

YOUNG ICT Explorers

Young ICT Explorers 2026 State Awards Announcements

SAP

School Bytes

AI consortium

kinetic IT



YOUNG ICT Explorers

Year 3 – 4

Iyari Cevallos

Chair

Women in Technology

SAP

School Bytes

AI consortium

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YOUNG ICT Explorers

New South Wales

Third Place

3 – 4

SAP

School Bytes

AI consortium

kinetic IT

Cleanbot

Barker College Junior School

Henry Zhang, Rex Gan, Ryan Moore, Joshua Luo

Our project is called CleanBot. It is a VEX IQ robot designed to help keep classrooms and other school spaces clean. Sometimes after lessons or activities, small pieces of rubbish such as paper, dust, or food wrappers are left on the floor or on a flat working area. CleanBot is designed to move around and pick up this rubbish.



YOUNG ICT Explorers

New South Wales

Second Place

3 – 4

SAP

School Bytes

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kinetic IT

Robo Rubbish

Barker College Junior School

Harry Charlier, Henry Hanson, Hudson Leung, Leo Stier

We are making a fully automated VEX GO robot that collects rubbish bins and takes them to the end of the street so the truck doesn't have to go past every house. This means the truck can save fuel and time. Our project is a prototype. A robot that collects rubbish bins will help save the truck driver's time and energy. Their job can be done more quickly with the help of the robot.



YOUNG ICT Explorers

New South Wales

First Place

3 – 4

SAP

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A Cleaner Future

Barker College Junior School

Henry Xie, Zechariah Xiong, Alistair Cameron, Edmund Allen

Barker
Inspiring Tomorrow

Our big idea is to make an automatic cleaning device. It is powered by a motor which spins, rotating an oval shaped notch. That makes the spray constantly activated. There will be an on/off switch and a towel at the back to keep water from spilling everywhere and just to keep things neater. It is made out of Vex robotics. We hope you enjoy our project!



YOUNG ICT Explorers

Queensland

Third Place

3 – 4

SAP

School Bytes

AI consortium

kinetic IT

Automatic Water Sweeper

Good News Lutheran School

Shivon Dilukshanan, Arjun Jegadeesh, Chanuga Senarath, Jonatan Wilson

When tennis courts become wet after rain, excess water can make them unsafe and unusable for long periods of time, as it takes too long to remove manually. Therefore, players and facility managers need a faster and more efficient way to clear and dry the surface. The Automatic Water Sweeper is a robotic solution designed to move across the court and remove water. Built using a LEGO Spike Prime kit, the robot uses a front sponge mechanism to absorb or push water toward a drainage area, while a rear fan helps dry any remaining moisture. With sensors to detect obstacles and optional features like lights and solar power, this prototype aims to improve safety, reduce downtime, and make court maintenance more efficient.



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Queensland

Second Place

3 – 4

SAP

School Bytes

AI consortium

kinetic IT

Board Beetle

Good News Lutheran School

Luoyi Wang, Tiara Tran

Teachers often do not clean whiteboards thoroughly, or they spend valuable class time doing so, which can disrupt lessons. Therefore, teachers need a faster and more efficient way to keep whiteboards clean during the school day. The Whiteboard Cleaning Beetle is a robotic solution designed to automatically clean whiteboards. Built using a magnetic eraser base and LEGO Spike Prime components, the robot can move across the whiteboard surface while wiping and spraying cleaner. Designed to be functional and engaging, the beetle-shaped robot aims to save time, improve cleanliness, and make classroom routines more efficient and fun.



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Queensland

First Place

3 – 4

SAP

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Litter Bud 3000

Redlands College

Isabel Tracey, Rosalie Murphy, Scout Wilson, Emma Scott

A little robot that drives around and picks up litter.
We thought it would be more helpful for the environment.



YOUNG ICT Explorers

South Australia

Third Place

3 – 4

SAP

School Bytes

AI consortium

kinetic IT

Chore Chatter

Kilkenny Primary School

Gene Clisby, George Jolly, Augie Coyle, Lenny Margan

Parents get annoyed telling chores all the time. We are making a MIcrobit that will record the chores and then playback so they dont get annoyed.



YOUNG ICT Explorers

South Australia

Second Place

3 – 4

SAP

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kinetic IT

Self Driving Robot Table

Paralowie R-12 School

Nixon Bhattarai, Addison Hayne, Michael Mockett, Jordan Uzzell

We have used CAD software to 3D print a table model and also Lego robotics to make a self moving table.



YOUNG ICT Explorers

South Australia

First Place

3 – 4

SAP

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Colour Glasses

Paralowie R-12 School

Abigail Ely, Ashlynn Niyikiza, Nainisha Chand

People who are colour blind don't always see colours the same way everyone else does. We have used sensors and microbits to make smart glasses that can tell people what colour they are looking at. If someone looks at a shirt or a traffic light, the glasses could say the colour out loud or show it on a little screen.We hope our project will help people be more independent and make everyday things a little easier.



YOUNG ICT Explorers

Tasmania

Second Place

3 – 4

SAP

School Bytes

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Pick Pup

JRLF - East Derwent Primary School

Bailey Rowbottom, Baileigh Williams

Say you are walking with your dog and it poops on the road? Yuck! You don't want to pick it up because you might get poop on your hands which could make you sick and is also just disgusting. Imagine if you could pull a robot out of your pocket which does the poop picking up for you! This is the problem that the Pick Pup is trying to solve. The Pick Pup will be a small, pocket sized robot that will be programmed to scoop up your dog's poop and carry it for you so you don't need to touch it. You can put the Pick Pup next to your dog's poo and it will do the scooping for you!



YOUNG ICT Explorers

Tasmania

First Place

3 – 4

SAP

School Bytes

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Shock Ball

JRLF - East Derwent Primary School

MacKenzie Radford-Christie, Adelaide Peterson

The problem we are trying to solve is that when new people are learning how to play netball the hardest thing for them to learn is to not move with the ball! If they have played other sports before like Basketball they might be used to moving with the ball and it is hard to stop doing this. We will solve this problem using technology by developing a ball that shocks you if you move! It will be programmed to detect movement and give off a small electric shock. This will quickly train people not to move with the ball much more than just telling them not to move! Coaches will be able to use the balls in training to get new players to stop moving with the ball. Then they will be much better at game time.



YOUNG ICT Explorers

Victoria

Third Place

3 – 4

SAP

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Chargo Case

Preston West Primary School

Candace Thapisa

I had other ideas, but I thought this idea would work, help people, be fun to make and it would be a new idea. I thought a device that needs charging on a wire, not being able to take it anywhere is frustrating. So, I decided to try and make a new charging phone case, the CHARGO CASE that can charge wirelessly and has solar panels.



YOUNG ICT Explorers

Victoria

Second Place

3 – 4

SAP

School Bytes

AI consortium

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Sensing Smart Living

Keysborough Gardens Primary School

Avishka Senewiratne, Harvey Tian

Our project is a smart home prototype that will keep people with disabilities safe, letting them live in a more comfortable and secure way.



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Victoria

First Place

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Ciego

Coders Studio

Niya Reddy Indluri

Wearable electronics that help blind people walk without any assistance. These shoes trigger alerts during an emergency or obstacles to assist in walking.



YOUNG ICT Explorers

Western Australia

Third Place

3 – 4

SAP

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Life on Land

Padbury Catholic Primary School

Jayden Burmaz, Tommaso Darui

We will create a website that informs people about the many species on land that need our help and make a quiz on Kahoot to provide and quiz people about the importance of Australia's animals and protecting our ecosystems. We will use ai ethically to provide us with information and ideas to save our planet.



