



**WORLD  
ENGINEERING  
DAY** FOR SUSTAINABLE  
DEVELOPMENT



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# Final Report

2026 WORLD ENGINEERING DAY

Prepared by

the  
**Big Creative**



# **Thank you to our Hackathon Committee**

**Dr Marlene Kanga, Tennille Scicluna,  
Firas N Bou Diab, Moez Chakchouk,  
Seng Chuan Tan, Théophile Bélaud,  
Ivan Juiz, Dr. K.N. Gunalan, Alex Player,  
Celia Milord and Dasha Davidyuk.**



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# Hackathon

# Challenge Development

OUR THEME

## Smart Engineering for a Sustainable Future

The Primary UN Sustainable Development Goal for the 2026 WFEO Hackathon was SDG 9 - "Industry, Innovation and Infrastructure" - Building resilient infrastructure, promoting inclusive and sustainable industrialization and fostering innovation. The challenges were developed by the WED working Group, in collaboration with **Engineers Without Borders**.

CHALLENGE 1

### Sustainable cities and communities

CHALLENGE 2

### Responsible consumption and production

CHALLENGE 3

### Life below water and life on land

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# Registrations

For 2026, we set a new record for Hackathon registrations, with **2,952 individuals registering** from **85 countries**.

**Asia (2087), Africa (571) and Europe (149)** were the most common regions for registrations.

India (742) was the most popular nation, significantly ahead of the next countries, with China and the Philippines both at 246.

