



صناعيو المستقبل
Future Industrialists



وزارة الصناعة
والثروة المعدنية
Ministry of Industry and Mineral Resources



Hackathon Guide Future Industrialists

4th Edition 2026



بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ



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Future Industrialists

Today, the Kingdom of Saudi Arabia possesses immense industrial wealth... and holds a distinguished strategic location linking three continents globally. My Master, His Royal Highness Prince Mohammed bin Salman, launched the National Industrial Strategy within the **Vision 2030** programs.

From here, the idea of the "**Future Industrialists Hackathon**" emerged to be a qualitative partnership between the non-profit sector and the industrial sector. It aims to provide a qualitative program for our male and female students in partnership with the Ministry of Industry and Mineral Resources and the Ministry of Education, opening horizons for our children to be among the industrial pioneers in the Kingdom... We aspire for this Hackathon - the first of its kind - to leave a mark on the industrial community in the Kingdom.

Dr. Muhannad Naim Al-Sheikh
General Supervisor of the Hackathon

An Overview of the Future Industrialists Initiative - 4th Edition - 2026

By the grace of Allah and His success, and investing in the great successes and tangible impact achieved by **the Future Industrialists Hackathon** in its past three editions - which was crowned with the golden achievement of the Ministry of Industry and Mineral Resources adopting the initiative and blessing it as a strategic partner - we launch with you today on a renewed journey through the Fourth Edition for the year 2026.

In this advanced station, we continue our mission to build passion and inspire the bright minds of our educated sons and daughters, but with a more mature and ambitious vision.

Our fourth edition comes with qualitative programs through which we seek to deepen the impact at the Kingdom's level, to be a fundamental tributary in achieving the targets of the National Industrial Strategy launched by **HRH Prince Mohammed bin Salman bin Abdulaziz** - may God protect him -, within the pillars of the Kingdom's **Vision 2030**.



The Concept of the Future Industrialists Hackathon

Unleashing Future Minds to Lead Industrial Development

The Hackathon aims to build a creative bridge connecting the energies of high school students with the needs of the industrial sector; enabling them to transform their bold ideas into entrepreneurial solutions and initiatives adopted by factories.

Through this, we seek to improve operational performance, innovate solutions to problems, and market national products with a renewed youthful vision.



General Objective of the Hackathon

Motivating high school students to explore the horizons of the industrial community and directing their innovative energies towards creating a positive and effective impact.



Target Audience

Creative male and female students from General Education participating in the Future Industrialists Hackathon.

Sub-Objectives

- Contribute to achieving Saudi Vision 2030 by transforming the Kingdom into a leading industrial power.
- Building passion in students to join the industrial world.
- Giving students the opportunity to see the internal structure of the industrial community.
- Investing in students' creative abilities and energies in a positive, effective way.
- Promoting constructive and positive change in the industrial community through students' energies.
- Formulating innovative industrial development solutions from students' ideas and initiatives.
- Instilling a spirit of competition among students participating in factory visits.

Conditions for Participation in the Future Industrialists Hackathon:

1

Attendance:
Attending field visits to one of the factories participating in the Hackathon.

2

Relevance:
The entry must serve the work of the factory that was visited.

3

Originality:
The idea must be distinctive and not completely copied from previous entries.

4

Feasibility:
The entry must be implementable, and its impact can be measured.

5

Rights:
Full rights to the winning idea (in case of winning a prize) will be owned by the "Distinguished Initiatives Society" (Mubadir) in partnership with the winner. (Mubadir) in partnership with the winner.

6

Team Size:
In the case of group participation, the participating team for a single project must not exceed three persons.

7

Screening:
The idea must have passed the initial screening stage by the judging committee.

8

Language:
Submission of the entry in both Arabic and English (English is optional).