YOUNG ICT Explorers

Western Australia

Second Place

3 – 4

SAP

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Water Pollution

Padbury Catholic Primary School

Mason Rapperport, Kai Beecham-Clark

Pollution in the water is damaging our ecosystems. We are making this project on kahoot that is an interactive quiz on water pollution and an informative web site to spread awareness about water pollution and how humans can make a difference and have an impact of a cleaner planet.



YOUNG ICT Explorers

Western Australia

First Place

3 – 4

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Heart Health AI

Riverton Primary School

Meera Kamath

Heart Health AI – My Family's AI Heart Companion is an educational AI platform that helps families learn more about heart health using smartphone-recorded heart sounds. Inspired by my journey to understand my daddy's sudden cardiac arrest, I created this project to explore how technology can help people become more aware of their hearts.



YOUNG ICT Explorers

Year 5 – 6

Iyari Cevallos

Chair

Women in Technology

SAP

School Bytes

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YOUNG ICT Explorers

Australian Capital Territory

First Place

5 - 6

Speed Detector

Marist College Canberra

Henry McHardy

I built a speed detector to test if my remote control car can go over the manufacturer's predicted speed, 45km/h. I used IR sensors to create gates with an invisible line, so that when something goes through them, the lines get broken and give us the information to calculate speed.I noticed that you cannot buy a speed detector that is like this. You could also use it to measure different things like a soccer ball or your fastest racing snail. The fastest speed that I have measured so far on our speed detector is around 15 km/h. What will your fastest speed be?



YOUNG ICT Explorers

New South Wales

Highly Commended

5 - 6

SAP

School Bytes

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Project OWL (Oceanic Wave Litterbot)

St Andrew's Cathedral School

Eleanor Ha, Antares Qi

Plastic waste and pollution in waterways threaten both the environment and public health worldwide. Our team developed Project OWL (Oceanic Wave Litterbot) to address these challenges through smart monitoring and sustainable design. After learning from last year's prototype, we have made significant changes, creating a solution that is more reliable and impactful for communities.



YOUNG ICT Explorers

New South Wales

Third Place

5 - 6

SAP

School Bytes

AI consortium

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Shade of Protection 2.0

Barker College Junior School

Claire Wei

My project is an improved version of the one I created last year for my YICTE project. It was designed to reduce the stress of constantly checking the weather while drying clothes outside, something many people can relate to. Like last year, I developed three versions of the design, a manual, controllable, and automatic system. However, I have made several improvements.



YOUNG ICT Explorers

New South Wales

Second Place

5 - 6

SAP

School Bytes

AI consortium

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CareMate

Northside Montessori School, Pymble

Ayaansh Joshi

CareMate is an AI-powered home-assistant robot designed to support elderly people living alone by improving safety, emotional wellbeing, and cognitive engagement. These are common concerns related to elderly wellbeing. The robot is built using Raspberry Pi 4B running Python on Linux, a Raspberry Pi Pico 2WH microcontroller running MicroPython, multiple sensors, electronic components and AWS (Amazon web services) AI functionality. CareMate provides nighttime safety support by detecting movement and turning on soft LED path lighting to guide the person without bright lights. It can also help remove small obstacles using its gripper. A Hall sensor detects if a door is left open, while a heat sensor checks for dangerous appliance heat; CareMate then alerts the user using natural speech generated with AWS Polly.



YOUNG ICT Explorers

New South Wales

First Place

5 - 6

SAP

School Bytes

AI consortium

kinetic IT

RobrStopr

Barker College Junior School

Robert Cameron, Austin Deed, Rory Allen, Sam Burnett

Our project robR stopR is a home-security system designed to help keep homes safe from robberies using advanced technology. Our project is split into three different utilities to make your home safer. The first is a Magnetic Reed Switch door detection system. Connected to a Raspberry Pi, this utility shows an alert when a low magnetic pulse is detected, caused by the two parts of the reed switch moving away due todoor/window movement. The second is our camera and monitor app system which uses a Raspberry Pi Camera Module connected to our monitoring application that you can access on any device on live timing to see what is going on in your home when you are out.



YOUNG ICT Explorers

Queensland

Third Place

5 - 6

SAP

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Intelligent Wildlife Warning System

Good News Lutheran School

Parsa Hormozi, Rhadeen Maher

Animals are often hit by cars because drivers cannot see them in time, especially at night or in rural areas. Therefore, drivers need an early warning system to help them react sooner and avoid collisions. The Intelligent Wildlife Warning System (IWWS) is a smart roadside solution that detects animals moving toward the road using sensors and alerts drivers with visual signals. Built using a Raspberry Pi and infrared sensors, the system can identify movement and activate warning lights, helping to protect wildlife and improve road safety.



YOUNG ICT Explorers

Queensland

Second Place

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School Bytes

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Toilet Buddy

Good News Lutheran School

Jack Eleperuma

Students are required to go to the toilet in pairs for safety, but this means one student misses out on learning time even if they don't need to go. Therefore, they need a way to stay safe while allowing students to go independently without disrupting others. The Classroom Alert System is a portable device that allows a student to communicate with their teacher while out of the classroom. Using an ESP32 microcontroller, the student carries a small unit with a red alert button (for emergencies) and a green button (to signal they have returned safely). A second device in the classroom receives the signal and displays it using LEDs and an LCD screen. This system improves student independence, maintains safety, and reduces lost learning time for others.



YOUNG ICT Explorers

Queensland

First Place

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I’m your Venus

Kalkie State School

Ginger Duffy, Harper Whararau, Harper Campbell, Poppy Campbell

Everybody cares about endangered animals, but nobody ever thinks about endangered plants.

We thought we’d create an unforgettable presentation to help raise awareness of endangered plants… using robotics!



YOUNG ICT Explorers

South Australia

Third Place

5 - 6

SAP

School Bytes

AI consortium

kinetic IT

Iron detector

Kilkenny Primary School

Esther Hambour

I am making an iron detector to detect metal. It will be a cheaper way to do metal detecting as it only uses a microbit. I will be coding the Microbit to detect iron and printing 3D printed housing to keep the parts safe.



YOUNG ICT Explorers

South Australia

Second Place

5 - 6

SAP

School Bytes

AI consortium

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Banana AI

Independent Entry

Andrew Miao

I created Banana AI, a fast web application generator that builds code right on your computer. Most AI tools are slow and often generate broken code because they guess words from distant cloud servers. To fix this, I made my AI check its own work before showing you the answer. It asks itself if the code actually works and fixes any mistakes on its own. It runs locally on your hard drive using Ollama to keep your data private, but it can also switch to super-fast Groq cloud power if your computer runs out of memory. I named it Banana AI because bananas are full of potassium which powers your brain, just like my app powers up your computer!



YOUNG ICT Explorers

South Australia

First Place

5 - 6

SAP

School Bytes

AI consortium

kinetic IT

Urban Eco Sort

Barmera Primary School

Liam Wright, Lucas McKendrick, Hudson Packer, Jashanpreet Singh

Urban Eco Sort is an educational virtual environment that tackles the real-world problem of urban waste management. The 3D scene depicts a suburban road cluttered with trash bags and plastic bottles, challenging users to think about environmental responsibility. Built in Delight EX, the project uses a realistic setting to highlight the importance of proper waste sorting and community cleanliness.



YOUNG ICT Explorers

Tasmania

Third Place

5 - 6

SAP

School Bytes

AI consortium

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Pollute The Hoop!

