مؤسسة حمدان بن راشد آل مكتوم
للعلوم الطبية والتربوية
**Hamdan Bin Rashid Al Maktoum Foundation
for Medical and Educational Sciences**

Participation Guide

HAMDAN- ALECSO Award for Digital Innovations in Education

Our Vision

"A Pioneering Foundation Fostering Excellence"

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About the Foundation

Initiated by the late Sheikh Hamdan bin Rashid Al Maktoum, Hamdan bin Rashid Al Maktoum Award for Distinguished Academic Performance was established in 1998, followed by the establishment of Sheikh Hamdan Bin Rashid Al Maktoum Award for Medical Sciences in 1999. The aim was to strengthen excellence in the educational and medical sectors, foster innovation, and support high-quality initiatives. These Awards were designed to identify, nurture, and encourage talent while advancing scientific research in these crucial fields.

Within a few years, the scope of services and partnerships of both Awards expanded from the local framework to regional and international levels, especially with prestigious international and regional organizations such as the UNESCO, ICESCO, ALECSO, Arab Bureau of Education for the Gulf States, Fab Lab Organization, World Council for Gifted and Talented Children, International Research Association for Talent Development and Excellence, as well as reputable medical entities like specialized universities and international hospitals. This posed more challenges for the Awards that required an advanced administrative structure and additional resources.

In 2018, a law was issued to establish Hamdan bin Rashid Al Maktoum Foundation for Distinguished Academic Performance, giving the educational initiative its own institutional identity. In 2023, another law was issued to establish Hamdan bin Rashid Al Maktoum Foundation for Medical and Educational Sciences. This law facilitated the transfer of the educational and medical initiative legacies into a single foundation that now possesses a rich portfolio of ongoing programs and projects, along with a solid springboard for further innovation aimed at enhancing governmental and societal efforts in highlighting the importance of the education and medical sectors. The foundation works towards spreading a culture of talent, innovation, excellence, and quality, contributing to the enhancement of quality and performance levels, and fostering creativity in educational and medical institutions at both local and international levels. This includes related elements and components in line with global best practices. Additionally, the foundation contributes to the establishment and support of innovation, talent, and scientific research centers and programs.

The Strategic Framework of the Foundation

Vision

A Pioneering Foundation Fostering Excellence.

Mission

Designing and implementing distinguished awards and programs that empower achievements in medicine and education, while nurturing the giftedness of individuals.

Values

Pioneering - Integrity - Excellence - Innovation - Corporate Agility.

Strategic Goals

- Pioneering education excellence support.
- Pioneering medical excellence support.
- Pioneering the field of giftedness and innovation.
- An agile and leading foundation.

Introduction

In light of the rapid technological development witnessed by the world, and the steady growth in the global trend towards the use of technology and AI in various domains, digital innovation in education has been a major driver that development planners and designers view with great optimism to bring about a dramatic change in the way of learning and teaching, and are convinced that integrating technology in innovative and effective ways will boost the quality of education. It will also provide an opportunity for students and teachers alike to acquire new skills that would contribute to providing sustainable solutions and attain greater achievements in advanced educational environments.

We at the Hamdan Bin Rashid Al Maktoum Foundation for Medical and Educational Sciences have recognized the relevance of promoting this trend in the Arab world in line with the keen interest of one of our most prominent partners, the Arab League Educational, Cultural and Scientific Organization - ALECSO - to optimize the quality of education and deliver effective and innovative digital solutions to educational challenges in the Arab world through the use of artificial intelligence (AI). Based on our belief in the role of digital innovation in shaping the future of Arab education and providing incentives that would foster innovative digital practices and utilize them in the service of optimizing the educational ecosystem, Hamdan Foundation and ALECSO are unique today to launch the Hamdan-ALECSO Award for Digital Innovations in Education to encourage and celebrate pioneering individuals and institutions that strive to develop tools and methods that can empower future generations to face the challenges of the digital age. Its aspiration is to serve as a pioneering platform to explore and support solutions that can pave the way for an Arab educational future based on creativity and technology. It is an award that elevates the efforts made by developers of educational applications, researchers in the field of technology and AI, inspiring teachers, creative students, educational institutions and other interested parties. As proud as we are of their achievements, we look forward to their participation and their presentation of their ideas and projects that will - God willing - create a paradigm shift in education.

