AI IN EDUCATION COMPETITION 2025

The **Education University of Hong Kong (EduHK)**, in partnership with the **Artificial Intelligence Research and Education Alliance (AIREA)** ("The Organisers"), proudly presents **the International Competition on Artificial Intelligence in Education 2025 ("The Competition")** designed to revolutionize the integration of artificial intelligence (AI) in education.

This competition serves as a platform for fostering collaboration and cooperation among students, educators, learners, researchers, and industry professionals, contributing significantly to the advancement of AI in education and paving the way for a more inclusive, innovative, and responsible global educational ecosystem.

Category & Eligibility

All participants are expected to have a technical background. All categories are open to both individuals and teams. Each team can be formed up to 4 teammates:

1- **Higher Education Category**

Bachelor's, master's or doctoral full-time programs offered by any tertiary institution,

2- **Open Category**

Other participants, age at 18 or above, including non full-time students, scholars, educators, professionals in the industry, etc. If the team is a combination of full-time students and non-students, they should go for "Open Category".

Competition Theme

Generative AI for Teaching, Learning, and Education

Focusing on the theme of Generative AI for Teaching, Learning, and Education, the Competition invites participants to explore the transformative potential of generative AI technologies across a variety of educational contexts. The following relevant topics can be considered:

Topics

(1) Personalized and Adaptive Learning with Generative AI

(2) Generative AI-enhanced Learning Analytics

(3) Using Generative AI Tools to Support Special Education Needs

(4) Engagement and Motivation Analysis in Generative AI-assisted Learning

(5) Generative AI-empowered Collaborative Learning

(6) Effective Integration of Generative AI Tools in Pedagogies

(7) Reliable and Relevant Generative AI Application in Education

(8) Innovating Assessments in the Era of Generative AI

(9) Generative AI-assisted Learning Content Design

(10) Ethical, Fairness, Privacy, Equity, Diversity, and Inclusion Aspects of Generative AI applied in Education

Tracks

Participants can submit their works to one of four tracks/streams:

- **Track 1**

Identifying an educational problem and proposing a solution.

- **Track 2**

Identifying an educational problem and proposing a prototype solution.

- **Track 3**

Identifying an educational problem, presenting a prototype and providing a comprehensive solution.

- **Track 4**

Composing and optimizing AI algorithms to build up educational applications.

*** Track 4 will kick off the competition on the platform of 'Baidu Paddle Paddle' (local platfrom can be accessed by a link).**

For Track 4, two tasks below will be released on the Baidu PaddlePaddle Platform in Chinese (https://aistudio.baidu.com/competition/detail/1271). Participants will receive an account to access the Baidu PaddlePaddle Platform after their first submission is successfully completed. They should log in to the platform to view the competition details and training data and to operate properly. The finalists will be invited to attend the Pitch Day and Awards Presentation Ceremony in Hong Kong.

For participants interested in this track, please send an email to (icu@uqu.edu.sa) for more details on how to access the English version of the Platform.

Task 1. Intelligent Recommendation for Online Video Courses

Online education platforms have accumulated vast amounts of user behavior and course data. However, leveraging AI technology to achieve precise and personalized recommendations still poses significant challenges. MOOCCube, as one of the largest open education datasets in the world, encompasses multidimensional information such as course selection, video viewing, and course knowledge graphs, providing a rich research foundation for building intelligent educational recommendation systems. This competition aims to explore the integration of large models and recommendation systems using the PaddlePaddle framework and PaddleNLP suite, uncovering subject correlations, optimizing course recommendation effectiveness, and promoting the intelligent allocation of educational resources.

