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مؤسسة محمد بن سلمان
Mohammed Bin Salman
Foundation

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SECTION 01



Introduction

As Saudi Arabia's national transformation strengthens its position as a global destination for culture and tourism, the Saudi Friendship Organization, under the supervision of the Prince Mohammed bin Salman Foundation (Misk), is launching its distinctive initiative, the "National Ambassador Award".

The award is a strategic investment in young people's potential. It aims to develop their cross-cultural communication skills and equip them with the cultural intelligence they need to present Saudi identity and its authenticity to visitors and tourists from around the world with the highest standards of professionalism.

30

Hours of training and
volunteering

50,000

SAR in prizes

3

Creative projects

SECTION 02



The Award at a Glance

The Concept

A community initiative that prepares male and female high school and university students to become ambassadors for Saudi culture through intensive theoretical training, field volunteering and creative projects delivered entirely in English.

Duration

Six months, from 23 September 2026 to 23 March 2027.

Categories

High school category: ages 15-18.
University category: ages 18-25.

Participation Format

Teams only, with 3-5 members per team.

Number of Teams Accepted

50 teams.

Training

20 hours of online training over four weeks.

Volunteering

10 hours of field volunteering documented through the National Volunteer Work Platform.

Projects

Three compulsory projects: Short Film, Volunteering and Digital Impact.

Programme Language

English throughout all stages and in all deliverables.

Prizes

SAR 50,000

Key Dates

Registration: 23 September-23 October 2026

Accepted Teams Announced: 8 November 2026

Training: 15 November-15 December 2026

Submission: 2-7 March 2027

Closing Ceremony: 23 March 2027



SECTION 03

Award Vision

Young leaders who represent Saudi Arabia and share its authentic culture with the world.

SECTION 04



Award Mission

Developing confident young leaders who turn a sense of belonging into impact and share their nation's story with the world.

SECTION 05



Values

01**Belonging**

Deep-rooted pride in national identity and culture.

02**Volunteering**

Sustained service to the community as a way of life.

03**Creativity**

Contemporary expression with an innovative digital spirit.

04**Professionalism**

Commitment to the highest standards of quality.

05**Teamwork**

Productive collaboration that puts cooperation before competition.

SECTION 06



Overall Award Objective

To prepare and equip a capable generation of high school and university students with the knowledge and skills to represent the Kingdom of Saudi Arabia and share its culture, heritage and values with visitors and tourists, with pride and professionalism.

SECTION 07



Supporting Objectives

1 Empowerment and Skills Development

Provide participants with 20 hours of intensive training to develop communication and public speaking skills, and the ability to introduce others to Saudi national identity.

2 Strengthening Community Service and Social Responsibility

Promote volunteering as a way of life through 10 hours of volunteering for each participant. Enable young people to play an active role in serving the community and welcoming the nation's guests.

3 Competition and Innovation

Encourage participants to produce creative content that promotes national identity through multiple projects: Best Short Film, Best Volunteering Project and Best Digital Impact Experience. Use digital media and modern applications to communicate Saudi culture in innovative and impactful ways.

4 Encouraging Commitment and Passion

Encourage sustained participation and document progress throughout the journey through a competitive points system.

Use national and international occasions to deepen a sense of belonging and strengthen teamwork.

