INTERNATIONAL COMPETITION

VOCATIONAL CHAMPIONSHIP 2026

OFFICIAL GUIDEBOOK

Empowering Vocational Innovation for a Sustainable Future

TWO PATHWAYS TO GLOBAL IMPACT

01 Scientific Paper Competition

02 Innovation Product Competition

Faculty of Vocational
Universitas Sumatera Utara

FOREWORD

We express our gratitude to God Almighty for His grace and blessings, enabling the preparation of the Vocational Championship Guidebook as part of the 2026 Faculty of Vocational Expo to be completed successfully.

This guidebook has been prepared as the official reference for all participants, judges, and parties involved in the competition. It contains information on the background and objectives of the event, registration requirements, competition categories, stages and schedule, judging criteria, and rules that must be observed by every participant. We hope that the information provided will help participants prepare thoroughly and follow every stage of the competition smoothly.

As an international-scale competition, we recognize that participants will come from different countries with diverse cultural, linguistic, and educational backgrounds. Therefore, this guidebook has been prepared with emphasis on language clarity, measurable judging criteria, and fairness for all participants, regardless of their institution or country of origin.

The preparation of this guidebook would not have been possible without the cooperation and contributions of many parties. We would like to thank the leadership of the Faculty of Vocational, the organizing committee, the judges, and all teams who contributed their time and ideas to developing the technical and substantive competition requirements.

We recognize that this guidebook has limitations and may require adjustments in the future. Constructive feedback and suggestions are therefore highly appreciated to support continuous improvement in the organization of the competition.

Finally, we hope this guidebook will serve as a clear and useful reference and support the orderly, fair, and high-quality implementation of the Vocational Championship. We wish all participants the best in their preparation and competition.

Medan, 21 September 2026

International Competition Committee

Vocational Expo 2026

Message from the Dean of the Faculty of Vocational

Universitas Sumatera Utara

Prof. Dr. Isfenti Sadalia, SE., ME

Dean, Faculty of Vocational

Universitas Sumatera Utara

Assalamualaikum Warahmatullahi Wabarakatuh, greetings and best wishes to all,

We express our gratitude to God Almighty for His grace and blessings, enabling the Vocational Championship, held as part of the 2026 Faculty of Vocational Expo, to be conducted successfully. This guidebook is provided as the official reference for all participants, judges, and the organizing committee so that the competition can be conducted in an orderly, fair, and standardized manner.

The Faculty of Vocational Expo is a concrete expression of our commitment to promoting excellent, adaptive, and globally competitive vocational education. Through this event, we aim to provide a platform for students and young people from various countries to exchange ideas, develop their skills, and showcase their best innovations.

We warmly welcome all participants who have registered, both from Indonesia and abroad. The diversity of backgrounds, cultures, and academic disciplines represented in this competition is a valuable asset that we believe will enrich the quality of ideas and strengthen international collaboration. A healthy, fair, and respectful competitive spirit is one of the core values that we expect all participants to uphold throughout the event.

We extend our highest appreciation and gratitude to the organizing committee, judges, partners, and sponsors who have devoted their time, energy, and ideas to making this event possible. Without the support and hard work of all parties, this international-scale competition could not be realized.

Finally, we hope this guidebook will provide a clear and useful reference for all participants in preparing for the competition. May the 2026 Faculty of Vocational Expo be more than a competition; may it also become a sustainable platform for learning, inspiration, and international networking for us all.

About
Vocational Expo

The Faculty of Vocational, Universitas Sumatera Utara (USU), is one of the faculties within Universitas Sumatera Utara that focuses on higher vocational education, emphasizing applied skills and graduate employability. As part of USU's commitment to providing higher education that is relevant to the needs of business and industry, the Faculty of Vocational continues to develop Diploma (D3) and Applied Bachelor (D4) study programs across various fields of expertise.

The Faculty of Vocational, USU, applies hands-on learning, strengthens cooperation with industry partners, and develops Teaching Factory (TEFA) as a practical form of learning integrated with workplace practice. Through this approach, graduates are expected to possess job-ready competencies, competitiveness, and the ability to adapt to technological developments and industry needs at both national and international levels.

The Faculty of Vocational Expo is an annual event featuring exhibitions, competitions, and showcases of vocational student work for the public, business community, and industry partners. The Expo serves as a showcase of USU vocational education achievements and a platform for connecting student ideas, innovations, and products with real-world needs.

In 2026, the Faculty of Vocational Expo carries the theme "From Excellence to Global Impact", with activities including:

- An exhibition of vocational works and products, showcasing applied research results, product prototypes, and innovative student works from various study programs.
- Vocational Championship 2026, an international-scale competition with two categories: Scientific Paper Competition and Innovation Product Competition.
- Other supporting activities, such as seminars/talk shows and a job fair.