You are welcome to join us on this exciting journey towards empowering digital innovation in education in our great Arab homeland and let us celebrate your creativity in crafting the future together.

Goals

- Motivating and celebrating innovators and achievers in the field of digital innovation in education.
- Showcasing cutting-edge initiatives in modern digital technologies that may impact teaching and learning.
- Encouraging digital innovation to improve and develop education and learning in the Arab world.
- Delivering innovative technological solutions that contribute to maximizing the efficiency of education in the Arab world.
- Exchanging and sharing knowledge in the field of digital education and learning among the Arab countries.

Scope of the Award

Countries of the Arab world.

Targeted categories

The individuals' category shall include:

- Students of the educational institutions, including private and public schools and universities.
- Workers at private and governmental educational institutions from the teaching and administrative staff.
- Workers at governmental and non-governmental organizations and community institutions such as authorities, ministries, and institutions in both the governmental and private sectors.
- Researchers in the field of education and technology
- Specialists in educational technologies.

The institutions category shall include:

- Authorities, ministries, departments, and institutions in both the governmental and the private sectors.
- Private and governmental educational institutes.

- Companies in the area of technology and digital applications, provided that they comply with the terms and conditions of the Award.

Rewards and Incentives

- The Hamdan Bin Rashid Al Maktoum Foundation for Medical and Educational Sciences awards three prizes annually for winning digital innovations, each worth USD 25,000 or its equivalent for each winning innovation, and if a team participates, the reward is distributed according to the percentage of each innovator's contribution.
- The winner is awarded a certificate and a trophy of distinction at an official ceremony held annually to honor the winners. The Foundation will only cover the attendance costs of the head of the winning team.

Application and nomination conditions

First: Requirements for applicants:

- Individual applicants must be citizens of an Arab country.
- Individual applicants may apply individually, or as a group of up to 4 individuals.
- Applicants in the institutional category must be headquartered in one of the Arab countries.
- Applicants, whether individuals or organizations, may not participate in more than one cycle.
- Evidence and documents must be provided to support the validity and effectiveness of the project, such as users' reviews, performance data, or third-party testimonials.
- The applicant must sign an avowal and a pledge, which shall include that:
  - The applicant is the rightful owner and proprietor of the presented digital innovation and assumes full accountability/ liability for the intellectual property rights of this innovation.
  - All information submitted about the digital innovation is true and accurate.
  - Authorize the Foundation's management to publish and disseminate the digital innovation within the framework of the Foundation's activities and initiatives, without the need for prior consent/ permission from the applicant, and without claiming any additional compensations or benefits.
  - Deadlines for presenting the projects and submitting the reports are strictly enforced, and any failure to do so may result in the disqualification of the application.

Second: Conditions related to the presented digital innovation:

- The digital innovation should serve the educational domain, i.e. any part of the educational system, including beneficiaries, stakeholders in the education sector such as the students, teachers and others, or the educational process itself.

- The digital innovation must be novel, not more than two years old, and must incorporate at least one prototype.

- The presented project must not have been produced using artificial intelligence programs such as ChatGPT, automated systems, off-the-shelf or open-source templates.

- The digital innovation must comply with the ethical standards of education and be devoid of any racial or gender discrimination.

- The presented digital innovation must be compatible with the universal computing systems including Mac OS, Windows, as well as smartphone applications for IOS, Android, and other systems.

Applying for the Award

Applications shall be submitted electronically via the Foundation website:

- Fill out the online application form and include the applicant/applicants' data and key data about the digital innovation.

- Provide a link to the digital innovation, if any.

- Provide a link to a video of no more than two minutes, demonstrating the implementation and operation of the digital innovation (with the video being available online for the assessors/organizers).

- Provide any other supporting documents and evidence for the applicant's file.

- Sign an avowal and pledge of the conditions and regulations of the Award.