SECTION 08

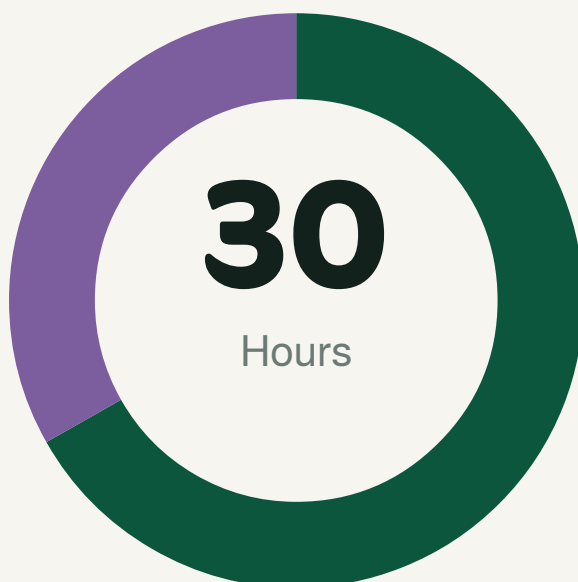


Distinctive Features of the National Ambassador Award

- 01** Every stage of the competition is conducted in English.
- 02** The points concept: a journey that encourages achievement and records progress through the accumulation of points.
- 03** The learning-by-doing model (30 integrated hours): a carefully designed combination of 20 hours of skills training and 10 hours of field volunteering, ensuring a real and tangible impact on each participant.
- 04** A variety of creative projects: the award enriches participants' experience through three complementary creative projects, through which they compete for prizes worth up to SAR 50,000 in total. These are awarded to project winners among male and female high school and university students.

LEARNING-BY-DOING MODEL

30 Integrated Hours



● **20 Hours**
Skills training

● **10 Hours**
Field volunteering

SECTION 09



Target Participants and Eligibility Requirements

Target Participants

Male and female high school and university students in the Eastern Province.

Skills and Language

Proficiency in English, as all competition stages, training workshops and deliverables are designed and delivered entirely in English.

Qualities and Interests

- ✓ A passion for cultural representation and national identity.
- ✓ An interest in volunteering and community service.
- ✓ An interest in content creation and digital creativity.
- ✓ Initiative, teamwork and commitment.
- ✓ A desire to develop leadership and cross-cultural communication skills.

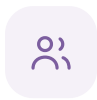
SECTION 09



Eligibility Requirements

- ✓ High school category: ages 15-18.
- ✓ University category: ages 18-25.
- ✓ Applicants must be students in the Eastern Province.
- ✓ Registration is open to Saudi nationals and residents.
- ✓ High school graduates and diploma holders are eligible.
- ✓ A good command of English is required, as all stages and deliverables are in English.
- ✓ Parent or guardian consent is compulsory for applicants under 18.
- ✓ Registration is for teams of 3-5 members only.

SECTION 10



Team Rules

1 Team Participation

Individual registration is not accepted. Competition takes place at team level.

2 Number of Members

Teams must have at least 3 members and no more than 5.

3 Forming a Team

Participants must form their own teams. The organiser does not form teams or assign members.

4 Changes to Team Members

Changes may be made only at the trainers' request and under their direct supervision.

5 Category

All team members must belong to the same category: high school or university.

6 Prizes

The cash prize is awarded to the team as a whole, and its members are responsible for dividing it among themselves.

SECTION 11



Admission and Selection Process

50

Teams Accepted

All final results will be announced together on 8 November 2026.

Number of Teams Accepted

50 teams.

Basis for Assessment

Applications are assessed using the registration form, with particular emphasis on the team's introduction video.

Selection Criteria

English proficiency and the introductory and presentation skills demonstrated in the application.

Interviews

A team interview will be held only if needed, when the introduction video does not provide enough information to assess its members.

Waiting List

There is no waiting list. All final results will be announced together on 8 November 2026.

SECTION 12



Before You Register

☐

A complete team of 3-5 members from the same category.

☐

Each member's national ID or residence permit (Iqama) number and date of birth.

☐

The team's introduction video.

☐

Parent or guardian consent for members under 18.

☐

Previous volunteering certificates, if available.

☐

Details of previous participation and achievements, if available.

☐

An active National Volunteer Work Platform account for each member.

