet Home, PwC, Qatar Foundation, Resecurity, Rohde & Schwarz, Salesforce, Samsung, SAP, Saudi Arabia CST, Shell, Shutterstock, Siemens, SingularityNET, Skolkovo, SPIE, ST Microelectronics, Swisscom, Swisslog, T-Systems, Tata Consultancy Services, Technology Innovation Institute, TDRA UAE, TikTok/ByteDance, TONOMOUS.NEOM, VISA, Vodafone, Zero Abuse Project, ZTE.



Competition and Ceremonial Aspects

Robot Homologation Conduct	Conduct robot homologation prior to competition, ensuring that all robots comply with the specifications outlined in the *Challenge Rulebook*.
Teams for Robot Matches	The selection for the pairing of competing teams shall be generated randomly.
Protocol Activities Management	Manage the protocol activities of the events, namely the inauguration and closing ceremony.
Practice Game Board Allocation	Allocate Game Board Practice sessions per team. Should the team designated for a specific time slot be absent, another team requesting the slot may utilize it.
Robot Matches Visibility for Public	Ensure that the attending public is able to view the Robot Game on the Game Boards, implementing necessary measures to facilitate this visibility, such as projecting the image through a projector.
Opening and Awards Ceremonies Location	Hold the opening and awards ceremonies within the same space allocated for the competition area or in an adjacent space.
Provision of Visual and Audiovisual Materials	Provide visual and audiovisual materials from the National Event to the ITU for promotional purposes.
Grand Finale Team Communication	Communicate to the ITU the team from the Robotics for Good Challenge National Event selected to participate in the Grand Finale.

AI for Good | Human Resources

The successful execution of the Robotics for Good Youth Challenge necessitates enough volunteers to undertake all critical tasks, which include:

1. At least **two individuals** responsible for accreditation control.
2. At least **two referees** for each Competition Game Board. They should comply with the Challenge Rulebook and uphold impartiality in decision-making.
3. At least **two referee assistants** for each Competition Game Board.
4. At least **one social media assistant** to oversee digital engagement and content dissemination.
5. At least **one presenter** to facilitate event proceedings.
6. At least **one photographer** to document event activities and capture moments.
7. At least **one floater** assigned for every three teams, at a minimum, to manage the timely participation of teams in matches.
8. At least **one individual** tasked to regulate team access to the Competition Area.
9. Adequate **supervision** within the Training and Competition Areas to ensure access is restricted to authorized individuals.
10. At least **one individual** tasked with the transfer of Score Sheets from referees to the score control officer.
11. At least **one score and a timer controller officer** to oversee match timings and scorekeeping.

Event Timing

	Time	Description
Accreditation of referees and organization members	15-30 mins	They will be provided with "referee" and "organization" type accreditations.
Team Accreditation	15-30 mins	Once the team arrives at the accreditation area, it must be verified that it is included in the official list of teams registered for the territorial phase. Once verified that the team is on the official list, accreditation will be given to each team member. These accreditations will be of the "participant" type. The coach is not considered a team member and will not be given accreditation.
Robot Homologation	15-30 mins	Robot homologation consists of verifying that the robot complies with the measurements indicated in the *Challenge Rulebook*. A tape measure will be used for verification.
Inaguration Ceremony	15-30 mins	
Qualifying Rounds	60-90 mins, for each of them	The matches last for two minutes. It is recommended to perform the matches alternately using the two Competition Game Boards. Therefore, in 5 minutes, 2 matches could be played: 1 match, 1 minute of rest, and 1 match. Each Game Board of the Robotics for Good Youth Challenge is divided into two identical Competition Fields. In every match, two robots will participate at the same time. The match will start when the referee gives the starting signal.
Closing Ceremony and Award Ceremony	30-45 mins	

Winning Team Benefits

Winning Teams Benefits	Optional Winning Teams Benefits	Local Chapter Organizer Brand Amplification
Robotics for Good Youth Challenge Grand Finale ticket The final tournament organized by the ITU with the best-ranked teams from the National Events during the AI for Good Global Summit, in Geneva, Switzerland. **Robotics for Good Youth Challenge Team pod at AI for Good Global Summit** Team pod for Winning Teams at the AI for Good Global Summit exhibition. **Exclusive Passes for the AI for Good Global Summit** Gold Passes to attend the AI for Good Global Summit for all team members and their mentors.	• Provide travel and accommodation for at least one representative of the Winning Teams and the mentor. • Provide a cash prize and additional benefits for the Winning Teams.	**Organizer Logo Visibility** • Robotics for Good Youth Challenge landing page. • Robotics for Good Youth Challenge – Local Chapter session landing page. • Official ITU certificate for the Finalists Teams.