Through the 2026 Faculty of Vocational Expo, we hope to expand cooperation networks between the Faculty of Vocational and various parties, including educational institutions, industry stakeholders, and participants from Indonesia and abroad, while providing a meeting space for young people to create, compete, and collaborate in a healthy and sustainable manner.

Vocational Championship

Faculty of Vocational Expo 2026

Universitas Sumatera Utara

Vocational Championship 2026 is an international-scale competition held as part of the 2026 Faculty of Vocational Expo. It provides a platform for students and young people from various countries to demonstrate scientific thinking, creativity in innovation, and an entrepreneurial mindset oriented toward solving real problems in society, industry, and business.

Under the theme "Empowering Vocational Innovation for a Sustainable Future", the competition invites participants to present ideas and works that are relevant to technological developments, industry needs, and current global challenges.

Objectives

1. Encourage students to develop applicable, creative, and competitive scientific ideas and product innovations.
2. Build a cross-border collaboration ecosystem in vocational education.
3. Provide a platform for young people to showcase their ability to solve real-world problems through scientific, technological, and entrepreneurial approaches.
4. Identify promising talents whose works may be further developed toward implementation, publication, or commercialization.

Competition Categories

Vocational Championship 2026 consists of two competition categories, each subject to its respective technical requirements.

1. Scientific Paper Competition

This category is intended for participants who wish to present scientific ideas and findings in a systematic and data-based manner. Participants are required to prepare a scientific paper addressing a specific problem, supported by a theoretical review, analytical method, and proposed solution in accordance with the selected sub-theme. Judging emphasizes originality of ideas, depth of analysis, writing methodology, and clarity of argumentation.

2. Innovation Product Competition

This category is intended for participants who have ideas in the form of innovative products, tools, systems, or technologies that address needs or problems in a particular field. Participants

are expected to present an innovation with novelty, functionality, and potential for further development. Judging covers originality, product readiness (prototype/MVP), usefulness, and feasibility of implementation in practice.

Participants

This competition is open to active Diploma and Bachelor's students from higher education institutions in Indonesia and abroad, subject to the requirements of each competition category.

Benefits of Participating

- Official certificates and awards for participants and winners.
- Opportunities to build networks with participants from various countries.
- Further coaching and mentoring for selected outstanding works.
- Opportunities for publication and/or further development toward implementation.

Vocational Championship
Vocational Expo 2026
Faculty of Vocational, Universitas Sumatera Utara

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Vocational Championship Guidebook

Faculty of Vocational Expo

Universitas Sumatera Utara

2026

A. Background

Vocational education plays a strategic role in preparing young people who not only master theoretical knowledge but also possess applied skills that can be directly used in the workplace and business environment. Amid rapid technological development and continuously changing industry demands, students are required to think critically, innovate, and produce practical solutions to various problems faced by society and industry. These abilities need to be developed through appropriate platforms, one of which is a competition that encourages participants to develop scientific ideas, innovative products, and practical and measurable solutions.

In response to these needs, Vocational Championship 2026 is organized as part of the 2026 USU Faculty of Vocational Expo to provide students from Indonesia and abroad with a platform to present their best ideas and works through two competition categories: Scientific Paper Competition and Innovation Product Competition. Through this competition, it is expected that ideas and works will emerge that are not only academically competitive but also applicable and capable of creating tangible impact, while strengthening collaboration and networking among participants across countries in vocational education.

B. Objectives

In line with its background, Vocational Championship 2026 is designed not merely as a competition, but as a platform for the comprehensive development of students' potential in both academic and innovation aspects. Through the two competition categories offered, the competition is expected to provide an applied learning experience while opening opportunities for broader collaboration among participants.

Competition Objectives:

1. Encourage students to develop scientific ideas and product innovations that are applicable, creative, and competitive.
2. Provide a healthy competitive environment for young people to strengthen critical-thinking and problem-solving skills in addressing real-world issues in society and industry.

3. Build networks and cross-institutional and international collaboration in vocational education.
4. Identify promising talents whose works can be further developed into scientific publications, product prototypes, or start-up initiatives.
5. Strengthen the image and reputation of the Faculty of Vocational, USU, as an organizer of international-scale scientific and entrepreneurship competitions.

