

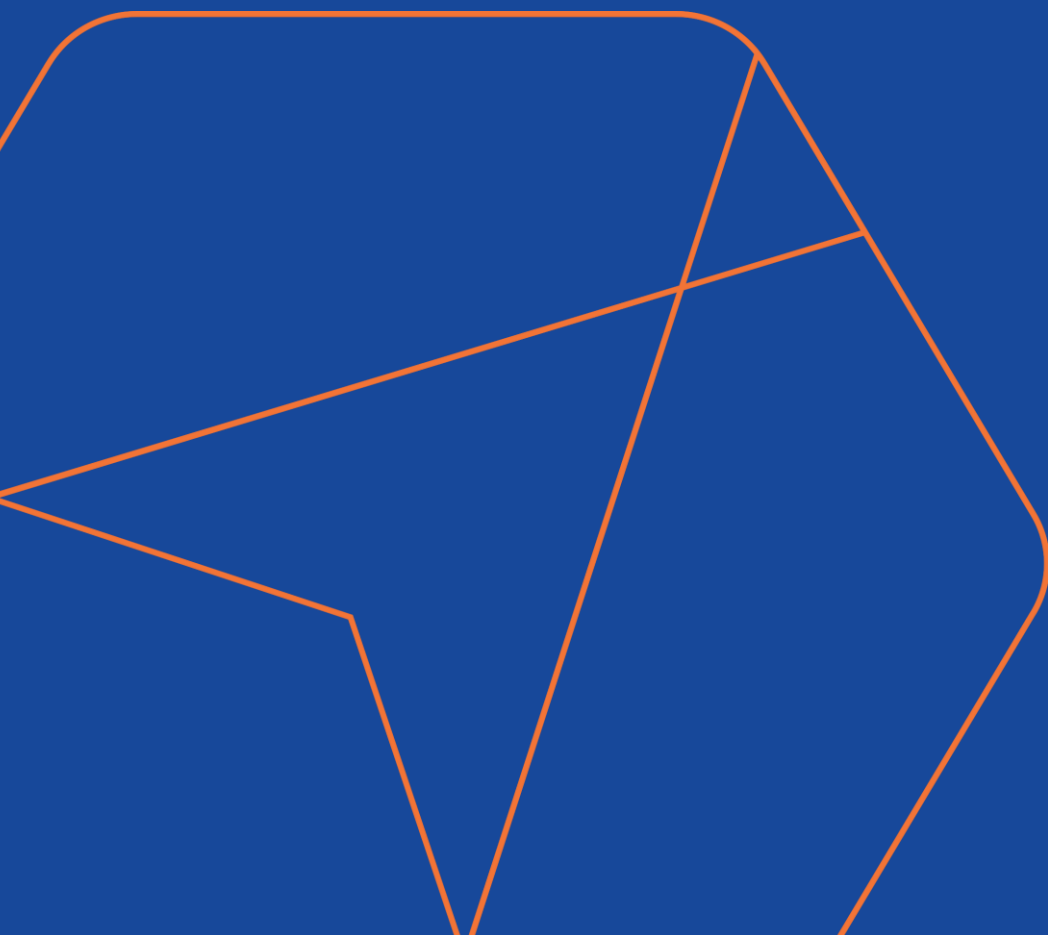
INNOVATIVE TECHNOLOGY

Funovation Competition 2025/2026

Guidelines

G-TEC-006-01

8th October 2025



1. Introduction

EU Code Week is a grassroots movement supported by the European Commission that celebrates creativity, problem-solving, and collaboration through coding and digital activities. Held annually across Europe and beyond, it empowers people of all ages to explore technology in fun and engaging ways. Schools, libraries, businesses, and communities come together to host events that promote digital literacy and computational thinking.

As the official EU Code Week Hub for Malta, the Malta Digital Innovation Authority (MDIA) is proud to launch the Funovation Competition 2025/2026 (hereinafter 'the Competition'). This initiative recognises schools that actively contribute to the EU Code Week movement by organising inclusive, innovative, and impactful digital activities. The competition aims to empower educators and students to engage with technology meaningfully, while fostering a culture of creativity and lifelong learning.