Waimea Heights Primary School

Freddie Wittman, Hugo Gall, Rylan Finlayson, Charlie Rose

People don’t put rubbish in the bin they leave it everywhere which ruins the environment. Why is this a real problem?

- people littering
- 25 million kilograms of plastic waste each year in Australia makes it to our seas
- 13% of all waste is recycled and 84% is sent to landfill
- Recycling can raise money for the economy by reusing• Soft plastics, cigarettes are a very big problem in the Derwent River
- Litter harms marine wildlife because animals can become trapped in it or mistake it for food.
- Tasmania has laws to ban littering (but nobody follows them)

Our user needs to put rubbish in the bin for fun, so that their rubbish doesn’t end up on the ground, the ocean or animal's throats



YOUNG ICT Explorers

Tasmania

Second Place

5 - 6

SAP

School Bytes

AI consortium

kinetic IT

Mood Buddy Helper

Waimea Heights Primary School

Areeb Ahnaf, Elliot Duke-Wilson, Qun Lin Zhu, Sheng Chao Hwang

Our user needs support because they are affected by depression. Our project is a mood check-in buddy to help users with their depression. The mood buddy will help them work through their issues in a friendly manner. We will use Arcade Makecode to code to create our friendly buddy.



YOUNG ICT Explorers

Tasmania

First Place

5 - 6

SAP

School Bytes

AI consortium

kinetic IT

Sugar Shake Safe

Waimea Heights Primary School

Iris Currie, Niloufar Rezaeishaleh, Eva Von Huben, Mariia Tkachuk

Our groups invention is a shakiness detecting wrist band. This will help children with diabetes who forget or are embarrassed to take insulin (which turns food into energy) at school. This is extremely bad to their health causing different symptoms, like shaking which is the most common. Our invention detects when wearer is shaking and privately alerts the teacher or guardian using a wearable micro:bit. We used micro:bit CreateAI to train the micro:bit to only beep and alert when the user is slightly shaking not during walking, exercise etc.



YOUNG ICT Explorers

Victoria

Third Place

5 - 6

SAP

School Bytes

AI consortium

kinetic IT

The Smart Bench

St Mary's Primary School

Joseph Risicato, Henry Jenkins, Leo Latina, Fletcher Marson

ST MARY'S THORNBURY

Our project, The Smart Bench, is a modern version of the traditional Buddy Bench that uses technology to support students who are feeling lonely, upset or left out. It uses artificial intelligence (AI) to recognise a student's emotions, suggests calming strategies, plays relaxing music, and alerts our school's Wellbeing Leaders when a student may need support. We created this idea because we wanted to help students feel safe, included and connected during recess and lunch. We believe the Smart Bench could make our school a kinder, happier place by helping students build friendships, regulate their emotions and know they are never alone.



YOUNG ICT Explorers

Victoria

Second Place

5 - 6

SAP

School Bytes

AI consortium

kinetic IT

Draftora

Essex Heights Primary School

Tanush Rustagi

Draftora is a writing platform I built to make writing more engaging and enjoyable for school students. Students can complete writing tasks, practise vocabulary, receive AI feedback, earn XP and rewards, unlock cosmetics, and compete against their friends on a leaderboard. Teachers and parents can assign homework and easily review students' writing and vocabulary activity, giving them a clear view of each student's progress. I designed the interface, planned the features and tested the platform myself, while Claude Code and Codex generated the code using technologies such as Next.js and Supabase. I created it because many students find normal writing practice boring and do not always receive detailed feedback to improve their skills. Draftora makes writing more motivating while still helping students develop real skills, not memorised ones. My goal is to give students, teachers and families a safe, useful and enjoyable writing platform.



YOUNG ICT Explorers

Victoria

First Place

5 - 6

SAP

School Bytes

AI consortium

kinetic IT

UV Badge

St Mary's Primary School

Grace Charles, Abigail Whelan, Milana Grilli, Daisy Harris

ST MARY'S THORNBURY

Our project, the UV Badge, is a wearable device that can be pinned to a school uniform to detect UV levels while students are outside at recess and lunch. We created this idea because Australia has one of the highest rates of skin cancer in the world, and our research showed that UV levels can still be above 3 during winter, even when students are not required to wear hats. Using a microbit, UV sensor and Kitronik ZIP Halo, we coded the badge to change colour and play warning beeps when UV levels become dangerous. The badge works alongside the Slip, Slop, Slap, Seek, Slide message, with our extra reminder: "Let your UV Badge guide you."



YOUNG ICT Explorers

Western Australia

Third Place

5 - 6

SAP

School Bytes

AI consortium

kinetic IT

UV Guardian

North Harrisdale Primary School

Divisa Bhandari

Australia has the highest skin cancer rate in the world, yet most kids have no way of knowing when they've been in the sun too long. UV Guardian is a child-designed, child-sized UV wearable that monitors real-time UV Index and alerts the wearer through vibration and a colour-coded display — before damage is done.



YOUNG ICT Explorers

Western Australia

Second Place

5 - 6

SAP

School Bytes

AI consortium

kinetic IT

Bee.Box

Perth College

Ella Jacobs, Madeline Smith

Perth College
ANGLICAN SCHOOL FOR GIRLS

Our project is called the Bee. Box, which is an environmentally friendly planter box used as an alternative for pesticides because without bees we wouldn't exist. The Bee. Box, unlike conventional cardboard boxes, this is also a foldable, reuseable box that can even be used as compost in your garden! There are even seeds embedded into the layers of the box that begin to germinate when exposed. It has electronics to monitor amount of water in the soil for automated water system.



YOUNG ICT Explorers

Western Australia

First Place

5 - 6

SAP

School Bytes

AI consortium

kinetic IT

RatRover - Sniffy Nose

Perth College

Anna Goode, Ilisa Anthony

RatRover detects landmines by performing search patterns and using its Electric nose to find the correct make up of chemicals to find hidden landmines, then reports them to mobile phones and town centers by satellite to alert humans in landmine infested towns to protect people.



YOUNG ICT Explorers

Cybersecurity and Privacy Award

Junior (3 - 6 category)

SAP

School Bytes

AI consortium

kinetic IT

Beware the Ransomware

Keysborough Gardens Primary School

Aarav Roy, Anton Boric, Sebastian Babic

Our project is an interactive game on App Lab1 that teaches people how to stay safe online, including how to identify scams, pop-ups and fraudulent ads. We used online software to recreate a day in the life of a millionaire, whose work computer has poor cybersecurity. As players move through the game, they learn that safe online habits and responsible digital behaviour are essential, no matter who you are or what your status is.



YOUNG ICT Explorers

BEST USE of AI Award

Junior (3 - 6 category)

SAP

School Bytes

AI consortium

kinetic IT

Draftora

Essex Heights Primary School

Tanush Rustagi

Draftora is a writing platform I built to make writing more engaging and enjoyable for school students. Students can complete writing tasks, practise vocabulary, receive AI feedback, earn XP and rewards, unlock cosmetics, and compete against their friends on a leaderboard. Teachers and parents can assign homework and easily review students' writing and vocabulary activity, giving them a clear view of each student's progress. I designed the interface, planned the features and tested the platform myself, while Claude Code and Codex generated the code using technologies such as Next.js and Supabase. I created it because many students find normal writing practice boring and do not always receive detailed feedback to improve their skills. Draftora makes writing more motivating while still helping students develop real skills, not memorised ones. My goal is to give students, teachers and families a safe, useful and enjoyable writing platform.