9

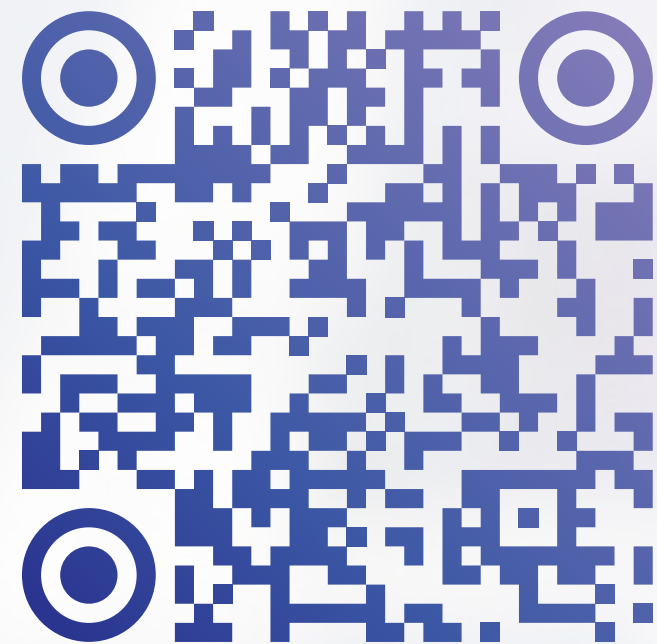
Timeline:
Commitment to the specific timeline previously announced for participation in the Hackathon.

Nomination Mechanism for Future Industrialists Hackathon



First: The Candidate (Student)

- Review the Hackathon guide and tracks.
- Ensure conditions are met.
- Determine the category/track they wish to participate in.
- Fill out the electronic participation form.



Second: The School

- Ensure conditions are met by the candidates.
- Enable candidates to visit the specified factories in the field.
- Enable students wishing to participate to fill out the electronic form.
- Submit the names of students nominated for participation.
- Support students wishing to participate and encourage them to document their participation using the correct scientific method.

Hackathon Tracks



The Ambassador

هو الذي يهتم بمجال الصناعة، فيصنع محتوى (تسويقياً) مميزاً وإبداعياً، سواء كان المحتوى نصياً، أو مرئياً، أو صوتياً، أو مسموعاً عن مخرجات المصنع المشارك ومنتجاته ودوره في خدمة المجتمع، ويتوافق مع الاستراتيجية الوطنية للصناعة.

Examples

Infographics, Motion Graphics, Ad Photography, Promotional Film, Articles, Audio Clips (Podcast), etc.



The Artist

A student interested in transforming factory waste into dazzling artworks with a clear message to preserve the environment, activate recycling, and motivate interest in the environment by creating sustainable artworks that express the factory's identity and the importance of industry.

Examples

Artwork made from leftover iron from factories, or creative work from recycled cardboard residues, etc.



The Creator

A student who offers new and unique ideas, either to raise factory productivity or contribute to proposing new qualitative product suggestions that make a (positive) difference in factory production.

Examples

Changes in product types, product size, product colors, packaging methods, suggesting new product categories, etc.



The Discoverer

A student interested in scientific research who notices or hears from the factory team about challenges facing the factory and finds creative solutions for them.

Examples

Dealing with factory waste, environmental pollution, water conservation, health awareness for workers, factory management problems, manufacturing mechanisms, worker control, security and safety in the factory, etc.



Student Journey in the Future Industrialists Hackathon



Hackathon Criteria Future Industrialists





Evaluation Table Summary

Domain No.	Criterion Name	Indicators	Indicator Rating Scale	Indicator Score
Elements of the Idea's Introductory Summary				
1	Introduction of Participation	A brief introductory summary of the developmental idea not exceeding 100 words, including the following elements: <ul style="list-style-type: none"> Idea Name Its Goal Target Group Tools needed for implementation Summary of how the idea works 	5 Elements	10
			4 Elements	8
			3 Elements	6
			2 Elements	4
			1 Element	2
			Not Achieved	0
			Total Score	10
2	Originality of Participation	Idea Distinctiveness <ul style="list-style-type: none"> Originality: Being a new, unprecedented idea Flexibility in executing the idea Novelty of the implementation mechanism 	Idea Originality	4
			Flexibility in Execution	3
			Novelty of Mechanism	3
			Total Score	10
		Provides a positive change and a milestone in performance, environment, or factory products.	High Degree of Change	10
			Medium Degree of Change	5
			Low Degree of Change	3
			Not Achieved	0
			Total Score	10
3	Relevance to Factory Work	Idea Targets One of the Factory Elements: <ul style="list-style-type: none"> Employee Factory Environment Processes Products Waste Reduction 	Achieved	5
			Not Achieved	0
			Total Score	5
		The idea addresses one of the following elements: <ul style="list-style-type: none"> Improving existing reality in the factory Opportunity to be invested for product development Creating new products for the factory 	Achieved	3
			Possibility of Evaluation	3
			Possibility of Continuous Improvement	4
			Total Score	10