3K

Registrations

85

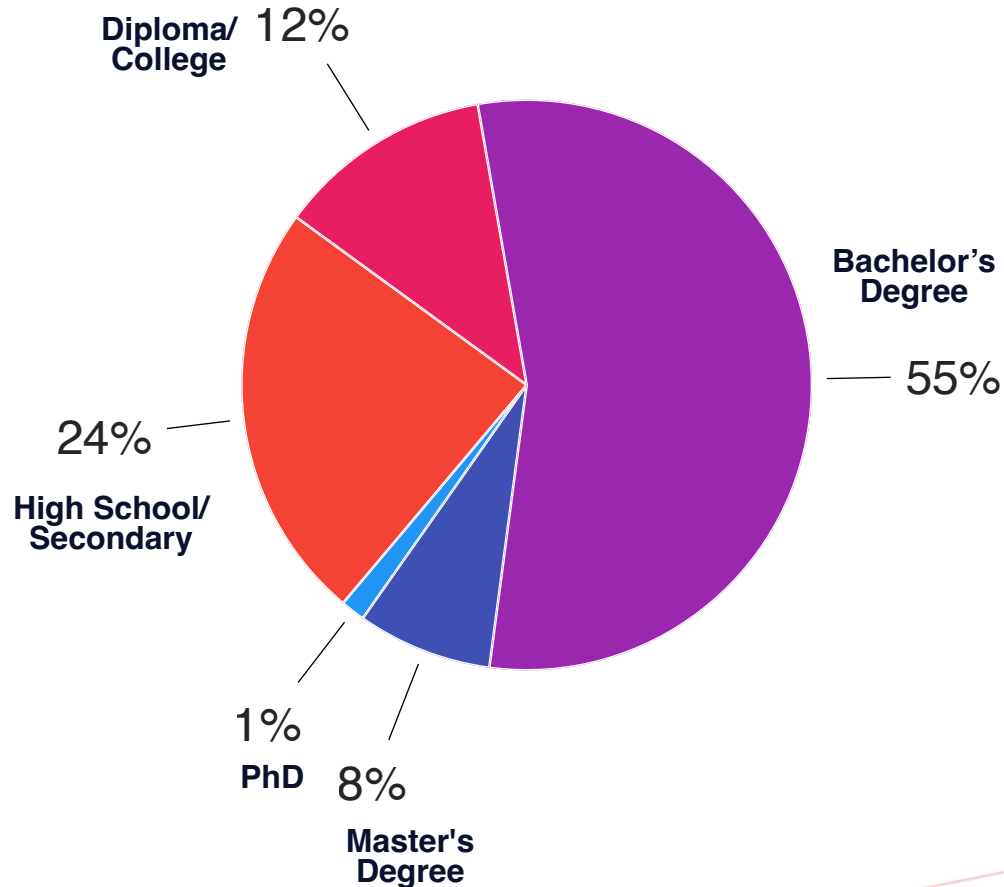
Countries



# Education

## Educational level

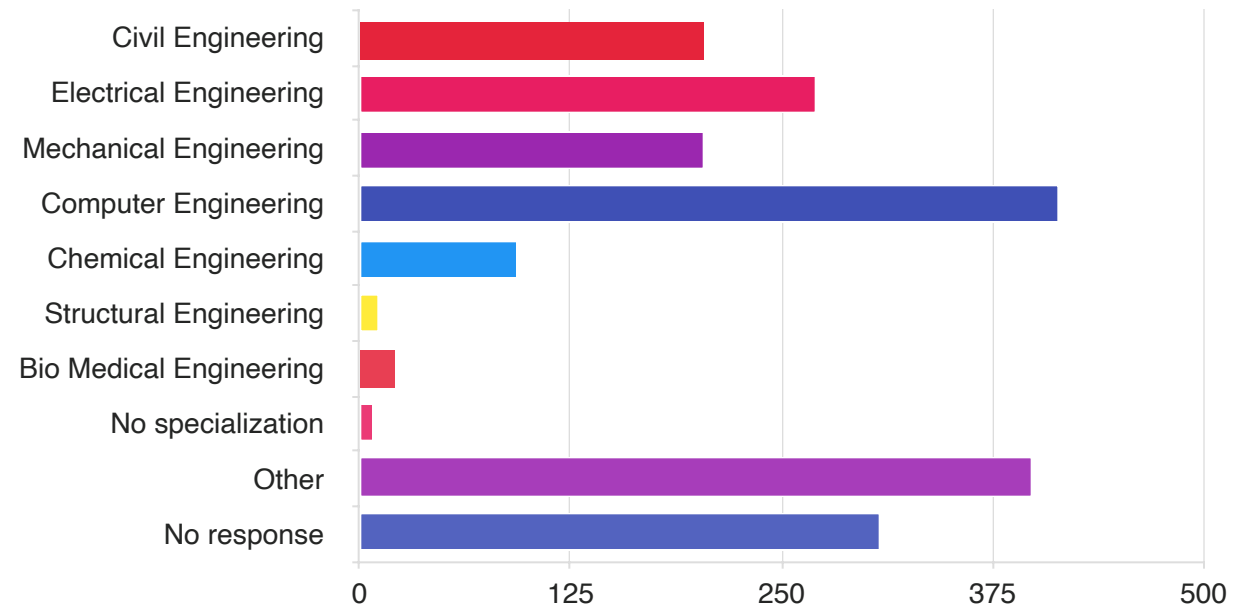
Strong showcase of undergraduate students. Significant pipeline of future engineers from high school level.



## Field of Study

Strong showcase of digital and tech aligned disciplines (Computer + Electrical = 684 participants)