YOUNG ICT Explorers

Year 7 – 8

Blake Zhang

Senior Data, Records and AI Governance Manager

The Smith Family

SAP

School Bytes

AI consortium

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YOUNG ICT Explorers

New South Wales

Third Place

7 - 8

SAP

School Bytes

AI consortium

kinetic IT

Mind Map

Corrimal High School

Bianca Bee, Emily Bron, Aafia Mehmood

Neurodivergent students often struggle with independently accessing their school work and falling behind without significant support to help focus and regulate their attention. Our app / website, Mind Map, is a gamified organiser targeted towards teenagers with Autism and ADHD. The app achieves this by including widgets such as timers, to-dos, reminders and sounds scientifically proven to help study with the option of music that has to be a low volume. It also includes regular notifications on if the user has been working recently.



YOUNG ICT Explorers

New South Wales

Second Place

7 - 8

SAP

School Bytes

AI consortium

kinetic IT

Allergy Wizard

Corrimal High School

Sam Luttrull, Jarvis Nixon, Lewis Tomczynski-Marinovic

When someone has an allergy their life is usually filled with panic and caution but our app is planned to solve all of that. When you go onto the app, there will be a camera, and an icon with cutlery. Click this and it will scan the food you are going to eat. It will then use AI to tell you what the ingredients are, how much sugar is in it (for diabetics) and if you should eat it. There will also be an emergency function in case you have had an allergic reaction, which will get your GPS and send an ambulance. Our app is going to be different to what is already out there because our app will eventually be built into the phone's software for accessibility and it will be free to use and offer all the features with no subscription required.



YOUNG ICT Explorers

New South Wales

First Place

7 - 8

SAP

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kinetic IT

iCare - App

Knox Grammar School

Roy Mahajan

My project is called iCare, which is an app that runs perfectly on all phones and devices like iPads and laptops to help kids fix their screen time, distance, and bad posture when using devices. It works by using any device's front camera to check how close you are sitting with regards to the device, the angle of your back, posture and screen time. If you get too close or have bad posture, it immediately protects you by making a loud beep sound or causing the screen to fade out. Whereas every 20 minutes the app prompts you to take a break or do some eye exercises.



YOUNG ICT Explorers

Queensland

First Place

7 - 8

SAP

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Balance Me

Marymount College

Hanna Paul, Amalia Maurer

Have you ever had what felt like a mental issue that wasn't a mental issue? You may had experienced a hormonal issue. Billions of people around the world experience these hormonal issue, mainly women. But many don't have the ability to identify and treat these hormonal issues. This is where Balance Me comes in. Balance Me is a device that can be used to measure the hormone levels in an individual's body. Allowing the individual to see the hormones that are affecting their mood. Mental/emotional issues that can come from extreme hormone levels are Cushing's Syndrome which happen due to an overproduction of cortisol. Or Addison's diseases, which happened due to an adrenal insufficiency.



YOUNG ICT Explorers

South Australia

Third Place

7 - 8

SAP

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VR Emergency Training Simulator

Paralowie R-12 School

Charlie Caddies

All people need practice responding to emergencies. Most current training is only available to people over 16, however even young people need to learn how to support in emergencies.

Within my VR world, users must: identify risks, make decisions, complete tasks

All within a safe environment.



YOUNG ICT Explorers

South Australia

Second Place

7 - 8

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Bird Monitoring Using Artificial Intelligence

Westminster School

Chelsea Tran

Purpose of the system is that it will produce a set of data or results based on what it has classified. This could be that it sees a certain number of birds during a period and then it could compare it with past results to see if anything has changed. This will help with conservation by showing what species of birds that are thriving or are declining in population. This will help people act as to whether control invasive species or support native birds. The system would make the process of bird watching faster because the system does not need to take breaks like humans do and it can work faster and more efficiently with AI. A system could monitor a certain place for 24 hours nonstop while a human must eat, drink and sleep.



YOUNG ICT Explorers

South Australia

First Place

7 - 8

SAP

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Thriftware Database

Paralowie R-12 School

Lilly Heard

When I go to op shops or Facebook Marketplace, I always wonder if I'm actually getting a bargain or paying too much. ThriftWare is a website that helps people compare prices before they buy something second-hand. Users can search for an item, scan a barcode or upload a photo to see what the item normally sells for. The website will tell users if they've found a steal, a fair price or if they're probably paying too much. I also want it to show how buying second-hand helps the environment by reducing waste.



YOUNG ICT Explorers

Tasmania

Second Place

7 - 8

SAP

School Bytes

AI consortium

kinetic IT

Mr Frog

Parklands High School

Jarvis Dean, Levi Evans, Franky Elkin

Mr Frog is a platformer game that we made on GameMaker. This is our first game that we've made using text code.



YOUNG ICT Explorers

Tasmania

First Place

7 - 8

SAP

School Bytes

AI consortium

kinetic IT

Misaki Tsunami

Parklands High School

Evelyn Edwards, Ruby Beckerath

We made a platformer game where you need to escape from a tsunami. We've made plenty of games with block-based code, but this is the first time we've used GameMaker or made a game in text-based programming language. We loved making our own original artwork for the game.



YOUNG ICT Explorers

Victoria

Third Place

7 - 8

SAP

School Bytes

AI consortium

kinetic IT

Dehydration sensing smart coaster

Vermont Secondary College

Vihaan Bhatnagar

The Dehydration sensing smart coaster is a smart water-tracking coaster designed to keep students healthy, focused, and well-hydrated throughout the school day.
Built using a micro:bit V2 and a Force Sensitive Resistor (FSR) voltage divider circuit, the device continuously measures the weight of a water bottle kept on it and triggers a gentle audio and / or visual reminder if a student hasn't taken a sip in over 40 minutes—half a typical school period. Beyond sending real-time alerts, it leverages micro:bit data logging to track daily hydration patterns. These can be exported to Excel, giving students and their parents or caregivers clear data to build healthier habits.



YOUNG ICT Explorers

Victoria

Second Place

7 - 8

SAP

School Bytes

AI consortium

kinetic IT

EduReach

Alamanda K-9 college

Krishna Suhaas Tatavarthy

Alamanda College

EduReach is an installable classroom Q&A and planning platform that connects student questions with what their teacher is actually teaching. Students can ask topic-tagged questions, receive teacher-reviewed answers and manage their study, while teachers can identify shared misunderstandings, communicate with classes and use responsible AI tools to prepare answers, lessons and resources.



YOUNG ICT Explorers

Victoria

First Place

7 - 8

SAP

School Bytes

AI consortium

kinetic IT

Openclaw Always-On Conversational Voice Assistant

Xavier College

Gustav Kift

I demonstrated creativity and innovation by transforming an open-source AI agent into an always-on conversational voice assistant that not only answers questions but can directly control my computer, enabling natural, continuous dialogue without repeatedly using a wake word. My project stands out from similar products because it combines real-time transcription, adjustable accuracy models, and a conversational timeout system to create a more fluid and human-like interaction than typical voice assistants that are limited to simple commands. The level of difficulty was high, as I had to solve complex challenges including multi-system communication, networking, API integration, wake-word detection, and debugging command execution across devices, which I overcame through iterative testing, simplification, and using AI as a development tool.