Evaluation Table Summary

Domain No.	Criterion Name	Indicators	Indicator Rating Scale	Indicator Score	
Elements of the Idea's Introductory Summary					
		Idea Viability <ul style="list-style-type: none">• Measurement (Knowing the quantity and amount of change)• Evaluation (Knowing the extent to which goals are met)• Continuous Improvement	Measurement Capability	3	
			Evaluation Capability	3	
			Continuous Improvement Capability	4	
			Total Score	10	
		Idea Sustainability	Achieved	5	
			Not Achieved	0	
			Total Score	5	
			4	Expected Results	Statement of the expected impact of the idea on the following elements Resource Rationalization Saving Time and Effort Increasing Beneficiary Satisfaction Rate
Not Achieved	0				
Total Score	10				
5	Participation Presentation before the Committee	Distinction in the method of presenting the idea in detail: (Mind map / Video / PowerPoint / Advertising brochure / Model ... etc.)			
			Not Achieved	0	
			Total Score	10	
			Suitability of the time duration for the presentation: (Not exceeding 10 minutes)	Suitable	10
		Not Suitable		0	
		Total Score		10	
		Ability to persuade and influence during the presentation		Achieved	10
			Not Achieved	0	
			Total Score	10	
			Total Sum		



Domain No.	Criterion Name	Indicators	Indicator Rating Scale	Indicator Score
Elements of the Idea's Introductory Summary				
1	Participation Definition	Idea Introductory Summary: A brief introductory summary of the developmental idea not exceeding 100 words, including the following elements: <ul style="list-style-type: none">Defining the problemDefining its causesDefining the proposed solution	Defining the problem	3
			Defining the causes	3
			Defining the proposed solution	4
			Not Achieved	0
			Total Score	10
2	Participation Originality	Idea Distinctiveness: <ul style="list-style-type: none">Originality of the proposed solutionFlexibility in executing the proposed solution	Proposed Solution Originality	5
			Flexibility in Execution	5
			Total Score	10
		The proposed solution to the existing problem provides a positive change and a milestone in the factory environment, performance, or products.	High Degree of Change	10
			Medium Degree of Change	5
			Low Degree of Change	3
			Not Achieved	0
			Total Score	18
3	Suitability with Factory Work	Idea Targets One of the Factory Elements: <ul style="list-style-type: none">EmployeeFactory EnvironmentProcessesProductsWaste Reduction	Achieved	5
			Not Achieved	0
			Total Score	5
		Commitment of the proposed solution to Health, Safety, and other environmental standards.	Highly Achieved	10
			Medium Achieved	5
			Low Achieved	3
			Not Achieved	0
			Total Score	18