Core engineering fields (Civil + Mechanical) also highly represented



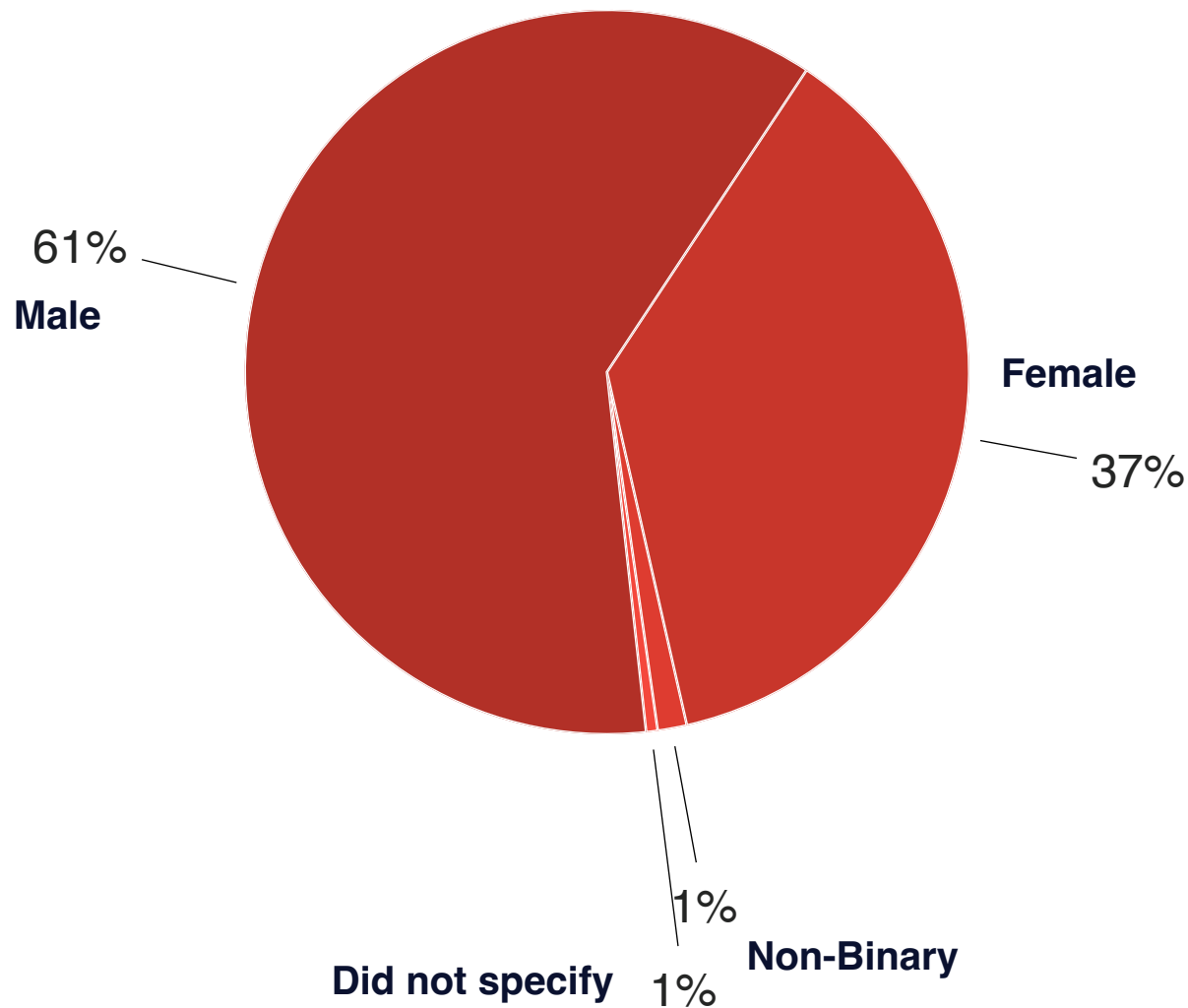
# Gender

Registrants for the 2026 World Engineering Day Hackathon skewed predominantly male, with 1,547 men signing up for the competition, compared to 942 women. 13 individuals identified as non-binary, and 33 selected “Prefer not to say.”

Overall, this reflects an improvement in gender balance compared to 2025, with female participation increasing to approximately 37% of total respondents, up from 32.4% the previous year.

The proportion of participants who chose not to disclose their gender identity has also decreased significantly, indicating stronger engagement and confidence in sharing demographic information.

While the Hackathon continues to attract a higher proportion of male participants, the increase in female representation is a positive shift, highlighting growing diversity and inclusion across the global engineering community.