- Upload a pdf file containing a full description of the presented digital innovation, including its inputs and outputs, where and how it has been applied, and the results that have been realized. The file shall include the followings:

- **Introduction**: An abstract of the digital innovation outlining the problem or challenge being addressed, the significance of the selected or proposed digital innovation, the technology used, the expected impact, and the objectives. (Maximum 250 words)

- **The application or educational innovation**: A detailed description of the technology used in the digital innovation, including data sources, algorithms, models, and implementation plan, as well as a detailed account of how the project will be applied in the educational field, explaining its use and impact on the educational process, while stating the reasons supporting the approach of the approved digital mechanism. (Maximum 500 words)

- **Results and impact:** This section includes a holistic analysis and assessment of the project and the impact and contributions of the presented digital innovation, as well as the actual results (if any) of the application of the presented digital innovation to the educational system, or a feasibility study of the projected results supported with data analysis. It should present the improvements that the digital innovation has contributed or may contribute as a new addition or enhancement to the educational process, such as increasing interaction, improving the quality of education, and providing a personalized learning experience that meets the diverse needs of students, etc. (maximum 500 words).

- **Team Description:** Information about the participants, including their qualifications, expertise, and roles within the project. (Maximum 150 words)

- **Conclusion:** It includes a plan to optimize and develop the digital innovation in the future, demonstrating how the digital innovation can sustain its educational benefits. (150-word limit)

Applicant's Journey

First stage: The applicant shall apply for the award via the Foundation website.

The applicant shall fill in the **e-application** form and upload all supporting evidence within the timeframe specified by the Foundation.

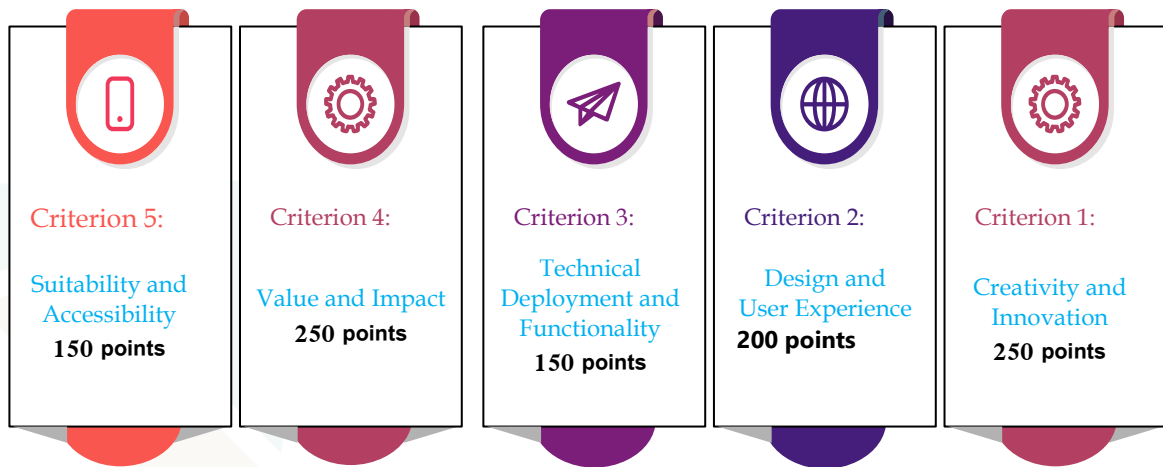**Second stage: Arbitration**

- Theoretical arbitration (document assessment)
- Field arbitration (personal interviews)

Third Stage: Result Announcement

The results are announced through the Foundation's official channels.

Criterion 5: Suitability and Accessibility **150 points**	Criterion 4: Value and Impact **250 points**	Criterion 3: Technical Deployment and Functionality **150 points**	Criterion 2: Design and User Experience **200 points**	Criterion 1: Creativity and Innovation **250 points**

Criterion 1: Creativity and Innovation (250 points)

- **Technical Distinction:** The project must have provided innovative technical solutions that optimize the performance of the educational process or solve existing issues in a new or distinctive way using modern technologies: such as artificial intelligence, augmented/virtual reality, big data, or cloud computing in novel ways.

