

CANVA DIGITAL CREATOR CHALLENGE 2026

My Digital School Transformation.

AI for Impact.

Identify the Problem. Create the Solution. Build Impact.

COMPETITION GUIDEBOOK

Organised by the **Educational Resources and Technology Division (BSTP)**,
Ministry of Education Malaysia
In collaboration with **Canva Education**, **Using Technology Better (UTB)** and **SSTP Perak**

2026 EDITION

Contents

1. Welcome	3
2. About the Competition	4
3. The Innovation Framework	5
4. Responsible Use of AI	6
5. Roles and Responsibilities	7
6. Tools You'll Use	7
7. Timeline	7
8. How to Register	10
9. Submission Requirements	11
10. Judging Process	12
11. Prizes and Recognition	13
12. Rules, Integrity and Authenticity	13
13. Accessibility for MBPK and General Support	14
14. Key Contacts	14-15

1. Welcome

Welcome to the Canva Digital Creator Challenge 2026 – My Digital School Transformation: AI for Impact. This national competition invites you to move from being a consumer of technology to a creator of digital solutions.

Working in a team of two, and supported by one teacher mentor, you will identify a real challenge in your school community and use Canva, Canva AI and Canva Code to design, build, test and improve an interactive digital application that makes a genuine difference.

This guidebook explains everything you need to know: the categories you can enter, the innovation framework you'll follow, the responsible use of AI, the timeline, how to register and submit, and how projects are judged.

2. About the Competition

The Canva Digital Creator Challenge 2026 is organised by the Educational Resources and Technology Division (Bahagian Sumber dan Teknologi Pendidikan – BSTP), Ministry of Education Malaysia (MOE), in collaboration with Canva Education, Using Technology Better (UTB) and the State Educational Technology Resource Sectors (SSTP).

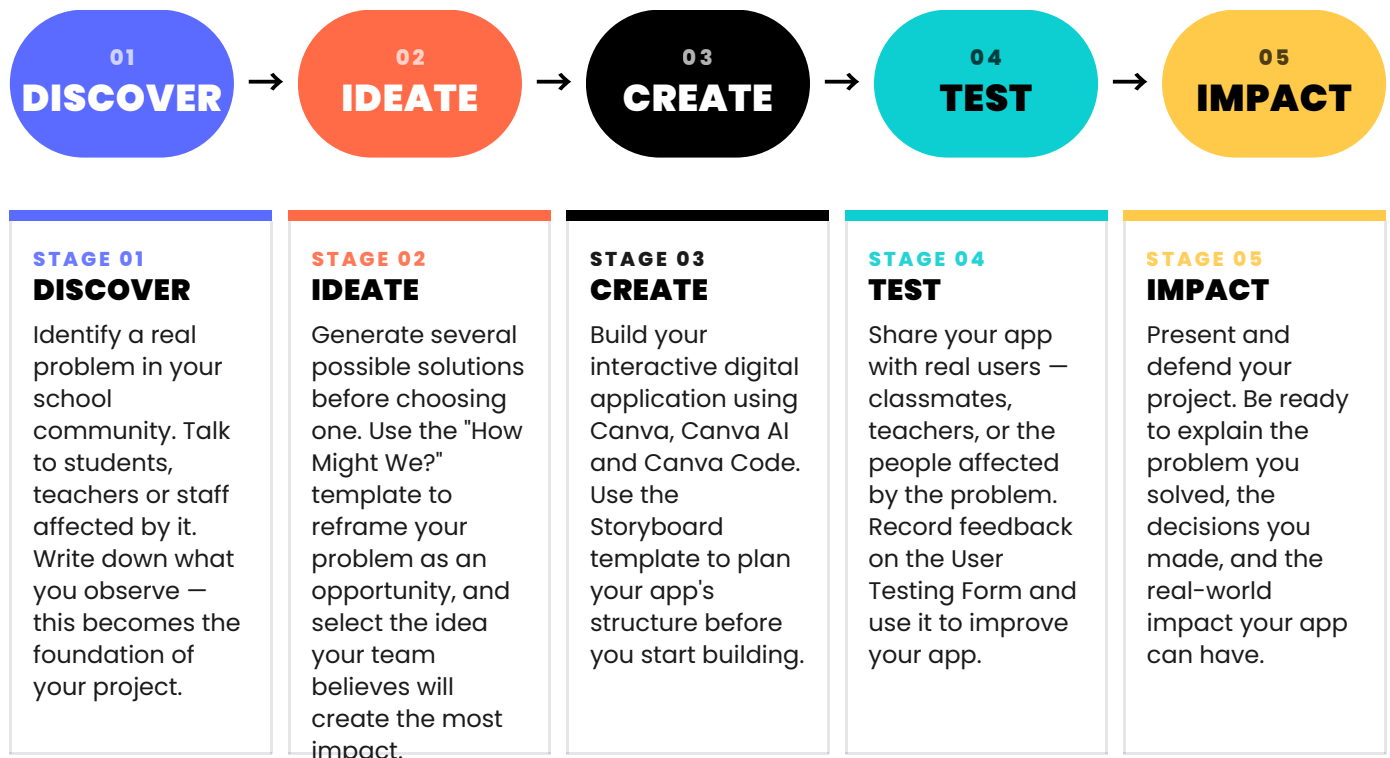
The competition supports the aspirations of the Malaysia Education Plan 2026–2035 by strengthening future-ready skills – creativity, innovation, problem solving and the responsible use of AI.