Task 2. Intelligent Generation of Online Teaching Video Scripts Based on Curriculum Syllabus

Online education has become an important mode of modern learning, and high-quality teaching videos are crucial for enhancing learning outcomes. However, producing high-quality teaching videos requires a significant amount of time and effort, especially in the process of designing video scripts from the curriculum syllabus, which often relies on the experience and creativity of educators. This competition aims to utilize artificial intelligence technology to automatically generate online teaching video scripts that are well-structured and accurate based on the syllabus, thereby reducing the burden on teachers and increasing the efficiency of educational resource production. By intelligently generating scripts, it is possible not only to quickly respond to diverse teaching needs but also to provide technical support for personalized learning and educational equity, thus promoting the intelligent and digital transformation of education.

Submission Requirements

For First submission:

• Identify a problem related to the theme of Generative AI for Teaching, Learning, and Education and choose a stream to submit the entry form.
• Describe the project, present a prototype (if applicable) and elaborate on the mechanism of the solution with a video (up to 3 minutes, in mp4 format, less than 300MB) or a presentation deck (in PDF/PPT format, maximum 15 slides and 30MB).
• **Optional:**

o Images/videos of work-in-progress solution/prototype (if applicable)
o Cover images (in JPG/PNG format, maximum 2MB each)
o Other supplementary materials

For Final submission:
Participants should submit the enhanced works based on the feedback given by the judges:
• Submit a video (up to 3 minutes, in mp4 format, less than 300MB) and a presentation deck (in PDF/PPT format, maximum 15 slides and 30MB).
• **Optional:**
o Images/videos of work-in-progress solution/prototype (if applicable)
o Cover images (in JPG/PNG format, maximum 2MB each)
o Other supplementary materials

Timeline

Key Date	Action
31 March 2025 (Mon)	Deadline for First Submission
8 May 2025 (Thu)	Notification of Shortlisted Finalists
16 June 2025 (Mon)	Enhancement and Resubmission (Final Submission)
20 – 21 August 2025	Pitch Day and Awards Presentation Ceremony

Pitch Day

The finalists will be invited to have an on-stage presentation (optional: live demo) to the Judging Panel in Hong Kong.

The results of the Competition will be announced, followed by the awards presentation ceremony on the same day.

Note

(1) All entries received from the First Submission will be assessed by the judges. Shortlisted finalists will be notified to further enhance their works and may use their selected tool to develop a solution within a specific period.

(2) The PPT and video files, as well as live demo materials (if any) submitted in the final submission will be used on Pitch Day. These files will be uploaded onto the computer used in the Competition. No files will be accepted during the event.

Judging Criteria

- Problem Identification and Relevance in Education
- Feasibility and Functionality (for Streams 1&2 only)
  Technical Implementation and Performance (for Stream 3&4 only)
- Innovation and Creativity
- Scalability and Sustainability
- Social Impact and Responsibility

Awards

- Finalists from overseas will be sponsored to travel to Hong Kong for the Pitch Day and Awards Presentation Ceremony.

Track 1

- Champion
- First Runner-Up
- Second Runner-Up
- Merit

Track 2

- Champion
- First Runner-Up
- Second Runner-Up
- Merit

Track 3

- Champion
- First Runner-Up
- Second Runner-Up

- Merit

Track 4

- Champion
- First Runner-Up
- Second Runner-Up
- Merit

All Track /Streams

- Innovative Problem Discovery Award
- Outstanding Innovation and Creativity Award
- Excellence in Educational Impact Award
- Best Pitching Award

Rules of the Competition:

1) Participants must attempt with their best effort in the competition.

2) Each individual or team can submit only one solution for the Competition.

3) All entries must be originally created by the participants and have not been previously published or submitted in any prior competitions.

4) If participants have used Generative AI Tools in their entries, they must declare which parts were generated when submitting the works. If no declaration is provided, the Organisers will consider the whole submission as the participants' original creation. Should the Organisers find generated content that was not declared, the participants may be disqualified.

5) Finalists must demonstrate their entries onsite at the competition venue.

6) Each team will only be allowed to change one team member once, and must notify the Organisers in advance.

7) Participating individuals or teams should not disturb other participants.