



صناعيي المدرستقبل
Future Industrialists



وزارة الصناعة
والثروة المعدنية
Ministry of Industry and Mineral Resources



Hackathon Guide Future Industrialists 4th Edition 2026

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ



صناعيُو المُستقبل
Future Industrialists

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. Muhammed 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**.

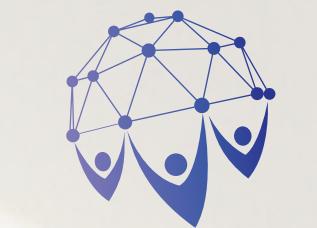


The Concept of the Future Industrialists Hackathon

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.

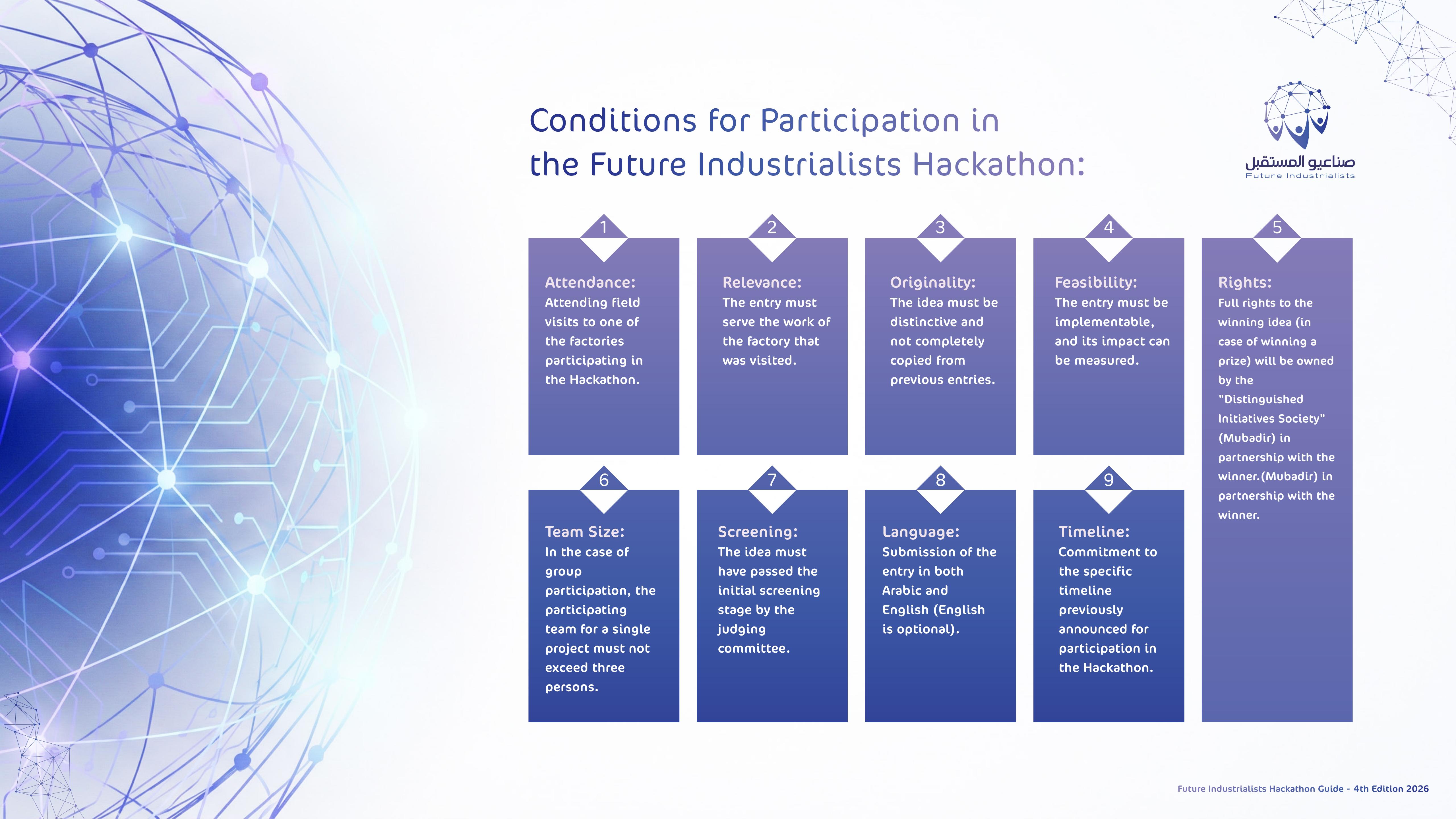


Target Audience

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 ممثياً، 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	<p>A brief introductory summary of the developmental idea not exceeding 100 words, including the following elements:</p> <ul style="list-style-type: none"> • Idea Name • Its Goal • Target Group • Tools needed for implementation • Summary of how the idea works 	<p>5 Elements 4 Elements 3 Elements 2 Elements 1 Element Not Achieved</p> <p>Total Score</p>	10 8 6 4 2 0 10
2	Originality of Participation	<p>Idea Distinctiveness</p> <ul style="list-style-type: none"> • Originality: Being a new, unprecedented idea • Flexibility in executing the idea • Novelty of the implementation mechanism <p>Provides a positive change and a milestone in performance, environment, or factory products.</p>	<p>Idea Originality Flexibility in Execution Novelty of Mechanism Total Score</p> <p>High Degree of Change Medium Degree of Change Low Degree of Change Not Achieved</p> <p>Total Score</p>	4 3 3 10 10 5 3 0 10
3	Relevance to Factory Work	<p>Idea Targets One of the Factory Elements:</p> <ul style="list-style-type: none"> • Employee • Factory Environment • Processes • Products • Waste Reduction <p>The idea addresses one of the following elements:</p> <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 	<p>Achieved Not Achieved</p> <p>Total Score</p> <p>Achieved Possibility of Evaluation Possibility of Continuous Improvement</p> <p>Total Score</p>	5 0 5 3 3 4 10



Evaluation Table Summary

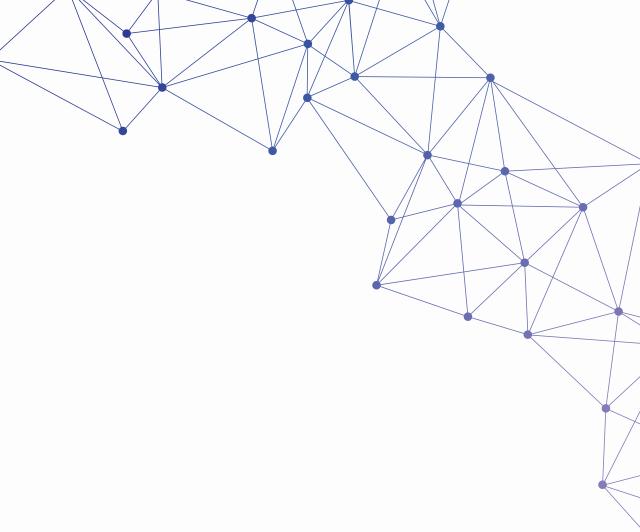
Domain No.	Criterion Name	Indicators	Indicator Rating Scale	Indicator Score
Elements of the Idea's Introductory Summary				
		Idea Viability <ul style="list-style-type: none"> Measurement (Knowing the quantity and amount of change) Evaluation (Knowing the extent to which goals are met) Continuous Improvement Idea Sustainability	Measurement Capability Evaluation Capability Continuous Improvement Capability Total Score Achieved Not Achieved Total Score	3 3 4 10 5 0 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	Achieved Not Achieved Total Score	10 0 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.) Suitability of the time duration for the presentation: (Not exceeding 10 minutes) Ability to persuade and influence during the presentation	Achieved Not Achieved Total Score Suitable Not Suitable Total Score Achieved Not Achieved Total Score Total Sum	10 0 10 10 0 10 10 0 10 10 100