YOUNG ICT Explorers

Western Australia

Third Place

7 - 8

SAP

School Bytes

AI consortium

kinetic IT

CAS (Coral Aquatic Seeder)

Perth College

Madeline Harkins, Savannah Bowden

Australia is surrounded by 41,000 square kilometres of coral reefs, with an estimate of 75-90% suffering from forms of coral bleaching. Australia's reefs make up 16% of coral life all around the world, which are home to abundant forms of life. However, the rising temperatures have caused stress, forcing algae (corals food source) out leaving animals homes starving and susceptible to disease. Project CAS (Coral Aquatic Seeder) is a UUV, or unmanned underwater vehicle, designed to carry genetically modified coral larvae, slowly feeding out a small opening and embedding into reefs after mass coral bleaching events. CAS has a camera attached to the bow of the boat to record the size of ecosystems, navigate reefs and find prone planting areas. The camera feed will be passed onto an AI system which will use teachable machine to identify the best spot for plantation and avoid obstacles. Information is then passed onto the larvae planter directing where to properly drop them. The genetically modified larvae are characterized by its ability to withstand higher temperatures, lowering its susceptibility to bleaching, therefore creating stronger reefs and saving necessary diverse ecosystems.



YOUNG ICT Explorers

Western Australia

Second Place

7 - 8

SAP

School Bytes

AI consortium

kinetic IT

Race Strategy Simulator

St Mary's Anglican Girls School

Eve Modra

AI Race Strategy Simulator is a web-based race strategy simulation tool built using custom algorithms and interactive UI design. Users can adjust race conditions, tyre choices, fuel strategy, and weather inputs to explore different race outcomes. The simulator uses logic and predictive modelling to analyse how each decision affects race performance and results.

The project combines interactive programming, data analysis, and strategic modelling to help users understand how complex decisions influence competitive racing. It demonstrates an applied understanding of digital technologies in creating a real-time simulation environment.



YOUNG ICT Explorers

Western Australia

First Place

7 - 8

SAP

School Bytes

AI consortium

kinetic IT

GATE ify and STUDY fy

Rossmoyne Senior High School

Devi Kamath

Gateify is an AI-powered learning platform designed to help students prepare for the highly competitive GATE entrance examinations in Western Australia. As demand for expensive tutoring continues to grow, Gateify provides an affordable and accessible alternative by offering personalised learning, AI-driven feedback, realistic mock exams, and targeted practice questions. The platform identifies each student's strengths and weaknesses, helping them build confidence and maximise their chances of success, regardless of their financial background.



YOUNG ICT Explorers

New Zealand

First Place

7 - 8

SAP

School Bytes

AI consortium

kinetic IT

ClearMind AI

St Margaret's College

Naomi Zhang

ClearMind AI is my idea for an AI app that helps teenagers when they can't sleep because their mind is too busy. I noticed that lots of teens already know sleep is important, but they stay awake because they're thinking about friendship problems, homework, scrolling on their phone, or worrying about tomorrow. Instead of giving everyone the same advice, ClearMind AI asks a few questions to understand what's really keeping them awake and creates a small reset plan that's realistic for that night. After that, the user reflects on what helped, so over time they can learn which strategies work best for them. I chose to use AI because I wanted to show how it can be used in a positive way to help people build healthy habits and make better decisions.



YOUNG ICT Explorers

Year 9 – 10

Greg Miller

Partner

Arena Mars

SAP

School Bytes

AI consortium

kinetic IT



YOUNG ICT Explorers

Australian Capital Territory

First Place

9 - 10

SAP

School Bytes

AI consortium

kinetic IT

Outdoor Robotic Cleaner (ORC)

Burgmann Anglican School

Josh Eastoe, Lucas Teoh, Lachlan Herriot

Our project is a robot bin. It will clean up urban places, and maybe parks. It will have a storage bin inside it and will be four wheel drive. The wheels are so it can go up/down gutters.



YOUNG ICT Explorers

New South Wales

Third Place

9 - 10

SAP

School Bytes

AI consortium

kinetic IT

Facts 4 Artefacts

Blacktown Girls High School

Kezia Shalom Mathew, Yashika Bhardwaj, Isha Elamurugu, Blisse Jeune Gamiao, Aaliyah Faiz, Yashi Shah, Tisha Shah, Raahi Bhavsar, Jessica Zhang, Mahnoor Hannan

We recognise that archaeology is a declining field. Less young people see it is a viable career and less and less universities offer bespoke archaeology courses. This means that they also have less and less funding themselves. So does this mean that there is dwindling interest in archaeology from young people? Go into any school classroom and you will see that the answer is "NO". Kids love uncovering the mysteries of the ancient past! They understand how important archaeology is. The problem is the entry point: Kids don't have a way into the field. That first step is lacking. We designed an app called "Facts 4 Artefacts" to help foster and nurture an interest in archaeology and build upon that initial curiosity and enthusiasm. One day hopefully our app can help to produce the next generation of archaeologists. We hope you like it!



YOUNG ICT Explorers

New South Wales

Second Place

9 - 10

SAP

School Bytes

AI consortium

kinetic IT

Ashborne

Knox Grammar School

Eric Hu

Ashborne is a text-based role-playing game designed to give young people a safe, interactive environment to explore complex themes such as power, identity, morality, and the consequences of their choices. Inspired by Shakespearean themes and set in a medieval-like fantasy world, the game allows players to experience these ideas through their own decisions rather than simply observing them, while its underlying technology -- including persistent NPC memory, emotional modelling and dynamic dialogue -- allow the world and its characters to respond meaningfully to player actions, creating a more personal and reflective experience.



YOUNG ICT Explorers

New South Wales

First Place

9 - 10

SAP

School Bytes

AI consortium

kinetic IT

Dialcaching

Knox Grammar School

David O'Meara

Dialcaching is a scavenger hunt for Australia's free public payphones.

In 2021, Telstra made all calls from its 14,000+ public payphones free across Australia. Dialcaching turns these overlooked artifacts of the pre-smartphone era into an online, nationwide exploration game.



YOUNG ICT Explorers

Queensland

Third Place

9 - 10

SAP

School Bytes

AI consortium

kinetic IT

BinSense

Redlands College

Jasper McDonough-Varney, Cooper Lawrence,
Quinn Hemelaar, Samuel Watt

Our project is a smart recycling bin, creatively named BinSense, designed to improve waste sorting. The system combines a camera, AI image classification, a Node.js server, and an automated mechanical sorting system to make recycling simple, accurate, and easy to use.



YOUNG ICT Explorers

Queensland

Second Place

9 - 10

SAP

School Bytes

AI consortium

kinetic IT

Point Two

Indooroopilly State High School

Ibrahim Madani, Tsz Lam Li, Alexander Harding, Leon Drzazga

Point Two is an IR remote-controlled robot that is designed to represent a miniature version of Iron Man. The robot includes an Iron Man-inspired arc reactor (LED) that powers up with a charging effect, as well as a repulsor that simulates Iron Man's iconic energy blasts using lights and sound effects. The robot also features movement such as the arms and legs using the IR remote that recreate Iron Man's signature poses and a wheeled base that allows it to drive around under remote control..



YOUNG ICT Explorers

Queensland

First Place

9 - 10

SAP

School Bytes

AI consortium

kinetic IT

Mix 'n' Match

Indooroopilly State High School

Abigail Kiger

Mix n’ Match is an interactive educational toy designed for children aged 3 and above that bridges tactile play with immediate feedback to enhance fine motor skills and early cognitive development. The project was created to address a common gap in early childhood learning tools: the distraction and burden of manual self-checking.



YOUNG ICT Explorers

South Australia

Third Place

9 – 10

SAP

School Bytes

AI consortium

kinetic IT

Eco-Balance City Energy System

Paralowie R-12 School

Mrinmayee Vinkaar

Eco-Balance City Energy System is a smart city concept that uses Artificial Intelligence (AI) and Information and Communication Technology (ICT) to manage renewable energy efficiently. The system collects electricity from solar panels, wind turbines and hydroelectric power stations, then stores excess energy in batteries and hydrogen storage. AI predicts energy demand and automatically distributes electricity where it is needed most, reducing energy waste and improving reliability. The project aims to help cities become more sustainable, reduce carbon emissions and make better use of renewable energy resources.