SECTION 13



Timeline

Stage	Start	End	Duration (Days)
Registration	23 September 2026	23 October 2026	31
Team Selection	24 October 2026	7 November 2026	15
Announcement	8 November 2026	8 November 2026	1
Orientation Day (In Person)	11 November 2026	11 November 2026	1
Orientation Day (Online)	12 November 2026	12 November 2026	1
Online Training	15 November 2026	15 December 2026	31
Practical Application	17 December 2026	2 March 2027	76
Project Submission	2 March 2027	7 March 2027	6
Judging	8 March 2027	20 March 2027	13
Closing Ceremony	23 March 2027	23 March 2027	1

JOURNEY TIMELINE

From Promotion to the Closing Ceremony

	Registration	23 September — 23 October 2026
	Team Selection	24 October — 7 November 2026
	Announcement	8 November 2026
	Orientation Day (In Person)	11 November 2026
	Orientation Day (Online)	12 November 2026
	Online Training	15 November — 15 December 2026
	Practical Application	17 December 2026 — 2 March 2027
	Project Submission	2 — 7 March 2027
	Judging	8 — 20 March 2027
	Closing Ceremony	23 March 2027

SECTION 14



The Participant Journey, Stage by Stage

Registration

23 September – 23 October 2026

What Happens

Applications open through the official website.

What Your Team Needs to Do

Form your team, complete the registration form and attach the introduction video.

Team Selection

24 October – 7 November 2026

What Happens

Applications are reviewed and accepted teams are selected.

What Your Team Needs to Do

No action is required, but be prepared for an interview if needed.

Announcement

8 November 2026

What Happens

The names of accepted teams are announced.

What Your Team Needs to Do

Confirm participation.

Orientation Day (In Person)

11 November 2026

What Happens

An in-person orientation session in Al-Ahsa.

What Your Team Needs to Do

Attend.

Orientation Day (Online)

12 November 2026

What Happens

An online orientation session explaining the platform and programme tracks.

What Your Team Needs to Do

Attend.

Online Training

15 November – 15 December 2026

What Happens

20 hours of online training over four weeks.

What Your Team Needs to Do

Attend the sessions and pass the quizzes and final test.

Practical Application

17 December 2026 – 2 March 2027

What Happens

Complete 10 hours of field volunteering and work on the projects.

What Your Team Needs to Do

Find, carry out and document a volunteering opportunity, and produce all three projects.

Project Submission

2 – 7 March 2027

What Happens

The submission portal opens on the official website.

What Your Team Needs to Do

Upload the short film, volunteering portfolio and digital impact report.

Judging

8 – 20 March 2027

What Happens

All teams' work is assessed using the approved judging scorecards.

What Your Team Needs to Do

No action is required.

Closing Ceremony

23 March 2027

What Happens

Winners are announced and prizes are presented.

What Your Team Needs to Do

Attend.

Time Commitment

Fixed session times apply only during the training period. Teams organise field volunteering and project production according to their own schedules, within the announced deadlines. Participants are expected to remain committed and disciplined, and work towards completing all three projects.

SECTION 15



Training Programme

20

Training hours

4

Weeks

3

Sessions per week

Training Format

Entirely online.

Session Length

1 hour and 40 minutes.

Session Days

Sunday, Tuesday and Thursday.

Training Tracks

Tour Guides' Skills - Tour guiding skills and communication with visitors.

Saudi at a Glance - A comprehensive overview of Saudi Arabia, its history, culture and key assets.

Intercultural Dialogue - Developing dialogue skills and effective communication across cultures.

Attendance

Attendance is compulsory. Absence must not exceed two sessions (15% of total session hours).

Assessment

Quizzes throughout the programme and a final test at the end.

Certificates

Every participant receives a certificate of participation in the competition.

SECTION 16



Practical Application and Field Volunteering

10

Volunteering Hours

Documented through
the National Volunteer
Work Platform.

Volunteering Location

The team chooses the most suitable organisation based on the opportunities available.

Finding an Opportunity

Students must find their own volunteering opportunities. The organiser does not provide them.

Approved Organisations

Organisations registered on the National Volunteer Work Platform.

Relevance to the Award

The volunteering opportunity must allow students to apply the knowledge and skills they gained during training.

Verifying Hours

Hours must be officially approved through the National Volunteer Work Platform.