The competition is open to students of educational institutions under MOE, across four categories:

CATEGORY	LEVEL	STUDENT GROUP
Category A	Primary School	Mainstream Students
Category B	Primary School	Students with Special Educational Needs (MBPK)
Category C	Secondary School	Mainstream Students
Category D	Secondary School	Students with Special Educational Needs (MBPK)

3. The Innovation Framework

Every team progresses through five stages. Document your journey at each stage — judges look for evidence of genuine thinking, not just a finished product.



4. Responsible Use of AI

AI is a powerful creative partner — but the thinking must be yours. Every team follows the responsible AI framework below, and records each step in the AI Journey Log.

STEP	WHAT IT MEANS
ASK	Prompt Canva AI clearly and purposefully — know what you're asking for and why.
CHECK	Review what the AI produces. Is it accurate? Appropriate? Does it actually solve your problem?
IMPROVE	Refine the output with your own ideas, edits and judgement. Don't accept the first result as final.
DECIDE	Make the final call on what goes into your project — and be ready to explain why.

Important: using AI to generate an entire project without genuine student thinking is against the spirit and rules of this competition.

5. Roles and Responsibilities

STUDENTS

You lead the project. Identify the problem, generate and select ideas, use AI responsibly, build, test and improve your application, document your process, and present and defend your project. Both team members should contribute – judges may ask questions to check that participation was balanced.

TEACHER MENTORS

Your mentor's role is to facilitate, not to do the work for you. Mentors guide the project journey, support responsible AI use, help with project management and user testing, and monitor that both students are actively involved. Ideas, development and presentation must be executed by students.

6. Tools You'll Use

- Canva – for design, documentation and presentation
- Canva AI – for idea generation, content drafting and creative assistance
- Canva Code – for building the interactive functionality of your application
- Other AI tools – to revise prompt and generate image/video

Canva for Education access is provided at no cost to participating schools, teachers and students.