- **The uniqueness of the idea:** The project must have introduced a completely new concept or provided substantial optimization to previous solutions or applications.

Criterion 2: Design and User Experience (200 points)

- **Ease of use and proper functioning**: The project should be easy to use and comprehensible to all categories of users, whether they are technically experienced or novices: The project should run smoothly on a variety of devices and platforms and achieve high performance in terms of both agility and responsiveness.

- **UI design:** The design should be engaging, compatible with modern trends, and provide a pleasant visual experience for users.

- **User interaction:** The project should incorporate interactive features that would motivate users to continue using it.

- **Performance indicators:** The project must be able to continually measure and assess its impact.

Criterion 3: Technical Deployment and Functionality (150 points)

- **Excellent Technical Deployment**: The project should be characterized by outstanding technical implementation and high operational efficiency.

- **Resilience and scalability**: The project should be scalable so that it can handle an expanding number of users or introduce new features over time, in addition to the ease of adoption and implementation in educational institutions.

- **Integration with other platforms**: The project should be able to integrate with other digital systems such as e-payment systems.

- **Flexibility of use:** The project must be cross-platform, i.e., usable on various platforms such as smartphones, desktops, and tablets, while maintaining superior performance.

- **Privacy and data protection**: The project must comply with security standards, protect users' data, and be able to shield sensitive information.

- **Compliance with legal standards**: The app should adopt legal standards related to privacy protection such as the General Data Protection Regulation (GDPR) or any local enactments.

Criterion 4: Value and Impact (250 points)

This criterion assesses the extent to which the presented digital innovation impacts society in the Arab world and addresses the educational challenges. as well as the power of this digital innovation to bring about positive and tangible change and improvement in the educational process, by enhancing its effectiveness and potential impact in the educational sector. The competitiveness of the project and its performance in the market, with a focus on providing practical solutions to complex educational challenges that confront a large segment of society, and the extent to which the project relates to the basic goals of improving education, to be effective in raising the quality of education in the Arab world. Measure the success of the application through the following indicators:

- **Number of users:** Success can be measured by the number of active users who use the project on a regular basis.

- **Customers' feedback and reviews**

- **Geographical coverage**: A project is considered successful if it can attract users from different regions.

Criterion 5: Suitability and Accessibility (150 points)

This criterion assesses how well the digital innovation can survive and adapt to changes in education and technology, ensuring that it can be scalable, extensible, and replicable over time. The criterion also includes assessing the system's ability to meet the needs of users from diverse backgrounds, including those with special needs, and from different regional environments such as remote areas, among others.

This criterion also emphasizes the holistic sustainability of the digital innovation, its ability to be sustainable and adaptable to changes in education and technology, and the extent of its educational and social impact, as well as its adaptability to future requirements.

Definitions and Terms

- **Digital Innovation**: Utilize technology creatively to develop new and effective educational solutions.

- **Feasibility study**: A detailed analytical approach that evaluates the technical project in terms of strengths, weaknesses, project benefits, cost, etc.

- **Automated systems**: Systems that automate tasks to save time and effort, such as taking attendance and grading/scoring tests.

- **Educational ecosystem**: All the elements associated with education, which work together to integrate and coherently form the educational system within different educational institutions.

- **Generative AI**: It is a form of artificial intelligence technique that can produce text, images, and diverse contents based on the data it is trained on.

- **Virtual Reality (VR):** It is a computer technology that provides a 3D virtual environment that encloses its users and responds to their actions in a natural way.

- **Augmented Reality (AR)**: A technology that adds interactive digital components to the real educational setting to optimize the learning experience.

- **Smart Mobile Phone Applications**: Mobile programs that provide a variety of content in engaging and enjoyable formats.

- **Value and Impact**: The relevance of the project and its impact on optimizing education and tackling its issues.

- **Accessibility and Inclusion**: Meeting the needs of diversified groups, including those with special needs.

- **Technical Deployment and Functionality**: The technical efficiency and ease of use of the project.

- **Suitability and Accessibility**: The project is scalable and available to all.

Best Wishes for Continuous Excellence and Innovation