Evaluation Table Summary



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





Evaluation Table Summary

Domain No.	Criterion Name	Indicators	Indicator Rating Scale	Indicator Score
Elements of the Idea's Introductory Summary				
		<p>Viability of the Proposed Solution for the Problem:</p> <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 <p>Sustainability of the Proposed Solution for the Problem</p>	Measurability Evaluability Continuous Improvement Capability Total Score Achieved Not Achieved Total Score	3 3 4 10 5 0 5
4	Expected Results	<p>Statement of the Results and Expected Impact of the Proposed Solution for the Problem on the following elements:</p> <ul style="list-style-type: none"> Resource Rationalization Saving Time and Effort Increasing Beneficiary Satisfaction Rate 	Achieved Not Achieved Total Score	10 0 10
5	Participation Presentation before the Committee	<p>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.)</p> <p>Suitability of the time duration for the presentation: (Not exceeding 15 minutes)</p> <p>Ability to persuade and influence during the presentation</p>	Achieved Not Achieved Total Score Suitable Not Suitable Total Score Achieved Not Achieved Total Score	10 0 10 10 0 10 10 0 10 0 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	<p>An introductory summary of the media or marketing content not exceeding 100 words, including:</p> <ul style="list-style-type: none"> Content Title Its Goal Different media means for display 	Content Title Its Goal Display Means Total Score	3 3 4 10
2	Participation Originality	<p>Demonstrating distinct aspects of the media or marketing content</p> <p>Existence of a complete scenario for the media or marketing content related to factory work with the use of sound language and clear vocabulary.</p>	Achieved Not Achieved Total Score Existence of complete scenario elements Use of sound language Content connection to factory work	10 0 10 4 3 3
3	Suitability with Factory Work	<p>The media or marketing content targets factory elements:</p> <ul style="list-style-type: none"> Employee Factory Environment Processes Products <p>Realism in presenting the media or marketing topic about the factory and avoiding exaggeration.</p> <p>Publishability:</p> <ul style="list-style-type: none"> On digital platforms Using digital media and applications 	Achieved Not Achieved Total Score Highly Achieved Medium Achieved Low Achieved Not Achieved Total Score Achieved Not Achieved Total Score	5 0 5 10 5 3 0 10 5 0 5