Required Evidence

Volunteering certificates approved through the National Volunteer Work Platform, and a Volunteering Portfolio supported by photographs and reports explaining how the volunteering work was carried out.

SECTION 17



Guide to the Three Projects

All Three Projects Are Compulsory

Failure to submit any one of them will result in the team's disqualification from the competition.

01 Short Film

Description

A short film in English that presents Saudi Arabia, its heritage, culture, customs and traditions.

Requirements

- ✓ The film must be between one and two minutes long.
- ✓ A person who does not speak Arabic must appear in the film.
- ✓ The film must be an original production by the team.

Required Deliverable

A video file in MP4 or MOV format.

02 Volunteering

Description

A volunteering portfolio documenting the team's completion of 10 hours of field volunteering.

Requirements

- ✓ The hours must be approved through the National Volunteer Work Platform.
- ✓ The opportunity must allow participants to apply what they learned during training.
- ✓ The portfolio must be supported by photographs and reports.

Required Deliverable

A volunteering portfolio in PDF format, accompanied by the approved volunteering certificates.

03 Digital Impact

Description

A report documenting the digital content the team has produced and published to introduce Saudi culture, and measuring its impact.

Requirements

- ✓ The content must be in English.
- ✓ The report must document the published content, the platforms used and its impact indicators.

Required Deliverable

A digital impact report in PDF format.

SECTION 18



Submission Instructions

Item	Details
Submission Platform	The competition's official website
Submission Period	2-7 March 2027
Film Format	MP4 or MOV
Film Length	One to two minutes
Volunteering Portfolio Format	PDF
Digital Impact Report Format	PDF
File Naming	To be specified and announced before the submission portal opens
Late Submissions	Not accepted
Changes After Upload	Not possible

SECTION 19



Scoring System

How Points Are Awarded

Each of the three projects is assessed out of **120 points**, for a total of **360 points**. Where there is more than one judge, the average of their scores is used.

Activities That Earn Points

The final test is held after completion of the training programme, and its result is included in the participant's final assessment.

Deductions (Absence and Late Submission)

There are no point deductions. Exceeding the absence limit, submitting late or failing to submit one of the projects may result in **disqualification**.

SECTION 20



Judging Criteria

- Each project is assessed against **six defined criteria**. Each criterion is scored from **0 to 20 points**.
- The judging panel assesses **quality, impact, creativity, compliance and documentation** using the scorecard for each project.
- Final rankings are determined by the judging results. **The judging panel's decisions are final.**



The detailed judging scorecards and awards matrix are on pages 26-29.

National Ambassador Program – 2026 Awards



Awards Matrix

Please find below a matrix that shows which judging criteria contribute towards each award:

Submission	Judging Criterion	1st Place	2nd Place	3rd Place	4th Place	Best Short Film Award	Best Volunteering Award	Best Digital Impact Award
Short Film	Cultural Content & Authenticity	●	●	●	●	●		
	Storytelling & Message	●	●	●	●	●		
	Cinematography & Technical Craft	●	●	●	●	●		
	English Communication	●	●	●	●	●		
	Cross-Cultural Representation	●	●	●	●	●		
	Format & Compliance	●	●	●	●	●		
Volunteering Portfolio	Verified Volunteering Record	●	●	●	●		●	
	Community Impact & Outcomes	●	●	●	●		●	
	Documentation & Evidence	●	●	●	●		●	
	Depth of Engagement & Initiative	●	●	●	●		●	
	Reflection & Growth	●	●	●	●		●	
	Portfolio Presentation	●	●	●	●		●	
Best Digital Impact	Concept & Relevance	●	●	●	●			●
	Reach & Audience Engagement	●	●	●	●			●
	Measurable Impact & Outcomes	●	●	●	●			●
	Content Quality & Digital Craft	●	●	●	●			●
	Innovation & Use of Digital Tools	●	●	●	●			●
	Evidence & Documentation (PDF)	●	●	●	●			●

● Criterion contributes to this award. The four placings are decided on the combined total of all three scorecards (/360). Each individual award is decided on that scorecard's total alone (/120).