Dissemination

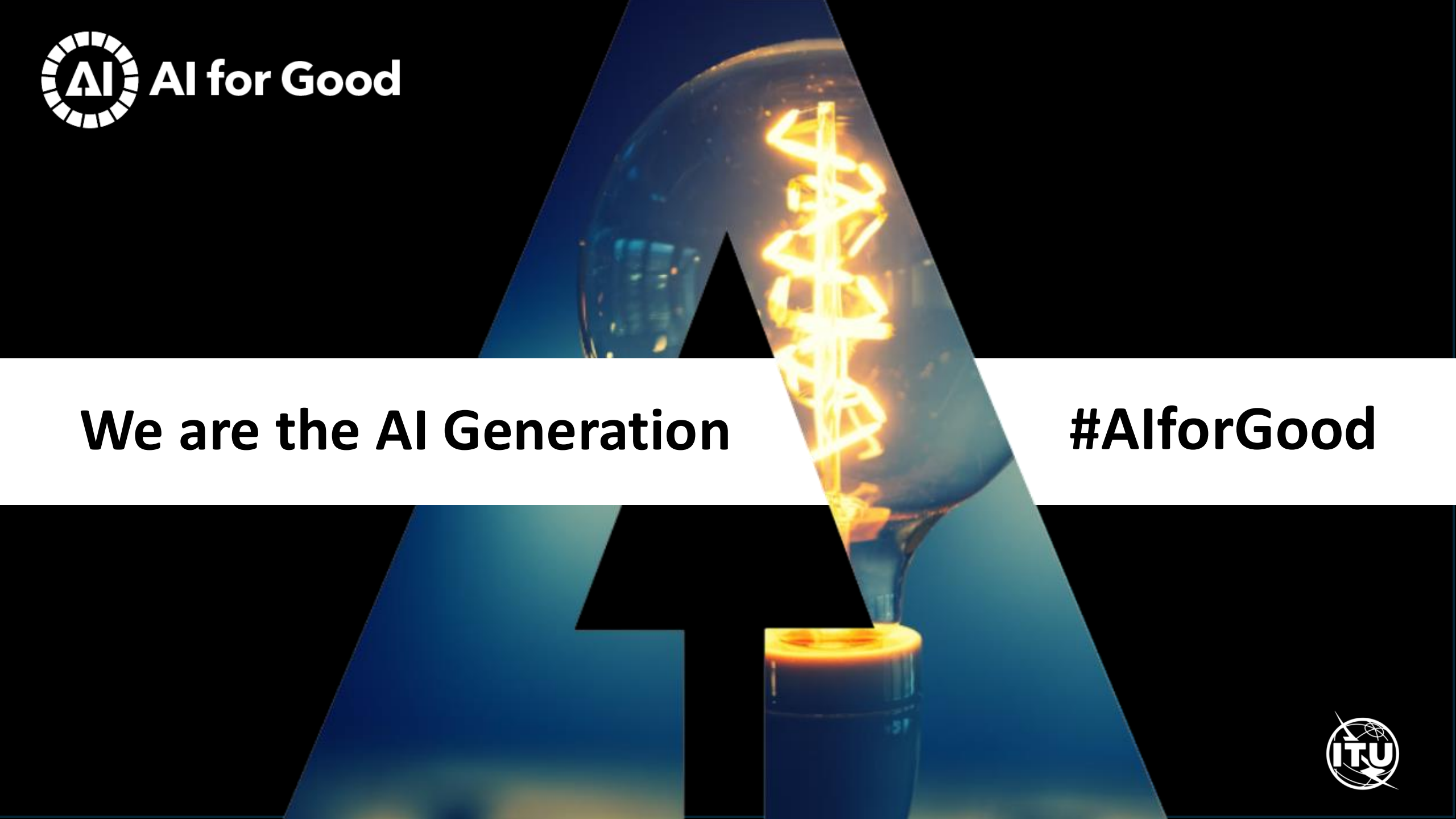
Provide ITU with a **selection of images of pictures and videos** (landscape format) of the Local Chapter Event to promote on social media channels.

Submit to the ITU a **comprehensive post-event report** within 30 days of the "Robotics for Good Youth Challenge – Local Chapter" conclusion, detailing:

1. Objectives achieved
2. Competition highlights: key milestones, participation, winning teams information, judging panel, gender balance, and other notable outcomes
3. Pre-event activities
4. Event-day activities
5. Quote from the Organizer answering following questions:
   - Why did you want to organize the Robotics for Good Youth Challenge in your region?
   - Why do you think it is important for youth to be encouraged from a young age to discover robotics and AI?

Copyright Notice

AI for Good



We are the AI Generation

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Group

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ITU News

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Volunteers welcome!
Please reach out for details

Shape the future of #AIforGood