



AFRO-ASIAN
FORUM
FOR
INNOVATION
&
TECHNOLOGY

PROFILE

2026

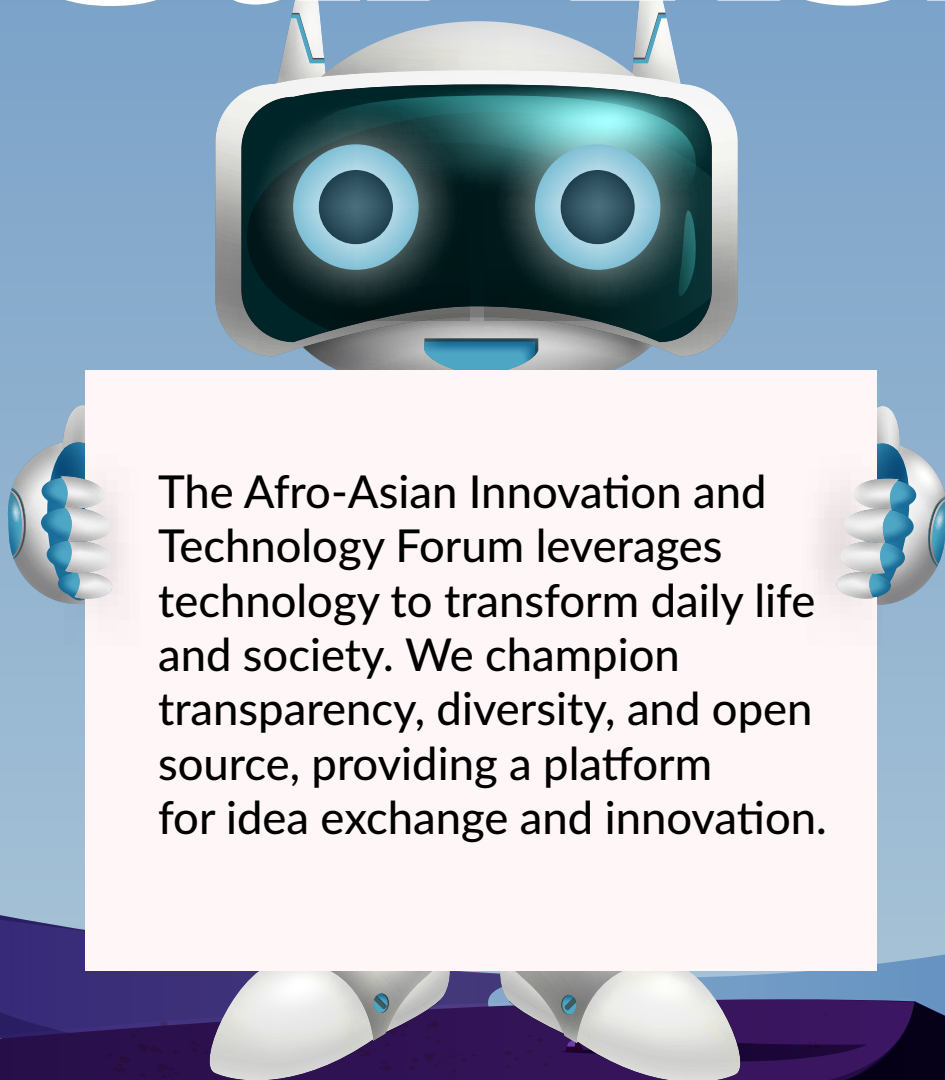


Profile

The Afro-Asian Forum for Innovation and Technology is a premier international platform dedicated to advancing technology across various fields. Annually, it brings together youth and students from around the globe to enhance problem-solving skills and creativity in a dynamic environment. The forum not only emphasizes STEAM (Science, Technology, providing an exceptional learning experienc Engineering, Art, and Mathematics) and digital skills but also fosters multicultural relationships and essential life skills. AAFIAT offers AI and Technology in different fields.