YOUNG ICT Explorers

South Australia

Second Place

9 – 10

SAP

School Bytes

AI consortium

kinetic IT

Nibbl App - The all-in-one app to reduce food waste

Independent Entry

Hayden Kong

Nibbl is an iOS and web app that helps households stop wasting food. Households are the largest source of food waste globally, and the causes can arguably be fixed with software: forgetting what is in the fridge, shopping without a plan, misreading date labels. Users snap a pic of their receipt or their groceries, and AI identifies each item and estimates its shelf life. Nibbl then flags what is expiring, suggests recipes built around the pantry, and maps nearby food banks for genuine surplus. Built over four years, Nibbl is now available on the App Store, designed and engineered in Adelaide, SA.



YOUNG ICT Explorers

South Australia

First Place

9 - 10

SAP

School Bytes

AI consortium

kinetic IT

HelloAI - Platform for Agentic Intelligence

Independent Entry

Hayden Kong

HelloAI is an agentic AI workspace designed to turn ideas into useful, ready-to-use output, not just blocks of text. It creates interactive flashcards, checklists, editable messages, slides and other practical tools, while also completing multi-step tasks such as research and document creation. Try it today at: https://tryhello.app

By bringing these capabilities together in one place, HelloAI helps students and everyday users spend less time copying, switching between apps and assembling results, and more time learning, creating and getting things done.



YOUNG ICT Explorers

TASMANIA

Second Place

9 - 10

SAP

School Bytes

AI consortium

kinetic IT

Reverse Tower Defence

Parklands High School

Graham Diprose, Jaiden Eaves



Our game is a unique take on the tower defence genre. Instead of placing and upgrading towers, you instead strategise and control the troops that are trying to overrun and evade the towers. While we have made many games and done some text-based programming before, we found this experience very challenging (but highly rewarding) as there are so few other games, projects, tutorials or resources to help inspire ideas or resolve issues.



YOUNG ICT Explorers

TASMANIA

First Place

9 - 10

SAP

School Bytes

AI consortium

kinetic IT

School of Fish

Parklands High School

Jayden Andrews

I made an underwater adventure game. You play as a fish trying to find their family and avoiding many hazards - such as very hungry sharks, fishermen and diving birds!

Along the way, help out some new friends and solve some challenges.

I learned lots about variables, conditionals and sequencing through making this game.



YOUNG ICT Explorers

VICTORIA

Third Place

9 - 10

SAP

School Bytes

AI consortium

kinetic IT

CyberTrail

Melbourne Grammar School

Tim Yuan



MELBOURNE
GRAMMAR SCHOOL
AN ANGLICAN SCHOOL

As more aspects of everyday life move online, cyber attacks are becoming increasingly common. However, many people still struggle to recognise threats such as phishing, social engineering, and credential theft because cybersecurity is often perceived as too technical, expensive, or unengaging to learn. Many existing educational resources rely on articles, videos, or quizzes that explain what users should do, but rarely show how attacks actually unfold or why people fall victim to them. CyberTrail was created to address this problem by making cybersecurity education practical, engaging, and accessible.



YOUNG ICT Explorers

VICTORIA

Second Place

9 - 10

SAP

School Bytes

AI consortium

kinetic IT

Cobalt-X Zero

Norwood Secondary College

Alexander Winters

Cobalt-X Zero is a fully custom gaming mouse built from the ground up, including custom PCB, 3D-printed shell, and C++ firmware. It uses an STM32 microcontroller at 170 MHz with a PixArt PMW3360 sensor, hotswappable USB-C, and hardware-level macros. The main goal was a high-performance mouse that needs no proprietary software for configuration. In addition, it's fully open source on my Github.



YOUNG ICT Explorers

VICTORIA

First Place

9 - 10

SAP

School Bytes

AI consortium

kinetic IT

Development of an Autonomous AI controlled, environmentally safe Differential-Thrust Fixed-Wing Aircraft

Plenty Valley Christian College

Joel Bijoy

This project investigates the limitation of differential thrust aircrafts and how it can improve and learn through AI stabilisation. This project has been the work for 2 years which has been used for the planning, development and simulation and had used up $750 worth of sensors, aircraft parts and digital resources. The aircraft combines aerodynamic design, embedded programming, sensor integration and electronic engineering into a single autonomous platform capable of monitoring its flight condition and responding to emergency situations. This is the third prototype that has been developed and it has it has been continually improved so much so that if looks a lot different to how if started. Using different situations to learn from its mistakes and improve stability through each flight. The aircraft is also tested through aerodynamic simulations.



YOUNG ICT Explorers

Western Australia

Third Place

9 - 10

SAP

School Bytes

AI consortium

kinetic IT

Exploring the Cosmos VR Project

Ashdale Secondary College

Jasper Edwards

I created an immersive way of exploring space. Going among the stars across the cosmos. I explore two planets in depth with interactive activities on both. I also plan on making a segment where you can learn about the solar system. A main space station will connect all of this together.



YOUNG ICT Explorers

Western Australia

Second Place

9 - 10

SAP

School Bytes

AI consortium

kinetic IT

Ecopoint Business Proposal

Ashdale Secondary College

Heer Patel, Jaahnvi Kaneria, Shanaya Modi, Hitanshi Kareliya

Our website is a solution to create a motivating environment for teenagers, to stand up and act for a better future for our planet. It is a platform that create a reason for people to start making change. A platform where small everyday eco-actions become powerful — motivating teenagers to fight climate change through gamification, community, and real-world rewards. Teens want to help the planet but don't always know how or feel motivated to start. Our platform makes climate action simple, social, and rewarding — turning everyday eco-friendly choices into a fun experience where users earn points, gain recognition, and unlock real-world rewards.



YOUNG ICT Explorers

Western Australia

First Place

9 - 10

SAP

School Bytes

AI consortium

kinetic IT

Fish + Chips

John Curtin College of the Arts



Ivy Tapper

Fish + Chips, is a casual simulation video game crossed with metroidvania. You are a seagull. You work with a chef who makes fish and chips, but they can't catch the fish themselves. So, you'll do the fishing for them! It'll be a chill, relaxing experience with a player-chosen difficulty curve.



YOUNG ICT Explorers

Cybersecurity and Privacy Award

Junior (7 - 9 category)

SAP

School Bytes

AI consortium

kinetic IT

SecureAge

Harrisdale Senior High School

Mariya siddiqui, Reham Siddiqui

SecureAge is a privacy-first web application designed to solve the growing challenge of age verification on social media. While new laws worldwide require platforms to restrict access for underage users, traditional verification methods often require sensitive ID uploads, creating massive privacy risks. SecureAge fixes this by performing real-time age estimation using local, browser-based AI. Because the processing happens entirely client-side, user data is never uploaded, stored, or shared—providing a secure, "zero identity exposure" solution that balances regulatory compliance with total user privacy.



YOUNG ICT Explorers

BEST USE of AI Award

Junior (7 - 9 category)

The Learning Pad

Mount Waverley Secondary College

Ruby Lee

My project is called Learning pad. It uses a large language model (LLM) to create an AI-powered educational system that supports and optimises students' learning rather than substituting it.
Today, many students use AI in education to generate essays, answer questions, or simplify complex text. While these tools can be helpful, students can be prone to overreliance, reducing opportunities to develop critical thinking and independent learning skills.
To address this, Learning Pad encourages active learning instead of providing immediate answers. The project's primary feature is the Learning Pad, which acts a notepad for the user to put what topics or concepts they don't understand, helping students actively search what they are misunderstanding or gaps in their knowledge. The AI asks students to explain the concept in their own words first, analyses their response, identifies any misconceptions and provides personalised feedback and summary to strengthen their understanding.



