

Unlocking AI Challenge

Free the knowledge. Build for everyone.

Guidelines

 23–27 NOV 2026

 3–5 STUDENTS

 1 WEEK

1. What is the Unlocking AI Challenge?

Participate remotely and asynchronously to unlock knowledge using generative artificial intelligence in The School of the Future 2026. For a full week, teams of 3 to 5 students from anywhere in the world will design and build a web or mobile application that democratizes technical or complex knowledge, unlocking access to any citizen.

The spirit of the challenge: to take information that today seems "only for experts" — medical, legal, or financial — and transform it into a tool that anyone can use, regardless of their educational or economic level.

Your mission

Choose a problem, create a web or smartphone app, and show the world that a team of students can revolutionize the access to expert's knowledge.



2. Who can participate?

Age	13 – 18 year-old students.
Teams	3 students from any Cognita school.
Scope	Competition open to national and international schools of the Cognita network.
Modality	Asynchronous and remote.
Tutor	Each team must have a tutor who accompanies the process.

3. Registration

The tutor fills in the registration form in <https://schoolofthefuture.cl/> until September 25th.

4. The problems of the challenge

On Monday, November 23 at 00:01 (CET) the organization will reveal 3 official issues. The team will choose one without the possibility of changing their decision.

5. Tools and use of AI

Each participating team will be provided temporary access to a Pro-level AI account during the week of the event. AI will be freely usable.

You can use AI to:

- Writing *System Prompts*
- Generate and debug code
- Design the visual interface
- Structuring the database

The team must be able to:



- Explain prompt logic
- Justify design features
- Modify the product efficiently
- Submit the Transparency Report

6. Weekly Schedule and Daily Log




The progress of the project will be monitored through a mandatory Daily Log. The log is part of the evaluation and promotes the rational and conscious use of artificial intelligence during the process. Each team will receive a link with access to the online log on November 23rd.

DAY	PHASE	MAIN TASK
23 Nov	Conceptualization	Choose problems, research and write the first <i>prompt</i> of the project in the log.
24 Nov	Start of development	Receive Pro accounts. Start of product construction. Record first progress in the online log.
25 - 26 Nov	Construction and testing	Daily record of objectives, difficulties and technical learning. Iteration of the product.
27 Nov	Closing and deliverables	Final review, validation of the public deployment and delivery of the Transparency Report and video pitch.

7. Technical requirements of the product

 Visual interface We are not looking for pure code on a black screen, but an APP that users can interact with.	 Real functionality Your APP should be more than just a mockup. The Application must offer a real solution to the chosen problem.
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8. Final Delivery

-  **Functional product**
Web or mobile application for Android systems. It must be usable by an end user without prior instructions.
-  **Online log**
Complete consolidated record of the 7 days of work in the inline log.
-  **Transparency Report**
Document (400 – 500 words) or video pitch (max. 2 min) explaining how the product works: general architecture and logic of *the prompts* used.

6. Awards and recognition



1st Place

Certificate of Excellence
6-month Subscription Plan to AI



2nd and 3rd Place

Certificate of Recognition
3-month Subscription Plan to AI



All Teams

Certificate of Recognition

9. How is it evaluated?

Criteria	★ Excellent (4 pts)	☑ Good (3 pts)	⚠ Enough (2 pts)	✘ Insufficient (1 pt)
Impact and Democratization (30%)	Translate complex information in an exceptional way; impact on ordinary citizens is evident.	It simplifies well, although some terms may require additional explanation.	He tries to simplify but the result is still somewhat confusing.	It fails to simplify or address a real problem of access to knowledge.
Usability and Performance (30%)	It works perfectly. Intuitive interface for anyone without technical knowledge.	It works well. Clear interface although with visual details to improve.	Functional but confusing or unattractive interface for non-technical users.	Serious malfunctions or incomprehensible interface.
Transparency and Technical Mastery (25%)	It clearly explains architecture, data flow and prompts. Deep mastery of the code.	Explain the general operation. Understand logic with some doubts in details.	Vague report. It fails to articulate how the code works from the inside.	No report or evidence of copying and pasting without understanding the system.
Process and Daily Log (15%)	Complete log (7 days) with objectives, prompts, problems and detailed learning.	Almost complete log (1–2 days missing) or somewhat brief records.	Several blank days or superficial records with no evidence of process.	Without a log or written on the last day in an improvised way.

10. General Regulations

- Each team can participate with only one project.
- The work must be original. It is not allowed to present existing projects.
- The use of AI is allowed and encouraged, but the team must be able to explain everything it generates.
- The problem chosen on Day 1 is immovable.
- All deliveries have immovable dates. Late submissions will not be evaluated.
- The jury's decision is final.
- The organization reserves the right to disqualify projects that do not comply with the rules.