SECTION 20

 Short Film Scorecard		Team Name: City:			
Short Film Assessment					
Cultural Content & Authenticity	Little or no representation of the homeland's heritage, culture, customs or traditions. Content is generic, inaccurate or clichéd. No sense of place or identity.	Some cultural elements shown but surface-level or stereotypical. Limited depth. Only one or two aspects touched, without context.	Good, accurate representation of several cultural aspects. Clear sense of national identity. Respectful and well-contextualised.	Rich, authentic and nuanced portrayal. Multiple aspects of heritage, culture, customs and traditions woven together with meaning. Deeply evokes national identity and pride.	
	0 1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	
Storytelling & Message	No clear narrative or message. Disjointed clips with no structure. The point of the film is confusing.	Basic storyline with weak structure. Vague or inconsistent message. Limited emotional engagement.	Clear narrative arc with a coherent message. Good pacing and flow. Emotionally engaging throughout.	Compelling, well-crafted narrative with a powerful, memorable message. Excellent pacing and emotional resonance. Leaves a lasting impression.	
	0 1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	
Cinematography & Technical Craft	Poor image quality with unstable footage. Bad lighting and/or unclear audio. Little or no editing.	Basic technical quality. Some framing, lighting or audio issues. Simple editing with inconsistencies.	Good visual quality with well-framed shots. Adequate lighting and clear audio. Clean, purposeful editing.	Professional-grade cinematography. Excellent framing, lighting, sound and editing. Visually polished and cinematic throughout.	
	0 1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	
English Communication	English absent, unclear, or riddled with errors. Speech and/or subtitles hard to follow.	Basic English used, with frequent errors or unclear delivery. Subtitles missing or inconsistent where needed.	Clear, mostly accurate English. Good delivery and/or well-timed subtitles. Easily understood throughout.	Fluent, articulate and error-free English. Confident delivery and/or professional subtitles. Communication is crystal clear and natural.	
	0 1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	
Cross-Cultural Representation (non-Arabic speaker featured)	No non-Arabic-speaking person featured, or their presence is token with no real role. The requirement is effectively unmet.	Some appearance by a non-Arabic speaker, but the inclusion feels forced or superficial. Adds little to the message.	Non-Arabic speaker meaningfully featured with a clear on-screen role. Contributes to a genuine cultural exchange.	Exceptional integration of a non-Arabic speaker, authentic and powerful. Enriches the film's cross-cultural message. Demonstrates genuine two-way exchange.	
	0 1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	
Format & Compliance	No or limited compliance with requirements. Under 1 minute or over 2 minutes, wrong language, or core rules missing.	Some requirements met but with notable breaches. Slightly over or under time, or one rule missed.	Good compliance — all core requirements met. Duration within 1–2 minutes, in English, non-Arabic speaker included. Only minor issues.	Perfect compliance and polished delivery. Exact duration and language. All rules met and submitted cleanly to spec.	
	0 1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	
Short Film Assessment Total =					/120
Notes:					