Evaluation Table Summary

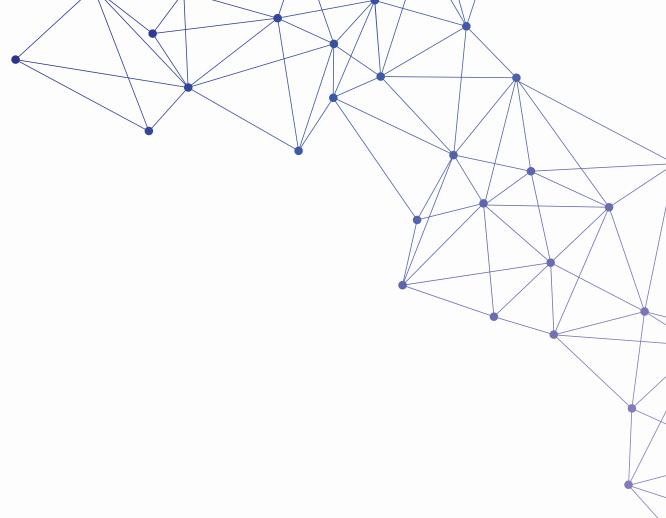


	Criterion Name	Indicators	Indicator Rating Scale	Indicator Score
Elements of the Idea's Introductory Summary				
4	Expected Results	<p>Quality of the written, visual, or audio/image content.</p> <p>A media product that creates a clear impact in introducing the factory and enriches the Industrial community with purposeful media materials.</p>	<p>Achieved</p> <p>Not Achieved</p> <p>Total Score</p> <p>Achieved</p> <p>Not Achieved</p> <p>Total Score</p>	<p>10</p> <p>0</p> <p>10</p> <p>10</p> <p>0</p> <p>10</p>
5	Participation Presentation before the Committee	<p>Distinction in the method of presenting the detailed media or marketing content before the committee: (Audio / Readable / Visual ... etc.)</p> <p>Suitability of the time duration for the presentation: (Not exceeding 10 minutes)</p> <p>Ability to maintain Pacing and Influence during the presentation</p>	<p>Achieved</p> <p>Not Achieved</p> <p>Total Score</p> <p>Suitable</p> <p>Not Suitable</p> <p>Total Score</p> <p>Achieved</p> <p>Not Achieved</p> <p>Total Score</p>	<p>10</p> <p>0</p> <p>10</p> <p>10</p> <p>0</p> <p>10</p> <p>10</p> <p>0</p> <p>10</p>
Total Sum				100

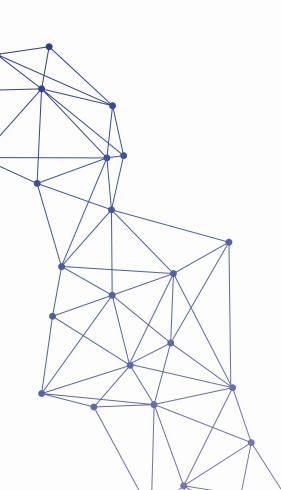


Evaluation Table Summary

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



	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 Not Achieved	10 0
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. Ability to Impress and Persuade with the artwork Clarity of the work's message	Suitable Not Suitable Achieved Not Achieved Achieved Not Achieved	15 0 15 0 15 0
Total Sum				45
Total Sum				100



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



Artist



Innovator



Explorer

50,000 SAR

50,000 SAR

50,000 SAR

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

01

Launch of the Fourth Edition
22-12-2025

03

Discover Our Factories
25-01-2026
to
13-05-2026

05

Guidelines & Criteria
Orientation
(For Students)
06-05-2026

07

Electronic Evaluation
(Education Sector)
16-08-2026
to
27-08-2026

09

In-Person Evaluation
in the Launch Regions
27-09-2026
to
20-10-2026

11

Fourth Edition
Award Ceremony
24-11-2026



02

School Nomination
11-01-2026



04

Guidelines & Criteria
Orientation
(For School Coordinators)
08-04-2026



06

Project Submission via
the Electronic Platform
01-05-2026
to
30-07-2026



80

Electronic Evaluation
(Industry Sector)
30-08-2026
to
17-09-2026



10

Final Judging Committee
08-11-2026



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Future Industrialists

Partners

Strategic Partners



Success Partners



Participating Factories



Academic Partners





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