YOUNG ICT Explorers

Year 11 – 12

Selvam Venugopal

Head of oCFO Solutions, ANZ and Sr. Customer Success Partner

SAP

SAP

School Bytes

AI consortium

kinetic IT



YOUNG ICT Explorers

Australian Capital Territory

Third Place

11 - 12

SAP

School Bytes

AI consortium

kinetic IT

PyroPath

Burgmann Anglican School

Yixiao Hu, Riley Trommestad, Luke Johnston, Dev Aurora

Australian summers are getting hotter and drier every year. The CSIRO projects longer and more intense fire seasons as climate change accelerates, meaning the systems we rely on for evacuation can no longer assume prior fire behaviour. In an active bushfire event, every second between the initial ignition and civilian evacuation determines whether a route stays safe, or becomes a death trap, yet, most evacuation planning today still relies on static, pre-planned routes that cannot adapt once a fire's direction or intensity changes. PyroPath (name pending) is our proposal for a decision-support tool built for firefighting command, simulating real Australian terrain and road networks so that a chosen region behaves like its real-world counterpart. Within it, bushfire spread, wildlife, and civilian populations are all modelled as interacting elements with fire propagation driven by real-time adjustable variables (wind, temperature, humidity, ignition point, ect), to reflect how conditions change during an active event. Adaptive pathfinding continuously recalculates safe routes for both firefighters and civilians as danger zones shift, using heuristics that weigh shelter capacity, distance, and risk rather than distance alone, with the aim of predicting not just where a fire will spread, but how intensely in the minutes ahead.



YOUNG ICT Explorers

Australian Capital Territory

Second Place

11 - 12

Search and Rescue Hexapod

Burgmann Anglican School

Jaydon Ruan

The search and rescue hexapod is an autonomous six-legged platform developed for the localisation and signalling of casualties in disaster environments. The system integrates a body-mounted 3-DOF manipulator, a 100 W high-intensity LED array for casualty signalling and scene illumination, a Raspberry Pi camera module providing the operator with real-time visual feedback from the robot's perspective, and a long-wave infrared thermal sensor array for the detection of casualties.

Casualty localisation is performed by thermal imaging in preference to visible-spectrum detection alone. The thermal array functions effectively in darkness and in the presence of airborne smoke and conditions under which visible-spectrum imaging degrades substantially. Thermal data is registered against the visible-spectrum camera feed, such that regions of elevated temperature consistent with human body heat are indicated to the operator within the video stream, permitting subsequent visual identification.

Locomotion is achieved through inverse kinematic solution of each leg's joint angles, with interpolation between computed foot positions used to generate continuous gait patterns. Inverse kinematic control additionally allows modulation of the platform's stance geometry including ride height, body attitude, and stance width which may permit the robot to reduce its cross-sectional envelope and negotiate laterally and vertically constrained passages, further extending its operational range in unstructured environments.



YOUNG ICT Explorers

Australian Capital Territory

First Place

11 - 12

SAP

School Bytes

AI consortium

kinetic IT

SF_01 Digital Picture Frame

Burgmann Anglican School

Sanyam Saharan

SF_01 is a large digital picture frame with a custom-designed Bluetooth audio system for music playing. The picture frame runs off of a Raspberry Pi 4 running ImmichFrame, which outputs via HDMI to a 24-inch monitor surrounded by an ornamental frame. The custom speaker system features multiple class D amplifier stages integrated into a custom board, with a full Bluetooth-Digital-DSP-Analogue pipeline implemented using an ESP32 and two PCM5102A DACs.



YOUNG ICT Explorers

New South Wales

Third Place

11 - 12

SAP

School Bytes

AI consortium

kinetic IT

PreFlare: Early Solar Flare Warning System

Blacktown Girls High School

Joshita Gedela

PreFlare is an AI-powered early-warning system that does exactly that, predicting solar flares before they occur, using approximately 8 years of real satellite X-ray data from NOAA's GOES-16 satellite. Solar flares can disrupt GPS, radio communication, and power grids on Earth, sometimes within minutes of being detected. Yet every existing tool only reports a flare after it has already started.

PreFlare learns from _historical patterns_ in the Sun's own behaviour to flag rising risk before the flare happens, not after. Two machine learning models, an XGBoost classifier and an LSTM neural network, were trained, tested, and benchmarked against a simple rule-based baseline to prove the AI adds real value. Across 489 real flare events in the test period, the system detected every single one, including one event that gave over _76 hours_ of advance warning, far beyond anything a reactive alert could offer.



YOUNG ICT Explorers

New South Wales

Second Place

11 - 12

SAP

School Bytes

AI consortium

kinetic IT

Analysing Social Media Impact on Mental Health through Logistic Regression

Girraween High School

Dishita Bhattacharya

This research project investigates the multifaceted relationship between social media consumption and student mental health. By applying a Logistic Regression binary classification model to a dataset of 5,000 students, I aimed to determine which metrics (frequency vs. duration) are most detrimental and whether lifestyle interventions like sleep and physical activity can buffer these effects. My model achieved a 91% accuracy, providing a high degree of confidence in our findings.



YOUNG ICT Explorers

New South Wales

First Place

11 - 12

SAP

School Bytes

AI consortium

kinetic IT

Recirculating Desktop Wind Tunnel with Sensor Data Monitoring

Trinity Grammar School (Summer Hill)

Daniel Ho

This project presents the design, construction, and iterative optimization of a compact, cost- effective desktop wind tunnel intended for personal aerodynamic testing and educational use. Driven by a passion for aerodynamics and the lack of affordable non-toy wind tunnels with professional data acquisition capabilities, the project underwent three prototype iterations. Prototype 1 validated the closed-loop recirculating design concept, achieving an 11.4% wind speed improvement over open-circuit configurations despite structural defects. Prototype 2 introduced modular design and multi-fan scaling, reaching 3.7 m/s. Prototype 3 incorporated high-power inline fans and a comprehensive sensor suite — anemometer, lift sensor, and time-of-flight (TOF) sensor — achieving 13 m/s wind speed at approximately $128 in parts, a 251% improvement over Prototype 2. Benchmarking against commercial alternatives demonstrates that Prototype 3 exceeds all hobbyist-grade wind tunnels (4–8 m/s, $89–179) and matches mid-range educational units ($2,000–5,000) at roughly 1/20th the cost. The TOF-based displacement and vibration monitoring capability is not found in any surveyed commercial product, making this design uniquely suited for studying model stability and aeroelastic effects.



YOUNG ICT Explorers

Queensland
Third Place

11 - 12

SAP

School Bytes

AI consortium

kinetic IT

WedgeTail: Exploring Malware Evolution Through Machine Learning

Terrell Jensen

Marymount College

WedgeTail is a research project investigating whether machine learning can help us understand how malware evolves over time, rather than just identifying what a sample is or which family it belongs to. The project analyses features extracted directly from malware binaries, including API behaviour, strings, PE metadata, and opcode sequences, to build a picture of how different samples relate to one another. Using these features, I generate embeddings that represent each sample numerically, then apply similarity analysis to explore possible lineage between samples and surface broader trends across malware ecosystems. This involved learning how to extract meaningful features from raw binaries, working with machine learning techniques designed for high-dimensional data, and dealing with the unique challenges of analysing adversarial software, which is often deliberately obfuscated to resist analysis.