SECTION 20

 Volunteering Portfolio Scorecard		Team Name: City:			
Volunteering Portfolio Assessment					
Verified Volunteering Record	No or unverifiable certificates. No evidence from the National Volunteer Platform. Hours and roles unclear or missing.	Few certificates, some unverified or from unrecognised sources. Limited volunteering hours documented.	Good set of certified certificates from the National Volunteer Platform. Clear record of hours and roles across recognised activities.	Extensive, fully verified certificates from the National Volunteer Platform. Substantial hours across diverse recognised activities. Clearly evidenced and authentic.	
	0 1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	
Community Impact & Outcomes	No or minimal evidence of real community impact. Activities appear passive or inconsequential.	Some impact described but vague and unquantified. Limited in scope and number of beneficiaries.	Clear, meaningful impact on the community. Beneficiaries and outcomes identified. Some measurable results presented.	Significant, well-evidenced impact with measurable outcomes and reach. Clear positive change demonstrated for beneficiaries and community.	
	0 1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	
Documentation & Evidence	Little or no supporting images or reports. No explanation of how the volunteering was carried out.	Basic images and reports included but incomplete. The mechanism of the work is only partly explained.	Good photographic evidence and clear written reports. Explains how each activity was conducted.	Comprehensive, high-quality evidence throughout. Images and detailed reports fully documenting the aims, mechanism and results of every activity.	
	0 1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	
Depth of Engagement & Initiative	No or limited engagement — passive, one-off participation only. No leadership or initiative shown.	Some engagement, but mostly as a participant. Limited initiative or ownership of the work.	Good, sustained engagement over time. Clear evidence of initiative and personal responsibility.	Exceptional commitment — led or organised initiatives. Strong ownership demonstrated. Sustained engagement across diverse causes.	
	0 1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	
Reflection & Growth	No or minimal reflection on the experience or its meaning.	Basic reflection stated but shallow. Little link to personal growth or values.	Good, thoughtful reflection. Clearly connects the experience to personal growth and ambassador values.	Deep, insightful reflection showing meaningful personal growth. Strong alignment with the mission of representing the nation.	
	0 1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	
Portfolio Presentation	Disorganised and hard to follow. Unprofessional with little structure.	Basic organisation with inconsistencies. Presentation standard needs improvement.	Good, clear structure and professional presentation. Easy to navigate throughout.	Highly professional, well-structured and visually polished portfolio. Consistent and impressive throughout.	
	0 1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	
Volunteering Portfolio Assessment Total =					/120
Notes:					

SECTION 20

 Digital Impact Scorecard		Team Name: City:			
Digital Impact Assessment					
Concept & Relevance	No clear concept. The initiative is irrelevant to the ambassador mission or to representing the homeland.	Basic concept with a weak link to the mission. Purpose unclear or generic.	Good, clear concept well aligned with representing the homeland/nation. Purpose clearly defined.	Original, compelling concept strongly aligned with the ambassador mission. Purpose is inspiring and clearly articulated.	
	0 1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	
Reach & Audience Engagement	No or negligible reach. No evidence of audience or engagement.	Limited reach and low engagement. Basic metrics only, with little audience growth.	Good reach with solid engagement — views, shares, comments, followers. Evidence of a growing audience.	Strong, wide reach with high engagement rates. Sustained audience growth. Clear, impressive evidence of resonance.	
	0 1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	
Measurable Impact & Outcomes	No measurable outcomes. No evidence that the initiative changed anything.	Some outcomes claimed but unquantified or weakly evidenced.	Clear, measurable outcomes with defined KPIs — reach, actions taken, awareness raised. Impact is evidenced.	Significant, well-quantified impact with before/after data and KPIs. Demonstrable behaviour change or tangible results.	
	0 1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	
Content Quality & Digital Craft	Poor-quality content. Inconsistent and unprofessional. Not appropriate to the platforms used.	Basic content with inconsistencies in quality or branding. Limited fit to platform and audience.	Good, consistent, well-produced content. Fits its platforms and target audience.	Professional, polished, on-brand content optimised for each platform. Visually and editorially excellent.	
	0 1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	
Innovation & Use of Digital Tools	No or minimal use of digital tools. No creativity or innovation shown.	Basic use of common tools and platforms. Little creativity or strategic use of analytics or trends.	Good, smart use of digital tools, platforms and analytics. Some creative or innovative approaches.	Innovative, strategic use of digital tools, analytics and trends. Creative approaches that set the initiative apart.	
	0 1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	
Evidence & Documentation (PDF)	No or limited evidence in the PDF — no screenshots, analytics or links. Claims cannot be verified.	Basic evidence included but incomplete or poorly organised. Impact is hard to verify.	Good documentation — screenshots, analytics and links clearly presented and organised in the PDF.	Comprehensive, well-structured PDF with full evidence. Analytics, screenshots and links throughout, with a clear narrative that fully substantiates the impact.	
	0 1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	
Best Digital Impact Assessment Total =					/120
Notes:					

