

# STEMpreneur 2026



## Overview

Are you a young innovator with a passion for STEM (Science, Technology, Engineering, and Mathematics) and a desire to create meaningful change in the world?

The Kreativity League STEMpreneur Competition 2026 invites students of Grades 6–8 and 9–12 to identify real-world problems and design innovative technological solutions that can make a positive impact on society.

This competition encourages students to think like scientists, engineers, and entrepreneurs by combining STEM knowledge with creative thinking and business planning. Participants will not only develop a working prototype or model, but also prepare a business plan explaining how their solution can be implemented and scaled in the real world.

**The competition consists of four stages, each with distinct objectives:**

### Stage 1: Ideation Round

- Students submit a problem that they have ideated.
- Provide a brief explanation of the possible solutions & also state that one solution that they will be working upon to build.
- Describe the initial concept and expected impact.

## Stage 2: Mentoring Round

- A mentoring session will be held for all participants via ablskool.com (LMS) to understand more about the event and rules.

## Stage 3: Zonal Round

- Selected teams develop a working prototype of their solution.
- Conduct research, testing and improvement of the solution.
- Prepare a detailed presentation of the technology used.

## Stage 4: Grand Finale

- The top 20% teams from each zone advance to compete in the grand finale.

## Competition Objective

Participants must identify a **pressing real-world problem** and engineer a **technology-driven solution**.

- Identify a real-world problem from the suggested themes or any other relevant challenge.
- Research the problem deeply to understand its causes and impact.
- Develop an innovative STEM-based solution.
- Design and build a prototype or model demonstrating the working of the solution.
- Prepare an execution plan explaining the feasibility and implementation of the idea.
- Present the project to a panel of expert judges from industry and academia.

## Suggested Themes

- Media & Entertainment
- Healthcare
- Environment
- Education
- Agriculture & Food Security
- Urbanization & Infrastructure
- Propose any innovative STEM-based solution addressing a pressing global or local challenge.

## Rules and Regulations

- Students from Grades 9 to 12 can participate in this competition.
- Each team can have a maximum of 3 participants.
- Participants are free to select any one of the themes provided.

## Guidelines

To ensure a smooth evaluation process, all participants must follow these guidelines:

### 1. Idea Submission:

- Submit your idea by the specified deadline using the link provided above.
- Include a clear description of your project, objectives, and expected outcomes.

### 2. Zonal Presentation:

- Each team will get Max. 5 minutes to setup and demonstrate their prototype.
- Partial working of the prototype would not be considered completed and points would be deducted accordingly.

## Evaluation Criteria

All submissions will be evaluated based on the following criteria, with a total score of 100 points:

1. Innovation and Creativity (20 points)
2. Scientific and Technical Understanding (20 points)
3. Feasibility of the Solution (10 points)
4. Prototype Functionality (30 points)
5. Social and Environmental Impact (10 points)
6. Presentation and Communication (10 points)