

YGC Junior 2026 – Prospectus

Technology & Innovation Competition for School Students in the Northern Province of Sri Lanka
Organised by Yarl IT Hub in partnership with the Provincial Department of Education, Northern Province

1. Introduction – A Legacy of Impact

YGC Junior is the Island's longest-running school-level technology and innovation competitions, with a proud legacy spanning 15 years.

What began as a small initiative to ignite curiosity among school students has today grown into a life-changing platform that has shaped the journeys of thousands of young innovators across the Northern Province.

Over the years:

- Several successful companies have been founded by YGC Junior alumni
- Many former participants have gone on to become successful entrepreneurs, innovators, technologists, researchers, academics, and industry leaders
- YGC Junior has played a pivotal role in building confidence, problem-solving ability, connecting networks, and creative thinking at a young age

For many alumni, YGC Junior was the first time their ideas were taken seriously, the first time they built something real, and the first time they imagined a bigger future for themselves.

Alumni company logos

Selected alumni testimonials

“YGC Junior was where I first realised that my ideas could become real solutions.”

YGC Junior Alumni

2. Important Notice – Revamped Competition Format (2026)

The YGC Junior competition format has been completely revamped for 2026.

Participants, teachers, and parents are strongly advised to read this prospectus carefully, as:

- Categories have been redesigned
- Evaluation focus has been refined
- Participation rules have been clarified

Failure to adhere to the new guidelines may result in disqualification at evaluation stages.

3. Eligibility & Team Composition

Eligibility

- Open to school students below 19 years of age as of 1st January 2026
- Participants must be currently enrolled in a recognized school in the Northern Province of Sri Lanka

Team Rules

- Students from the same school may form a team
- Maximum team size: 3 students
- Individual participation is allowed
- One student may participate in only ONE category and One Team

4. Competition Categories

Category 1: Digital Technology Solution (Competitive)

Participants must:

- Identify a real-world problem
- Design and build a digital technology-centered solution

Examples (not limited to):

- Software applications
- Mobile or web platforms
- AI-enabled solutions
- IoT-based systems
- Data-driven tools
- Robotics Solutions

Key Requirement:

The core of the solution must be digital technology.

Category 2: Non-Digital Solution (Competitive)

Participants must:

- Identify a real-world problem
- Build a solution where the centrepiece is NOT digital

Important clarification:

- Digital tools may be used as supporting elements

- However, the main solution must not depend on digital technology

Examples:

- Mechanical innovations
- Physical models or systems
- Scientific or engineering solutions without digital dependency

Key Requirement:

Digital components cannot be the core solution, but may assist the overall implementation.

Category 3: Platform for Creative Expression & Craft (Showcase – Non-Competitive)

This is NOT a competition category

This platform is designed to:

- Celebrate creativity, craftsmanship, and artistic expression
- Provide students with an opportunity to showcase talent, not solve problems

Includes:

- Crafts
- Artistic creations
- Design works
- Creative artefacts

Selection Process:

- A maximum of 10 participants per zone will be selected
- Selected participant's exhibits will be showcased at District Level

Key Distinction:

This category is not about problem-solving, but about creative expression.

5. Evaluation Criteria for Competitive Categories

Projects will be evaluated based on (but not limited to):

1. Applicability – Is the solution relevant to the stated problem?
2. Innovation – Does it bring a new or improved approach?
3. Originality – Is the idea original and student-driven?
4. Completeness – Is the solution well thought through and functional?
5. Usability – Can the solution realistically be used or implemented?

6. Cross-Cutting Awards (Provincial Level)

In addition to category awards, the following special awards will be presented at the Provincial Level:

- Best Social Impact Solution
- Best Application of Science

These awards may be given across categories, based on merit.

7. Competition Structure & Levels

YGC Junior 2026 will be conducted in three progressive levels:

1. Zonal Level
2. District Level
 - Jaffna
 - Kilinochchi
 - Mannar
 - Mullaitivu
 - Vavuniya
3. Provincial Level

Progression

- Top teams from Zonal Level → District Level
- Top teams from District Level → Provincial Level
- Top teams from Provincial Level will receive the opportunity to showcase at the YGC Innovation Festival

8. YGC Junior Process Flow

a. Application

- Applications must be submitted online via:
- Deadline: <to be announced>

b. Workshops

- Conducted at each Zone
- Details will be:
 - Announced via Yarl IT Hub social media
 - Emailed to registered participants
 - Officially communicated to schools

c. Build Phase

- Teams develop their solutions

d. Zonal Evaluations

- Schools and participants will be notified via email
- Each team will receive:
 - 4 minutes – Demonstration & pitch
 - 2 minutes – Q&A with evaluators

e. District Evaluations

- Shortlisted teams from zones compete at district level
- Further refinement and mentoring support

f. Mentoring

- Selected teams receive mentoring support before provincial finals

g. Provincial Evaluations

- Final judging
- Selection for YGC Innovation Festival showcase
- Cross-cutting awards announced

9. Application & Submission Details

- Submission Portal: <https://app.yarlithub.org/competitions/>
- Last Date for Submission: 31st May 2026

10. District Coordination & Contact Details

District	Coordinator Name	Phone Number
Jaffna	Archana	0770740146
Kilinochchi	Mathusha	0770740108
Mannar	Nirosha	0773543089
Mullaitivu		0767673158
Vavuniya	Dilaxshy	0770740199

11. Terms & Conditions

1. Each student may participate in only one category and Team
2. Teams must consist of students from the same school
3. Plagiarism or use of pre-existing commercial solutions will result in disqualification
4. Judges' decisions are final and binding
5. All participants obtain permission from their school and parents or guardians. At all times to have these written permissions with them during the competition.
6. Organisers reserve the right to:
 - Modify timelines if required
 - Reassign categories if submissions violate guidelines
7. Participation implies consent for:
 - Photography and videography
 - Use of project details for promotional and educational purposes

12. Closing Note

YGC Junior is more than a competition.

It is a journey of discovery, confidence, and transformation.

We invite students to:

- Think boldly
- Build responsibly
- Create with purpose

And take the first step toward becoming the innovators and leaders of tomorrow.