YOUNG ICT Explorers

Queensland

Second Place

11 - 12

SAP

School Bytes

AI consortium

kinetic IT

Fair & Square

Brisbane Girls Grammar School

Kiah Smith

With the growing availability of Online Learning Tools (ILO), students are incorporating digital resources to supplement in-classroom learning. However, these ILOs are often disconnected from the curriculum, text-heavy and unengaging. Fair & Square, an ILO focused on 'the ability to recognise and represent division as grouping and sharing' (Australian Grade 2 Numeracy Curriculum), aimed at students aged 7-10. By engaging with the ILO, users will achieve a practical understanding of division and remainders, financial literacy (How should I spend my coins? Do I have enough?'), drag-and-drop motor skills and ethical reasoning (fairness-based decision making, inclusion, equality). The application includes student and teacher accounts, secure login, persistent database storage, and a teacher dashboard. Students join a class using a class code, while the teacher dashboard supports progress monitoring, helping to identify learning gaps and making Fair & Square a valuable classroom resource.



YOUNG ICT Explorers

Queensland

First Place

11 - 12

SAP

School Bytes

AI consortium

kinetic IT

RIC Portal (Library Kiosk Solution)

Brisbane South State Secondary College

Ethan Cook

With the growing availability of Online Learning Tools (ILO), students are incorporating digital resources to supplement in-classroom learning. However, these ILOs are often disconnected from the curriculum, text-heavy and unengaging. Fair & Square, an ILO focused on 'the ability to recognise and represent division as grouping and sharing' (Australian Grade 2 Numeracy Curriculum), aimed at students aged 7-10. By engaging with the ILO, users will achieve a practical understanding of division and remainders, financial literacy (How should I spend my coins? Do I have enough?'), drag-and-drop motor skills and ethical reasoning (fairness-based decision making, inclusion, equality). The application includes student and teacher accounts, secure login, persistent database storage, and a teacher dashboard. Students join a class using a class code, while the teacher dashboard supports progress monitoring, helping to identify learning gaps and making Fair & Square a valuable classroom resource.



YOUNG ICT Explorers

Victoria

Second Place

11 - 12

SAP

School Bytes

AI consortium

kinetic IT

AvianAura™

John Monash Science School

Ehen Chua, Brian Leap, Ho Ming Leung, Adam Wong

AvianAura™ is an effective, easy-to-use tool for bird vocalisation analysis, taking raw avian recordings and outputting numerical data. Trained with Australian magpie (Gymnorhina tibicen) vocalisations as its focus, AvianAura™ generates Power Spectral Density Graphs alongside Spectrograms, not only for statistical analysis, but also as a powerful tool to visualise large amounts of data. Applying AvianAura™ in a real-world scenario, primary and secondary data of the Australian Magpie were transformed and visualised by AvianAura™ to determine the presence of “Frequency Shifting” in the species as a direct consequence of Anthropogenic Noise. The use case for this tool spans many domains, including environmental monitoring of avian acoustic health, conservation efforts, and direct analysis of bird vocalisations.



YOUNG ICT Explorers

Victoria

First Place

11 - 12

SAP

School Bytes

AI consortium

kinetic IT

JARVIS

John Monash Science School

Aditya Desai, Tayyab Tahir

JARVIS is the first speech-based agentic AI operating system that runs as a self-learning personal assistant on your laptop. JARVIS is built specifically for disadvantaged users who can't use traditional AI tools such as ChatGPT or Claude Code. Individuals who physically can't type, navigate a complex terminal user interface or require tailored digital assistance are able to experience the fascinating capabilities of AI by having a natural-language voice conversation with JARVIS. Inspired by Tony Stark's personal AI assistant from the Iron Man movies, JARVIS can proactively take autonomous action to complete goals you set and get online work done more efficiently on a real-time reactive GUI. JARVIS can navigate applications on your behalf, access the tools/online services you use on a daily basis, delegate complex tasks to parallel subagents, complete deep research on the web, capture and display multimodal evidence such as screenshots and screen recordings of action taken on your machine, and create packages of instructions that teach JARVIS how to perform multi-step tasks in a specific way every time. Unlike ChatGPT, OpenClaw, or Claude Code, JARVIS is built around consent and security. Nothing that could actually affect your work ever happens without you saying yes out loud first, and if it's ever interrupted or unsure mid-task, it says so honestly instead of quietly assuming the answer was yes.



YOUNG ICT Explorers

Western Australia

First Place

11 - 12

SAP

School Bytes

AI consortium

kinetic IT

Auslan Assist – Auslan Sign Translator

Perth College

Jing Jing Huynh

Approximately one in six Australians (around 3.6 million people) live with some degree of hearing loss. For many members of the deaf community, communication barriers arise due to limited access to Auslan interpreters and accessible communication tools in workplaces, education, healthcare and everyday public interactions. While digital solutions exist, many rely on connecting users with a remote interpreter or are designed for sign languages other than Australian Sign Language.

Auslan Assist is a prototype computer vision system that recognises selected Auslan signs using a camera and translates them into text in real time. It uses computer vision to detect and track hand landmarks, which are analysed to identify specific Auslan gestures. The initial prototype focuses on recognising a small set of commonly used signs to investigate the feasibility of accurate real-time recognition.



YOUNG ICT Explorers

Cybersecurity and Privacy Award

Senior (10 - 12 category)

SAP

School Bytes

AI consortium

kinetic IT

CyberTrail

Melbourne Grammar School

Tim Yuan



MELBOURNE
GRAMMAR SCHOOL
AN ANGLICAN SCHOOL

As more aspects of everyday life move online, cyber attacks are becoming increasingly common. However, many people still struggle to recognise threats such as phishing, social engineering, and credential theft because cybersecurity is often perceived as too technical, expensive, or unengaging to learn. Many existing educational resources rely on articles, videos, or quizzes that explain what users should do, but rarely show how attacks actually unfold or why people fall victim to them. CyberTrail was created to address this problem by making cybersecurity education practical, engaging, and accessible.



YOUNG ICT Explorers

BEST USE of AI Award

Senior (10 - 12 category)

SAP

School Bytes

AI consortium

kinetic IT

Auslan Assist – Auslan Sign Translator

Perth College

Jing Jing Huynh

Approximately one in six Australians (around 3.6 million people) live with some degree of hearing loss. For many members of the deaf community, communication barriers arise due to limited access to Auslan interpreters and accessible communication tools in workplaces, education, healthcare and everyday public interactions. While digital solutions exist, many rely on connecting users with a remote interpreter or are designed for sign languages other than Australian Sign Language.

Auslan Assist is a prototype computer vision system that recognises selected Auslan signs using a camera and translates them into text in real time. It uses computer vision to detect and track hand landmarks, which are analysed to identify specific Auslan gestures. The initial prototype focuses on recognising a small set of commonly used signs to investigate the feasibility of accurate real-time recognition.



YOUNG ICT Explorers

Sustainability Award

SAP

School Bytes

AI consortium

kinetic IT

Plant Identification App

Trinity Christian School

Luke Anderson

This project uses a convolutional neural network connected to a Python based web server to classify native and invasive Australian plants to help gardeners, conservationists and everyday Australian's better nurture environments by easily knowing whether to uproot or protect a plant using a simple user interface. While there are many digital tools available to determine the species of a plant and many tools to solely identify weeds, there is a gap in these systems to directly determine whether the plant is native or invasive from an Australian context which is essential information for effective environmental management. Currently this app is capable of determining 20 of the most common native and invasive Australian plants with an accuracy of 98%.



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National Finals Awards Announcements

27 November 2026

1pm AEST

SAP

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