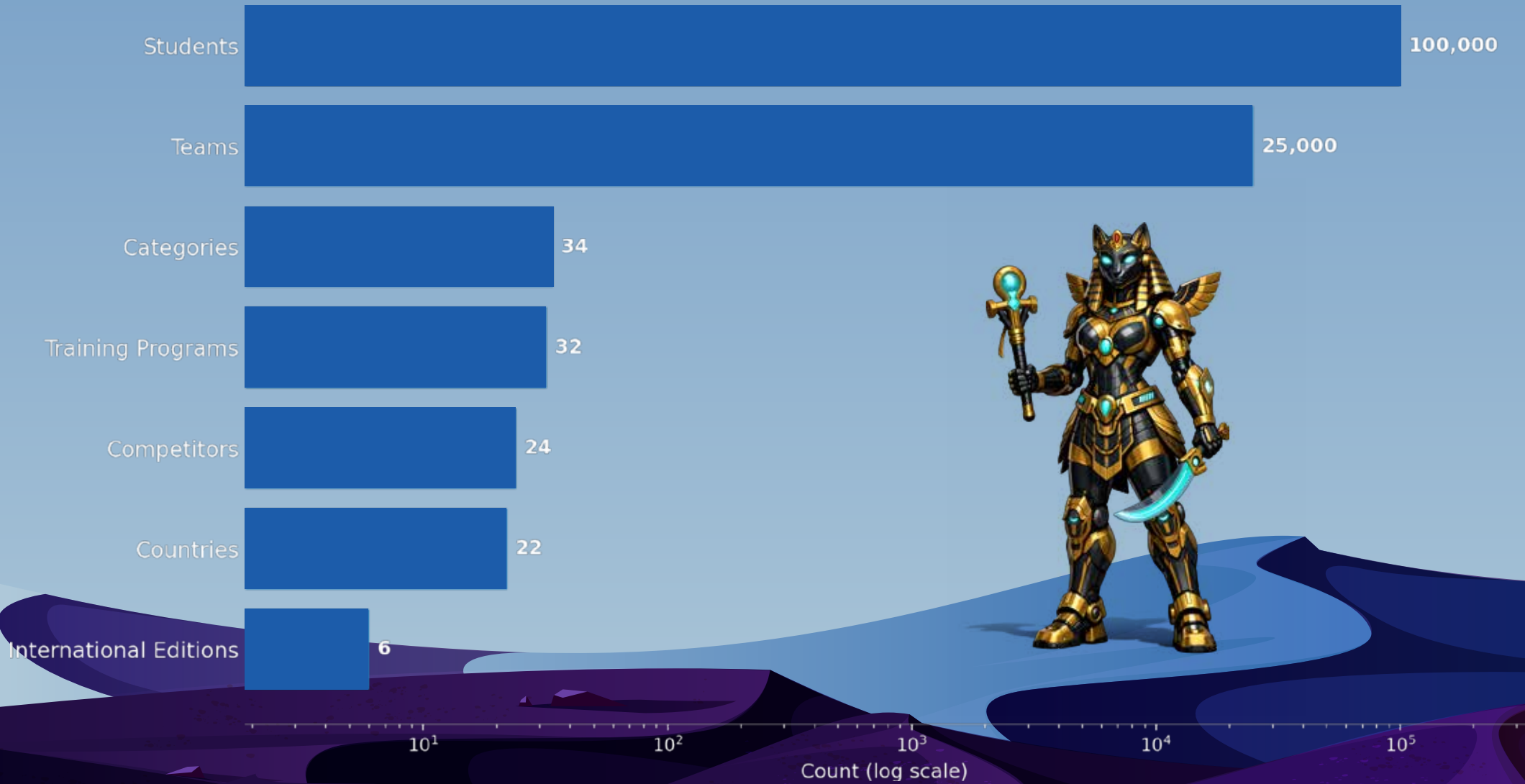
Our Vision



The Afro-Asian Innovation and Technology Forum leverages technology to transform daily life and society. We champion transparency, diversity, and open source, providing a platform for idea exchange and innovation.



History:



Venue: Aswan - Egypt

About Venue:

Aswan is a serene, sun-drenched city in southern Egypt, located 900km south of Cairo on the Nile River. As the historic gateway to Nubia, it offers a laid-back atmosphere with rich Nubian culture, iconic archaeological sites, and scenic desert landscapes, making it a "must-see" in Egypt.

Accommodation

Pyramisa Island hotel Aswan

Date:

24-28
OCTOBER
2026



AAFFIAT Competitions Overview

1. LITTLE EINSTEIN

Age Group: 4–6 years Description:

- Option 1: Develop a robot to clean the environment.
- Option 2: Design a short code to create a small, simple game.

Skills Required:

- Basics of robotic design.
- Basics of coding.

Team Size: 3–6 students.

2. SCIENCE AND ROBOTICS CARNIVAL

Age Group: 7–10 years Description:

Design a small project to solve one of the climate change problems using basic robotics and programming skills.

Skills Required:

- Basics of robotic design.
- Basic concepts of robotic programming.

Team Size: 3–6 students.



AAFFIAT Competitions Overview

3. YOUNG INNOVATORS

Age Groups:

- Junior: 11–16 years
- Senior: 17–23 years

Description:

Present technological ideas addressing relevant fields in Africa such as industry, mining, education, healthcare, and agriculture.

Skills Required:

- Prototype design.
- Business model development.

Team Size: 3–6 students or individuals.

4. SOFTWARE LEADER

Age Group: 15–25 years Description:

Develop software applications addressing one or more of the Millennium Development Goals (MDGs). Submissions can be any kind of software application.

Team Size: 6–3 students.



AAFFIAT Competitions Overview

5. RESCUE COMPETITION

Age Group: 12–17 years Description:

Design robots that search for and rescue elements placed in a simulated disaster field.

Team Size: 3–6 students.

6. FILM FESTIVAL

Age Group: 9–16 years Description:

Create and present a short video about social activities or simplifying scientific concepts.