# Geographic Breakdown

Data Tables

Global Registrations *(by region)* ▾

Region	Registrations	Percent
Europe	149	5%
Asia	2,078	70.4%
Middle East	1233	41.1%
Africa	557	19.5%
Americas	65	2.2%
Oceania	24	0.8%
Other	59	2%

	Country	Registrations
1	India	742
2	China	246
3	Philippines	246
4	Pakistan	196
5	Kenya	132
6	Nigeria	120
7	Indonesia	116
8	Bangladesh	104
9	Nepal	96
10	Sri Lanka	90
11	Ghana	85
12	Malaysia	84
13	Egypt	78
14	Vietnam	74
15	South Africa	70
16	Uganda	66
17	Tanzania	60
18	Ethiopia	58
19	Thailand	55
20	Morocco	52

Top 20 Registrations *(by country)* ▶



# Comparison Insights

In 2026, registrations were received from 85 countries, representing a slight decrease from 90 countries in 2025, and 91 countries in 2024, while still maintaining strong global reach.

Across the top participating countries, several nations remain consistent year on year, including India, Kenya, Ghana, the Philippines and Pakistan, reinforcing sustained engagement from key regions. As in previous years, Asia and Africa continue to dominate registrations, highlighting their growing influence in engineering, innovation and digital development.

India emerged as the clear leader in 2026, with 742 registrations, significantly ahead of other countries. Strong participation was also seen from China and the Philippines, each recording over 240 registrations.

Unlike 2025, where Saudi Arabia recorded a significant spike in registrations, participation from the Middle East in 2026 appears more evenly distributed and less concentrated in a single country.

Overall, while the total number of countries has slightly decreased, the depth of participation within key regions has strengthened, indicating growing engagement and momentum within established engineering communities.



# Social Media

# Social Media

A promotional campaign was developed to raise awareness about the Hackathon. The posts directed users to sign-up for the competition on the event registration page.



# Campaign Results

Over a 6-week advertising campaign, our social media adverts reached over **9.6 million online engagements**. **Up from 2.6 million in 2025.**

**Landing page views increased by over 100,000 clicks in 2026**

Link Clicks	Engagements	Impressions	Frequency	Cost per click
478,061 Clicks	9,605,415 Users	17,689,840	2.26	\$0.01 AUD per Click



# Submissions

# Hackathon Submissions

The Hackathon commenced on **12 January 2026**, with the release of the three challenges. The Hackathon closed at midnight on **26 January 2026**.

**270 (up from 161) entries** were submitted over the course of the Hackathon.

**1089 (up from 556) participants** took part in the Hackathon, from across **41 (up from 33) countries**.



Challenge 2 | SDG 12

## Responsible Consumption and Production

12 RESPONSIBLE CONSUMPTION AND PRODUCTION

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WFED / FNGI

The image shows a person in a red hat and pink shirt sorting through a large pile of trash in a landfill. The background is a dark, textured surface of waste.



Challenge 3 | SDG 15

## Life on Land

11 SUSTAINABLE CITIES AND COMMUNITIES

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WFED / FNGI

The image shows a close-up of a small green seedling growing out of dark soil. The background is a blurred natural setting.



Challenge 3 | SDG 14

## Life below Water

The image shows a sea turtle swimming in clear blue water above a vibrant coral reef. The background is a deep blue ocean.



Challenge 1 | SDG 11

## Sustainable Cities and Communities

11 SUSTAINABLE CITIES AND COMMUNITIES

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WFED / FNGI

The image shows a modern, multi-story building with green roofs and balconies, surrounded by trees. The background is a clear blue sky.



# Submissions

## Geographic Breakdown

41 countries were represented among the 270 Hackathon teams, up from 33 countries in 2025 and 28 the year prior.