SECTION 21



Prizes and Rewards

Prizes worth SAR 50,000 are allocated across the following categories:

1 - University Category	Total: SAR 30,000
First Place	SAR 12,000
Second Place	SAR 8,000
Third Place	SAR 6,000
Fourth Place	SAR 4,000

2 - High School Category	Total: SAR 20,000
First Place	SAR 8,000
Second Place	SAR 6,000
Third Place	SAR 4,000
Fourth Place	SAR 2,000

SECTION 21

Prize Terms

- The cash prize is awarded to the team as a whole, and its members are responsible for dividing it among themselves.
- Placings are based on the team's combined performance across all three projects.
- Details of how prizes are allocated across the projects are shown in the approved awards matrix.
- Prizes are paid by bank transfer after the closing ceremony.
- All participants receive certificates of participation in the competition.

 Awards matrix on page 26.

SECTION 22



Competition Rules

1 Absence

Absence must not exceed two sessions (15% of total session hours). Exceeding this limit may result in the participant's disqualification.

2 Late Submission

Files uploaded after the announced submission period ends will not be accepted.

3 Changes After Upload

Files cannot be edited or replaced after they have been uploaded.

4 Changes to Team Members

Changes may be made only at the trainers' request and under their supervision.

5 Withdrawal

The organisers must be formally notified if any member withdraws. If the team falls below three members, it will be disqualified from the competition.

6 Disqualification

A team will be disqualified if it fails to submit any of the three projects, exceeds the absence limit or breaches intellectual property requirements.

SECTION 23



Intellectual Property Rights and AI Use

Intellectual Property Rights

- All submitted work must be the team's original production.
- The team must respect the intellectual property rights of any materials it uses, including images, video clips and music.
- Any infringement of intellectual property rights will result in the entry's disqualification.

AI Use

- AI tools may be used in preparing the projects.
- The team must explicitly disclose its use of these tools and identify where they were used in the submitted work.
- Failure to disclose AI use is a violation that results in disqualification.

SECTION 24



Frequently Asked Questions

Can I register individually or as part of a team?

Registration is for teams of 3-5 members only.

Does the organiser form the teams?

No. Participants must form their own teams.

How many teams will be accepted?

50 teams.

Do we need to complete all three projects, or can we choose one?

All three projects must be submitted in full. Failure to submit any one of them will result in disqualification.

Is the training in person or online?

Entirely online, with three sessions per week for four weeks.

How much absence is allowed?

A maximum of two sessions (15% of total session hours).

Are there any tests?

Yes. There are quizzes throughout the programme and a final test at the end.

Who provides the volunteering opportunity?

Students must find their own opportunities with organisations approved on the National Volunteer Work Platform.

How are volunteering hours documented?

Through official approval on the National Volunteer Work Platform, with photographs and reports included in the volunteering portfolio as supporting evidence.

Are high school graduates and diploma holders eligible?

Yes.

Are residents eligible?

Yes. Registration is open to Saudi nationals and residents.

Can a project be edited after it has been uploaded?

No.

Are late submissions accepted?

No.

Is AI use permitted?

Yes, provided its use is disclosed and the parts in which it was used are identified.

Will all participants receive certificates?

Yes.

How are prizes paid?

To the team, by bank transfer after the closing ceremony.



SECTION 25

Why Take Part?

An experience that goes beyond competition to help you become an ambassador for your nation: 20 hours of training to develop your skills, field volunteering that turns knowledge into impact, and the chance to win prizes worth up to SAR 50,000. Above all, it is an opportunity to carry your nation's story and share it with the world.

20 Hours of Training

Field Experience

SAR 50,000

SECTION 26



Registration and Contact

Become an ambassador for your nation.

Register now using

Registration Link 

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