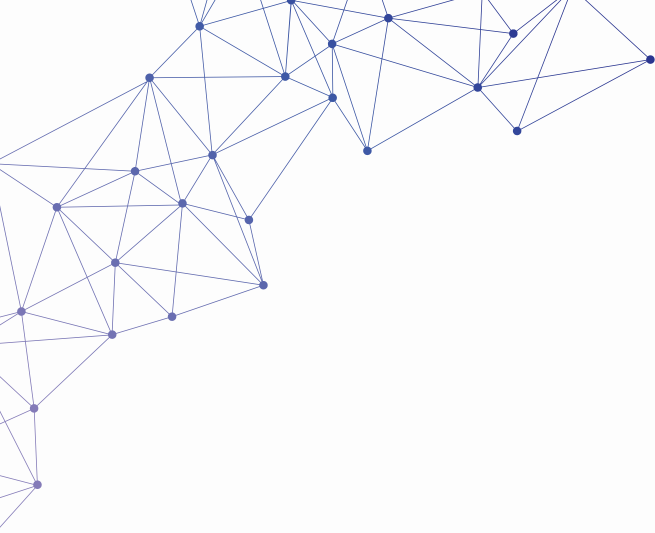
Evaluation Table Summary

Domain No.	Criterion Name	Indicators	Indicator Rating Scale	Indicator Score
Elements of the Idea's Introductory Summary				
		Viability of the Proposed Solution for the Problem: <ul style="list-style-type: none">Measurement (Knowing the quantity and amount of change achieved)Evaluation (Knowing the extent to which goals are met)Continuous Improvement	Measurability	3
			Evaluability	3
			Continuous Improvement Capability	4
			Total Score	10
		Sustainability of the Proposed Solution for the Problem	Achieved	5
			Not Achieved	0
			Total Score	5
4	Expected Results	Statement of the Results and Expected Impact of the Proposed Solution for the Problem on the following elements: <ul style="list-style-type: none">Resource RationalizationSaving Time and EffortIncreasing Beneficiary Satisfaction Rate	Achieved	10
			Not Achieved	0
			Total Score	10
5	Participation Presentation before the Committee	Distinction in the method of presenting the solution to the existing problem in detail before the committee using one of the following methods: (Mind map / Video / PowerPoint / Model ... etc.)	Achieved	10
			Not Achieved	0
			Total Score	10
		Suitability of the time duration for the presentation: (Not exceeding 15 minutes)	Suitable	10
			Not Suitable	0
			Total Score	10
		Ability to persuade and influence during the presentation	Achieved	10
			Not Achieved	0
			Total Score	10
			Total Sum	100



Evaluation Table Summary

Domain No.	Criterion Name	Indicators	Indicator Rating Scale	Indicator Score
Elements of the Idea's Introductory Summary				
1	Participation Definition	An introductory summary of the media or marketing content not exceeding 100 words, including: <ul style="list-style-type: none"> Content Title Its Goal Different media means for display 	Content Title	3
			Its Goal	3
			Display Means	4
			Total Score	10
2	Participation Originality	Demonstrating distinct aspects of the media or marketing content	Achieved	10
			Not Achieved	0
			Total Score	10
		Existence of a complete scenario for the media or marketing content related to factory work with the use of sound language and clear vocabulary.	Existence of complete scenario elements	4
			Use of sound language	3
			Content connection to factory work	3
			Total Score	10
3	Suitability with Factory Work	The media or marketing content targets factory elements: <ul style="list-style-type: none"> Employee Factory Environment Processes Products 	Achieved	5
			Not Achieved	0
			Total Score	5
		Realism in presenting the media or marketing topic about the factory and avoiding exaggeration.	Highly Achieved	10
			Medium Achieved	5
			Low Achieved	3
			Not Achieved	0
			Total Score	10
		Publishability: <ul style="list-style-type: none"> On digital platforms Using digital media and applications 	Achieved	5
			Not Achieved	0
			Total Score	5



Evaluation Table Summary



	Criterion Name	Indicators	Indicator Rating Scale	Indicator Score	
Elements of the Idea's Introductory Summary					
4	Expected Results	Quality of the written, visual, or audio/image content.	Achieved	10	
			Not Achieved	0	
			Total Score	10	
		A media product that creates a clear impact in introducing the factory and enriches the industrial community with purposeful media materials.	Achieved	10	
			Not Achieved	0	
			Total Score	10	
5	Participation Presentation before the Committee	Distinction in the method of presenting the detailed media or marketing content before the committee: (Audio / Readable / Visual ... etc.)	Achieved	10	
			Not Achieved	0	
			Total Score	10	
		Suitability of the time duration for the presentation: (Not exceeding 10 minutes)	Suitable	10	
			Not Suitable	0	
			Total Score	10	
		Ability to maintain Pacing and Influence during the presentation	Achieved	10	
			Not Achieved	0	
			Total Score	10	
			Total Sum		



The Artist's Path



Evaluation Table Summary

	Criterion Name	Indicators	Indicator Rating Scale	Indicator Score
Elements of the Idea's Introductory Summary				
1	Participation Definition	An introductory summary of the artwork not exceeding 100 words, including: <ul style="list-style-type: none">• Artwork Title• Targeted Factory• Used Materials• Its Goal• Imaginative Image (Visualization)• Team	Artwork Title	1
			Targeted Factory	2
			Used Materials	3
			Its Goal	2
			Imaginative Image	2
			Team (Number/Count)	5
			Total Score	15
2	Participation Originality	The idea should be creative and distinct, showing the role of the factory whose industrial waste was used.	Achieved	4
			Not Achieved	0
		Existence of a scenario explaining the artwork idea, used materials, and benefits derived from it.	Achieved	3
			Not Achieved	0
		Materials outside the targeted factory's waste are not used in building the work structure.	Achieved	3
			Not Achieved	0
			Total Score	10
3	Suitability with Factory Work	The materials used in the work are capable of remaining (lasting) for a specific long period.	Achieved	10
			Medium Achieved	5
			Not Achieved	0
			Total Score	10
		The work has a clear message (National / Social / Industrial / Vision 2030 / Environmental).	Achieved	10
			Medium Achieved	5
			Not Achieved	0
			Total Score	10