These Guidelines are being issued pursuant to the Malta Digital Innovation Act, Chapter 591 of the Laws of Malta, and shall be considered binding.

2. Aims and Objectives

The primary aim of the Funovation Competition is to recognise and reward schools in Malta and Gozo that demonstrate exceptional engagement with EU Code Week.

Specific objectives include:

- Encouraging schools to organise and register meaningful digital activities.
- Promoting creativity, computational thinking, and digital skills among students.
- Inspiring interest in ICT careers and increasing participation among girls in digital education.

3. The EU Code Week

A Code Week activity is any inclusive initiative that stimulates creativity and fosters digital skills development in European youth. Activities may include but are not limited to:

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- Coding workshops, robotics sessions, or digital storytelling
- Lessons on cybersecurity, AI, design thinking, or digital ethics
- Unplugged activities that teach computational thinking
- Career talks or challenges that inspire digital career paths
- In-person, virtual, or hybrid formats
- Activities led by educators, students, professionals, or volunteers

Code Week activities must result in a certification of participation when registered and reported on the Code Week website.

For inspiration and guidance, educators and activity organisers are encouraged to explore the EU Code Week homepage:

 [Join EU Code Week – Learn, Create, & Have Fun with Coding](#)

4. Competition Period

- a. The Competition period spans from **11 October 2025** to **30 April 2026**. Only activities held within such period shall be considered for the purposes of the Competition.
- b. A final snapshot of registered activities will be taken on **4th May 2026 at 10:00 CET**.
- c. Final verification and announcement of the winner shall be concluded by the **31st of May 2026**, unless otherwise extended by the MDIA.

5. Eligibility Criteria

- a. The Competition is open to all Primary and Secondary schools in Malta and Gozo.

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6. Activity Criteria

- a. In order to be considered eligible for the purposes of the Funovation Competition, activities shall:
 - i. Be organised by an eligible school pursuant to Clause 5 of these Guidelines.
 - ii. Be held between the 11th October 2025 and the 30th April 2026.
 - iii. Be registered on the EU Code Week website (accessible at <https://codeweek.eu>) by no later than the 4th of May 2026, 10:00 CET, using the respective school's official name and valid contact information. Schools are encouraged to follow the official video guidance for registration (<https://digitalskills.mdia.gov.mt/initiative/be-part-of-eu-code-week/>)
 - iv. Be free of charge for all attendees.
 - v. Include a minimum of five attending participants.
 - vi. Be authentic, purposeful, and designed to inspire learners.
 - vii. Promote digital skills, ethics, creativity, and engagement with technology.
 - viii. Reflect the values of innovation, inclusion, and empowerment.
- b. Activities which are organised or funded by the MDIA shall not be eligible for the purposes of the Competition.
- c. Activities which do not satisfy the criteria set out in these Guidelines shall not be considered and shall not be counted towards the total of activities of the respective school.
- d. Any decision regarding the eligibility or otherwise of any activity for the purposes of the Competition shall be at the discretion of the MDIA, and all decisions shall be final.

7. Award Criteria

- a. The Award shall be conferred to the school which, at the closing date of the Competition period, has registered the highest number of validly registered eligible Code Week activities.
- b. In the event that two or more eligible schools have an equal number of validly registered events, a judging panel shall determine the ranking of the respective schools by making reference to the quality and diversity of activities registered.

8. Reporting

- a. All schools shall provide updates to the MDIA via email to funovation.mdia@mdia.gov.mt.
- b. Such reports shall include, at minimum, the number of activities registered and the title of the activities.
- c. The MDIA shall have the power verify such reports and notify schools of any discrepancies.
- d. Duplicate or unverifiable entries shall be excluded from eligibility towards the Competition.
- e. For the avoidance of doubt, reports provided pursuant to this provision of these Guidelines shall only be used to guide and assist participating schools in ensuring that their respective activities are correctly registered on the Code Week portal. The number of eligible activities validly registered for the purposes of determining the winner of the award shall be determined on the basis of the entries registered on the website at the closing of the competition period, and in the event of any discrepancies between the entries found on the website and the figures derived from the respective school's reporting, the figures on the website shall prevail.