7. Timeline

STAGE	ACTIVITY	DATE
LAUNCH	Competition Overview & Official Launch (online)	19 Aug 2026
GUIDE	Webinar 1: Teacher Mentor Briefing	19 Aug 2026
EMPOWER	Webinar 2: Student Creator Workshop	1 Sep 2026
CREATE & SUBMIT	Project Development and Submission	1 – 18 Sep 2026
STATE SELECTION	State-Level Judging and Selection	21–23 Sep 2026
FINAL PITCH	National Final Pitch & App Demonstration	28–30 Sep 2026
CELEBRATE	Winners' Announcement	30 Sep 2026

8. How to Register

- Registration opens at the official launch on 19 August 2026 via the competition page.
- Each team consists of two students and one teacher mentor.
- Register under the correct category (A, B, C or D) based on school level and student group.
- Watch for the official circular from MOE (BSTP) confirming competition details and registration steps.

9. Submission Requirements

A complete submission includes your working application and full supporting documentation. Use the Submission Checklist to confirm you have included:

- Your interactive digital application link (built with Canva, Canva AI and Canva Code)
- Project – Digital Poster (pdf) – explaining problem, target audiences, solution, AI use, testing, improvement, and impact.
- Project – Slides Presentation (pdf)
- AI Journey Log, showing evidence of the ASK → CHECK → IMPROVE → DECIDE process
- User Testing Form with real feedback and resulting improvements
- 3 minutes Video demonstration on how to use the application
- Signed Project Authenticity Declaration Form

The submission window runs from 19 August to 18 September 2026. Submissions are compiled and released to state judging on 28 September 2026.

10. Judging Process

STATE-LEVEL JUDGING

Each state (SSTP) manages state-level judging between 21–23 September 2026. Up to four teams per state (64 nationally) advance to national judging.

NATIONAL JUDGING

National-level judging is supported by Canva Education and UTB, including a judge briefing to align on rubrics and expectations. Judges may question teams directly on their development process to verify ownership of ideas and work.

NATIONAL FINAL PITCH

Advancing teams present and demonstrate their applications at the National Final Pitch, held 28–30 September 2026. This may be delivered online or in person, subject to budget and organiser decision.

MBPK JUDGING

Rubrics for Category B and D (MBPK) are reasonably adapted, with special education expertise represented on the judging panel.

SCORING CRITERIA

Criteria	Description	Description
Authentic Problem Identification	20 points	Identifies a genuine, meaningful problem that is clearly connected to the school community. Demonstrates a strong understanding of the problem with relevant context and supporting evidence.
Design Iteration & Improvement	20 points	Demonstrates an iterative design process with multiple improvements. Evidence shows the project evolved through feedback and refinement rather than being a first draft presented as the final solution.
AI Journey Log	20 points	Provides a clear, honest, and transparent AI Journey Log documenting the Ask → Check → Improve → Decide process. Shows thoughtful use of AI, critical evaluation of AI outputs, and informed decision-making.
User Testing & Evidence of Changes	20 points	Conducts authentic user testing with members of the intended audience. Clearly documents user feedback and demonstrates meaningful improvements made based on that feedback.
Team Understanding & Presentation	10 points	Both students actively participate and confidently explain the problem, design decisions, AI usage, testing process, and final solution. The project demonstrates shared ownership rather than relying on one presenter.
Submission Completeness & Accessibility	10 points	Provides a complete submission with a working and accessible project link at the time of judging. All required documentation and supporting materials are included and accessible.

11. Prizes and Recognition

Certificates, prizes and recognition are awarded across all four competition categories, plus special awards. Winners are announced on 30 September 2026.

12. Rules, Integrity and Authenticity

To keep the competition fair for everyone, please note the following:

- Every team must submit a signed Project Authenticity Declaration.
- Projects must be original work created during the competition window — no reuse of pre-existing projects, and no plagiarism or copyright infringement.
- Teacher mentors act as facilitators only; excessive intervention by teachers or adults in student projects is not permitted.
- AI may not be used to generate an entire project without genuine student thinking — your AI Journey Log is the evidence that your team did the thinking.
- Both team members are expected to participate meaningfully; judges may check for balanced contribution.
- Teams are responsible for keeping submission links accessible and working ahead of judging.
- Please take care with student data protection and privacy throughout your project.