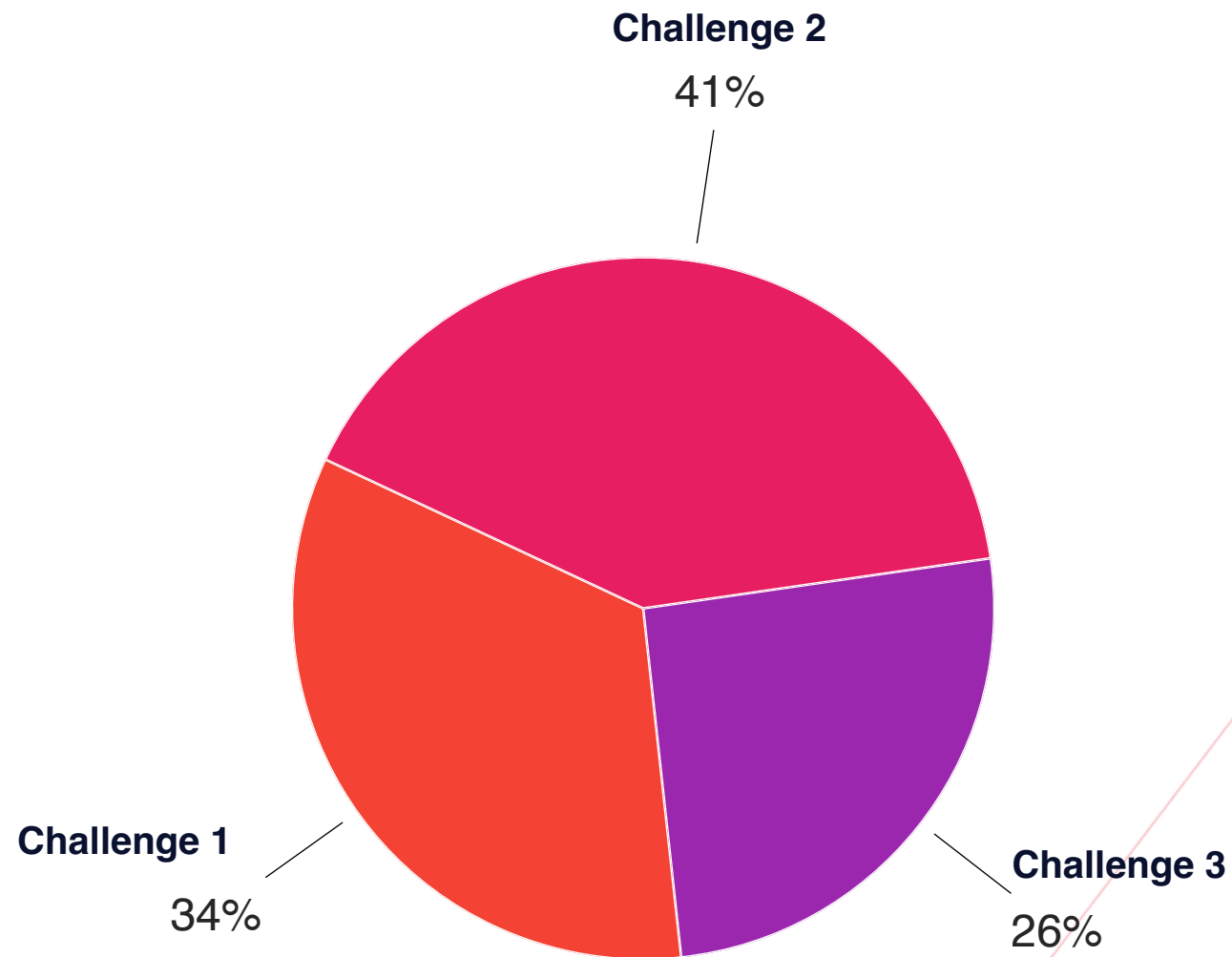
The Philippines was the most represented country, with 47 teams, followed by India (35 teams) and China (25 teams). Strong participation was also seen from the United Arab Emirates (17 teams) and Singapore (14 teams).

Asia was the most represented region, accounting for approximately 68% of teams, followed by Africa at 16%, with Europe (5%) and the Americas (4%) making up smaller proportions of participation.

## Challenge Breakdown

Challenge 2 was the most popular challenge, selected by 110 teams.

Challenge 1 was selected by 91 teams, and Challenge 3 was selected by 69 teams.