The Artist's Path



	Criterion Name	Indicators	Indicator Rating Scale	Indicator Score
Elements of the Idea's Introductory Summary				
4	Expected Results	The work should have illustrative indicators of the idea and its goal	Achieved	10
			Not Achieved	0
			Total Score	10
5	Participation Presentation before the Committee	Displaying the artwork in the accompanying exhibition during the judging period before the committee, and the explanation of the idea must not exceed 10 minutes.	Suitable	15
			Not Suitable	0
		Ability to Impress and Persuade with the artwork	Achieved	15
			Not Achieved	0
		Clarity of the work's message	Achieved	15
			Not Achieved	0
			Total Score	45
		Total Sum		

Awards

First : A total of **60,000 students** will be selected, with a minimum of 5 students per visit as a minimum threshold. Competition at the national level will be among **15,000 students**, with total prizes amounting to:

200,000 SAR



Ambassador

50,000 SAR



Artist

50,000 SAR



Innovator

50,000 SAR



Explorer

50,000 SAR

Total prizes per category: 50,000 SAR, and total prizes across all categories: 200,000 SAR, with an opportunity for outstanding participants and winners in 9 regions to receive summer training in factories across the Kingdom, with factory-hosted rewards (to be determined later) according to terms and conditions.

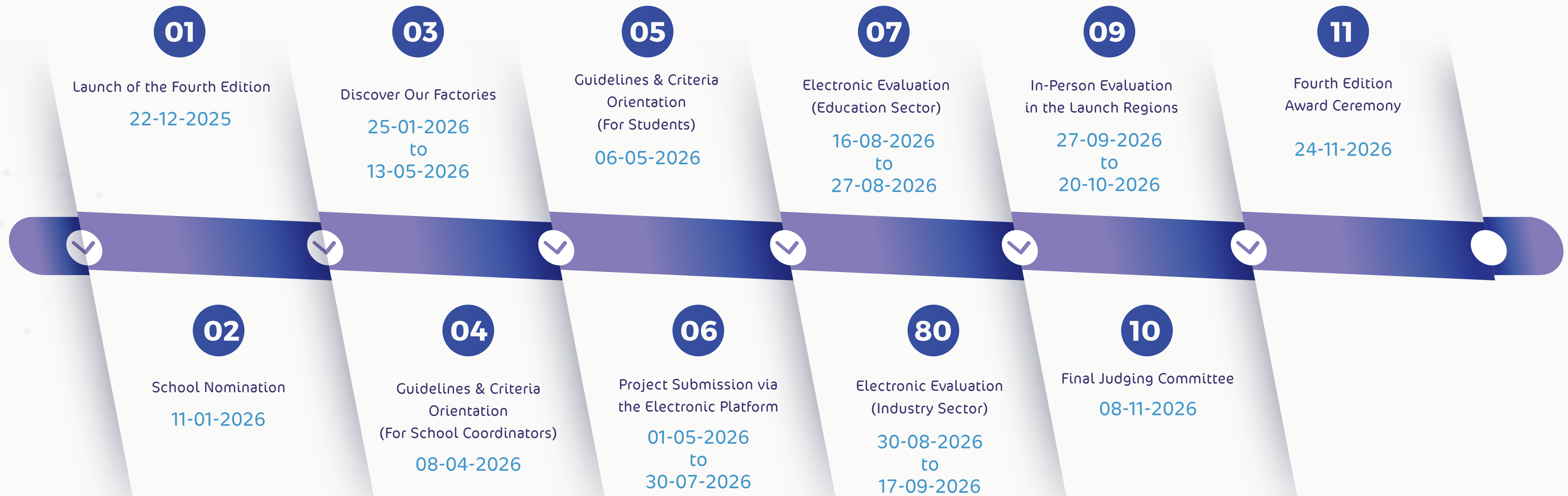
Third : Participation certificates awarded to students for each stage of the hackathon.

Fourth: Annual recognition for outstanding school coordinators during the program.

Fifth: Educational Directorate Award for the winning coordinator: 10,000 SAR, with recognition.
An honorary award for two team members, with recognition.

Sixth: Training of 5,000 students during the summer period on a voluntary basis.

Timeline



Partners

Strategic Partners



Success Partners



Participating Factories



Academic Partners





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