13. Accessibility for MBPK and General Support

Categories B and D are reserved for students with Special Educational Needs (MBPK). Judging rubrics for these categories are reasonably adapted, and the judging panel includes special education expertise. If your team needs a reasonable accommodation at any stage of the competition, contact your SSTP or the helpdesk as early as possible.

Support is available throughout the development and submission window:

- FAQ and helpdesk — for general questions about the competition
- Webinar recordings — if you miss a live session, catch up anytime
- Telegram support group — for quick questions during development

Helpdesk queries are answered within two working days on a best-effort basis.

16. Key State Contacts

State-level enquiries, participant support and state judging are coordinated by the following contacts:

BSTP, MINISTRY OF EDUCATION

Ts. Rabbatul Najua (rabbatul_najua@moe.gov.my)

SSTP, KEDAH STATE EDUCATION DEPARTMENT

Ms. Subaidah Binti Tera (subaidah.tera@moe.gov.my)

SSTP, PERAK STATE EDUCATION DEPARTMENT

Mr. Abdul Wafi Bin Amin Nordin
(abdswafi@moe.gov.my)

SSTP, MELAKA STATE EDUCATION DEPARTMENT

Ms. Siti Nur'ain Binti Arifin (nurain.arifin@moe.gov.my)

SSTP, JOHOR STATE EDUCATION DEPARTMENT

Ms. Syairatul Nadiah Binti Abd Rahman
(syairatul.nadiah@moe.gov.my)

SSTP, KELANTAN STATE EDUCATION DEPARTMENT

Mr. Yusshalimee Bin Harun @ Yusoff
(yusshalimee@moe.gov.my)

SSTP, SABAH STATE EDUCATION DEPARTMENT

Ms. Jc Jane Canisius James
(jcjane.james@moe.gov.my)

SSTP, WP LABUAN STATE EDUCATION DEPARTMENT

Ms. Justin Molly Anak Andrew Adom
(justin.andrew@moe.gov.my)

SSTP, WP KUALA LUMPUR STATE EDUCATION DEPARTMENT

Ms. Noorbaizura Binti Tambi
(baizura.tambi@moe.gov.my)

SSTP, PERLIS STATE EDUCATION DEPARTMENT

Ms. Julie Mozianda Binti Ahamat
(julie.mozianda@moe.gov.my)

SSTP, PULAU PINANG STATE EDUCATION DEPARTMENT

Ms. Nur Hattikah Binti Azmi (hattikah@moe.gov.my)

SSTP, SELANGOR STATE EDUCATION DEPARTMENT

Mr. Sahrin Nizam Bin Munjir
(sahrin.nizam@moe.gov.my)

SSTP, NEGERI SEMBILAN STATE EDUCATION DEPARTMENT

Mr. Mohamad Ridzuan Bin Idris
(ridzuan.idris@moe.gov.my)

SSTP, PAHANG STATE EDUCATION DEPARTMENT

Mr. Saiful Nizam Bin Mohd Tahir
(saiful.nizam@moe.gov.my)

SSTP, TERENGGANU STATE EDUCATION DEPARTMENT

Ms. Nur Fatin Fatimah Binti Abdul Ropal
(fatin.fatihah@moe.gov.my)

SSTP, SARAWAK STATE EDUCATION DEPARTMENT

Ms. Grace Anak Lungkong
(gracelungkong@moe.gov.my)

SSTP, WP PUTRAJAYA STATE EDUCATION DEPARTMENT

Mr. Mohd Khamarul Idzwan Bin Othman
(khamarul.othman@moe.gov.my)

USING TECHNOLOGY BETTER

Tala Macasieb (tala@usingtechnologybetter.com)

CANVA EDUCATION

Hilda (hildapaviter@canva.com)

USING TECHNOLOGY BETTER

Ts. Dr. Olya Dollah (olya@usingtechnologybetter.com)