# Geographic Breakdown

Data Tables

Hackathon Team Submissions *(by region)* ▾

Region	Teams	Percent
Asia	160	59.3%
Africa	44	16.3%
Middle East	20	7.4%
Europe	14	5.2%
N. America	6	2.2%
C. & S. America	4	1.5%
Oceania	1	0.4%

Top 15 Team Submissions *(by country)* ▶

	Country	Teams
1	Philippines	47
2	India	35
3	China	25
4	United Arab Emirates	17
5	Singapore	14
6	Thailand	13
7	Hong Kong	12
8	Kenya	12
9	Ghana	10
10	Myanmar	9
11	Pakistan	8
12	Zimbabwe	8
13	Spain	6
14	Korea, Republic Of	6
15	United States	6



# Judges

**57 judges** were invited to take part in the Hackathon, including 54 **preliminary judges**, and 3 **final round judges**.

**Judges** were from **34 unique countries**: Australia, Angola, Azerbaijan, China, Colombia, Egypt, France, Germany, Ghana, Greece, India, Iraq, Jordan, Kenya, Lebanon, Malaysia, Myanmar, Nigeria, Pakistan, Peru, Philippines, Portugal, Romania, Serbia, Singapore, South Africa, Spain, Switzerland, Tunisia, Uganda, United Kingdom, United States, Uruguay, and Zimbabwe.

The preliminary judges selected **10 finalists** from the initial pool of **270 teams**.

The finalist judges selected our winners.

[SEE ALL JUDGES](#)

## Finalist Judging Panel



**Dr. Marlene Kanga**

Former President, WFEO

Former President, WFEO (2017-19)  
World Engineering Day Founder



**K. N. Gunalan**

WFEO President Elect

World Federation of Engineering  
Organizations



**Firas Bou Diab**

WFEO Executive Vice-President

World Federation of Engineering  
Organizations





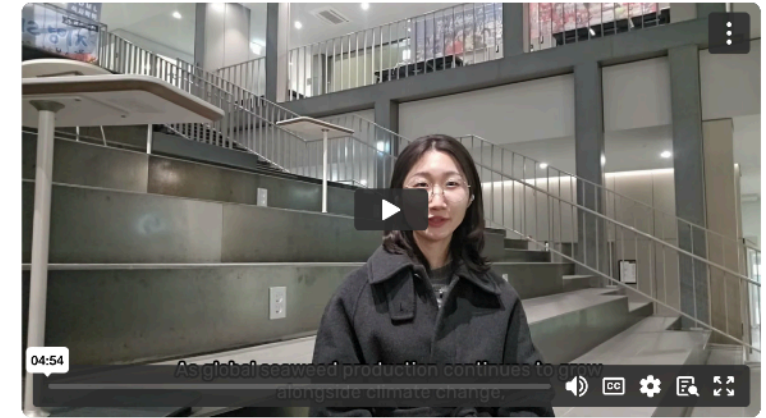
### 1st Place: Think³

American University of Sharjah - United Arab Emirates  
Laiba Maqbool, Ayush Agrawal & Mohamed Umar Sahul Hameed



### 2nd Place: Echo-Logic

Technological Institute of the Philippines  
Gabriel Cabrera, Angelo Base & Christian Bondoc



### 3rd Place: Algaboard

Ewha Womans University, Mechanical & Biomedical Engineering  
- South Korea  
Minhyung Kim, Daeun Lee & Chanmi Choi



### Special Mention: Sentinel Innovators

Chinhoyi University of Technology & Masvingo Polytech -  
Zimbabwe  
Mupa Shepherd, Brighton Mutiwasekwa & Leeroy Maphosa

# Winning Teams

On 4th March, the top 3 winning entries were announced live at the World Engineering Day event in Jakarta. As well as one special mention entry.

# Certificates

# Certificates

Each participant received a personalised certificate to recognise their participation in the Hackathon.

Specially-designed certificates were sent to each of the finalists and to the team members for the prize-winning entries.

Certificates were also created for all judges, as a mark of appreciation for their support.





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