Participation: Individuals only.

7. SCIENTIFIC RESEARCH COMPETITION

Age Groups:

- Junior: 14–18 years
- Senior: 18+ years

Description:

Write a research paper on challenges facing Africa and propose solutions.

Participation: Individuals only.



AAFFIAT Competitions Overview

8. BOWLING GAME

Age Groups:

- Junior: 10–16 years
- Senior: 17–22 years

Description:

Design a robot that shoots bowling pins into holes.

Team Size: 3–6 students.

9. UNDERWATER RESCUE ROBOT

Age Group: 11–16 years Description:

Design an underwater robot to perform rescue operations.

Team Size: 3–6 students.

10. GAME TO GAIN COMPETITION

Age Groups:

- Junior: 9–15 years
- Senior: 16+ years

Description:

Design a game with valuable content.

Participation:

- Individuals.
- Teams (up to 6 members).



AAFFIAT Competitions Overview

11. MOTION GRAPHIC COMPETITION

Description:

A creative challenge to design motion graphics, allowing participants to showcase their skills, creativity, and perspectives.

Categories:

- Junior: 9–13 years
- Senior: 14–17 years
- Professional: 18+ years

12. CYBERSECURITY HACKATHON AGE GROUPS:

- Junior: 13–14 years
- Senior: 15–22 years

Description:

Participants are tasked with cybersecurity challenges such as simulating cyberattacks, mitigating security risks, or developing cybersecurity tools.



AAFFIAT Competitions Overview

13. INNOVATION IN HEALTHCARE

Age group:

- Junior: 13–17 years
- Senior: 18+ years

Description:

Present innovative healthcare technology solutions that improve outcomes and drive efficiencies.

14. ENTREPRENEUR COMPETITION

Age group:

- Junior: 14–18 years
- Senior: 18+ years

Description:

Aspiring entrepreneurs showcase innovative business ideas and pitch them to a panel of judges for prizes or funding.

Benefits:

- Networking opportunities.
- Expert feedback.
- Exposure and potential funding.



AAFFIAT Competitions Overview

15. RESEARCH AND AI COMPETITION

Age group :

- Junior: 13–18 years
- Senior: 18+ years

Description:

Showcase innovative AI and research projects.

16. DIGITAL MARKETING COMPETITION

Age group :

- Junior: 10–16 years
- Senior: 17–22 years

Description:

Participants compete in areas like social media marketing, SEO, content creation, and online advertising by developing marketing strategies.

Team size: 6-3 members or individual.



AAFFIAT Competitions Overview

17. SUS MOBILE APPLICATION HACKATHON:

Age group:

Junior: 15-9 years

Senior: 16-22 years

Description:

Development of mobile application achieves one of UN goals for sustainability.

Team size: 3-6 members or individual.

18. ROBOT HERO ART:

Description:

Design Robot from any kits to show culture dance or to Draw.

Age group: 6-10 years

Team size:

3-6 members.



AAFFIAT Competitions Overview

19. ROBOT HERO SOCCER:

Design robot from any kits to play football matches with another team.

Age group:

11-17 years.

Team size: 6-3 members.

20. ROBOT HERO RELAY:

Design robot from any kits to align with another team to compete with another align to follow line .

Age Group: 9-15 years

Team size: 3-6 members.



AFFIAT Competitions Overview

21. FLAG COLLECTOR ROBOT:

Description: design robot to collect flags and put each flag in the definite country area.

Age group: 9-16 years

Team size: 3-6 members.

22. INVENTIONS COMPETITION

Description: Design smart devices using IOT or Humanoid welcome robot.
Or design software for culture saving.

Age group:

Junior: 11-15 years

Senior: 16-22 years

Team size: 3-6 members or individual

23. IAI AND LINGUISTIC:

Description: problem solving using python and AI with different languages like English, Chinese, and Germany

Age group : 14-22 years

Team size: individually



Schedule

DAY	ACTIVITY	LOCATION
Saturday 25/10	Teams Arrival	Hotel
Sunday 26/10	Judging round Culture night	Conference Hall
Monday 27/10	Judging round Closing ceremony	Conference Hall
Tuesday 28/10	Phila temple Gharb sohail trip	Conference Hall
Wednesday 29/10	Goodbye For teams	



Notes

- For teams want to extend days
- Trip to Luxor to visit wadi el mollok and karnak Temples.
(Arrival from Aswan Airport
Departure from Luxor Airport)
- For teams will leave from Cairo Airport
We will organize trip to Great Egyptian
Museum and pyramids

Awards:

- Medals for All participants
- Trophies for Top 3 in Each category.
- Universities scholarships (for Top one only in Each category)
35-25 % discount fees .
- Training programs (free)
For Top 3 in each category
Students choose only one program from the following:
React
AI
Web3
Cybersecurity
Dutch
English
Business Administration
Digital Marketing
Digital Health
- AAFFIAT international hub
For selected projects.
- Internship for students in specific categories.



REGISTRATION:



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