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9. Award Details

- a. The winning school shall be announced by the **31st of May 2026** and featured in national and EU Code Week communications.
- b. The winning school shall receive a prize in the amount of €5,000 (hereinafter '**the Award**').
- c. The Award must be used solely for the purposes outlined in these Guidelines.
- d. The Award shall be used exclusively used to purchase hardware or software that empowers students to explore and experiment within an IT Lab/classroom environment.
- e. All purchases made using the Award shall assist towards enhancing digital literacy and creativity, support curriculum delivery and innovation in ICT and ensure accessibility for all students.
- f. The Award shall not be used for personal devices or subscriptions, non-educational entertainment equipment, gifts, hospitality, or unrelated expenses.
- g. All procurement by the winning school pursuant to these Guidelines must adhere to public procurement regulations, where applicable.
- h. The winning school shall install a plaque in the IT lab/classroom, or any other suitable place as agreed with the MDIA, acknowledging the MDIA's sponsorship.

10. Progress and Reporting

- a. The winning school shall disburse the Award as outlined in these Guidelines within one year of the publication of the result, which shall be considered the date of project completion.
- b. The winning school shall submit a financial report, including all relevant invoices and proof of payment, to the MDIA upon project completion.
- c. Any part of the Award not disbursed by the winning school by the date of project completion shall be refunded to the MDIA.

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- d. The winning school shall retain all receipts, invoices, and delivery notes for items purchased using the Award for five years from the date of the purchase.
- e. The winning school shall submit an Impact Report within six months of project completion. The Impact Report shall detail how the investment is being used and its benefits to students.

11. Termination

- a. MDIA reserves the right to terminate and reclaim the Award if:
 - i. funds are misused or diverted from their intended purpose as outlined in these Guidelines or if activities are found to be fraudulent or unverifiable.
 - ii. The winning school is in breach of any provision of these Guidelines.
- b. The organising schools shall be solely responsible for any activities organised and registered for the purpose of the Competition. The MDIA shall hold no responsibility and shall not be liable for any loss, damage, expense or delay incurred or suffered by participating schools or any third-party (including, without limitation, consequential loss or damage) arising from any event organised or registered by any school pursuant to these Guidelines. Furthermore, the participating school agrees that the MDIA, nor its members, shall not be held liable nor responsible for any act or omission by the school in furtherance of the Competition.
- c. The winning school hereby binds itself to fully indemnify MDIA and to hold MDIA free from any responsibility should the winning school, MDIA, or any third party suffer any form of damages as a result of any use of the Award by the winning school. The winning school shall reimburse MDIA for any expenses MDIA may incur due to the fact that it may have to defend itself, legally or otherwise, from any claim made against it as a result of such use of the Award. Said expenses include but are not limited to, court expenses, legal fees, consultant expenses and ancillary expenses. Indemnity in terms of these Guidelines shall be immediately due upon any request to this effect made by MDIA to the winning school. Such indemnity shall be deemed to be certain, liquidated and due in terms of Maltese Law, and shall not be subject to any abatement or reduction by any adjudicating body be it the Maltese Courts or otherwise. Furthermore, the winning school agrees that the MDIA, nor its members, shall not be held liable nor responsible for any act or omission by the winning school in furtherance of the Competition.

12. Administration

- a. The competition is administered by the MDIA. All communications, verifications, and reporting must be directed to the MDIA. The MDIA reserves the right to amend these Guidelines, verify entries, and adjudicate disputes.

13. Information

For further information, clarification, or assistance, schools may contact:
Malta Digital Innovation Authority

Email: funovation.mdia@mdia.gov.mt

Website: <https://mdia.gov.mt>

14. Revision History

Revision No.	Issue Date	Description
1	08/10/2025	First issue.

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