C. Benefits

In addition to providing achievements for the organizer, Vocational Championship 2026 is designed to deliver tangible added value for all parties involved, particularly participants. Through the competition process—from registration and work preparation to judging—participants are evaluated not only on their final results but also gain valuable experience that can support their personal development and future careers. The benefits of the event include:

Competition Benefits:

1. Official certificates for all participants and special awards for winners in each competition category.
2. Opportunities to build networks with participants, academics, and practitioners from various institutions and countries.
3. Direct experience in preparing scientific papers and innovation products according to competitive standards and judging criteria.
4. Further coaching and mentoring for selected outstanding works to support development toward implementation, publication, or commercialization.
5. Improved portfolio and competition experience that can support academic achievement and career readiness.
6. Recognition of the quality of participants' ideas and works in an international-scale competition.

D. Event Name

Vocational Championship 2026, Faculty of Vocational Expo, Universitas Sumatera Utara, with the theme **"Empowering Vocational Innovation for a Sustainable Future"**

E. Event Format

Vocational Championship 2026 is conducted online for registration, submission of works, the preliminary round, and the final round. The Awarding Ceremony is conducted offline according to the schedule determined by the organizing committee.

The event begins with registration and submission of works through the official platform provided by the organizing committee, followed by evaluation by the judges to determine the participants who advance to the final round. In the final round, Scientific Paper finalists submit their posters, which will be exhibited at the Vocational Expo and evaluated by a panel of judges, while Innovation Product finalists present their work online via Zoom.

Vocational Championship 2026 consists of two competition categories:

1. Scientific Paper Competition
2. Innovation Product Competition

F. Target Participants

Vocational Championship 2026 is open to active students from public and private higher education institutions in Indonesia and abroad, covering Diploma (D3), Applied Bachelor (D4), and Bachelor's (S1) levels, without restriction by study program or academic discipline. This openness is intended to encourage diversity of ideas, perspectives, and approaches in submitted works, provided they comply with the selected competition category.

Participants may register as teams according to the technical requirements of each competition category. Active student status must be demonstrated through a Student ID Card. Each student may participate in a maximum of two competition categories across Vocational Championship 2026, once as a Team Leader and once as a Team Member.

G. Competition Implementation Scheme

STAGE	DATE	REMARKS
Participant Registration	28 September – 28 October 2026	https://expo.vokasi-usu.id/
Work Submission Deadline	28 October 2026	Online
Preliminary Round	29 – 30 October 2026	Online
Final Round	31 October – 4 November 2026	Online
Awarding Ceremony	7 November 2026	Offline

H. General Participant Requirements

1. Participants in Vocational Championship 2026 must be active D3/D4/S1 students at public or private higher education institutions in Indonesia or abroad, as evidenced by a Student ID Card. For participants from Indonesia, active student status must correspond with the Higher Education Database.
2. The competition is conducted in teams; all team members must be from the same higher education institution.
3. Each team must be accompanied by one supervising lecturer from the same higher education institution and the same faculty as the Team Leader or a Team Member.
4. One supervising lecturer may supervise a maximum of three teams in the same competition category.
5. Submitted works, products, posters, videos, and team names must not contain:
    a. discrimination, hate speech, or insults based on ethnicity, religion, race, intergroup relations, gender, disability, or other personal characteristics;
    b. political campaigning or partisan political content, meaning content that promotes or opposes a political party, candidate, or political group, or that aims to persuade audiences to support a partisan political position;
    c. pornography or sexually explicit material;
    d. content that glorifies or incites violence; or
    e. any other material contrary to applicable laws and regulations.

    Objective, evidence-based, and respectful discussion of social, cultural, religious, or ethnic groups as research subjects or intended beneficiaries (for example, in studies related to SDGs 1, 2, 3, 4, and 17) is permitted, as is neutral analysis of public policies relevant to the work. Research involving human participants should follow ethical practice, including informed consent and protection of participants' identities where appropriate.

6. Submitted work or product content must be accompanied by:
    a. Approval Sheet;
    b. Originality Declaration (Appendix 2, for both Scientific Paper and Innovation Product);
    c. Team Leader and Team Member Bio-data;
    d. Supervising Lecturer Bio-data;

e. Student ID Cards of the Team Leader and all team members;

Note: All documents must use the templates provided by the organizing committee.

7. Intellectual property rights to the work remain with the participants in accordance with applicable provisions. The organizing committee is granted a non-exclusive right to archive, document, and publish the work for event administration, promotion, and reporting purposes, while crediting the participants and the work source.
8. Participants must complete the registration form and upload their work/product and other required files through the official Vocational Championship 2026 website.
9. The file naming format is (TeamName_University_Country).
10. The main proposal/work must be uploaded to the Vocational Championship 2026 website through the work-submission section. All supporting materials (video, poster, and other documents) must be uploaded to the participant's Google Drive, and the Google Drive link must be provided through the website at the time of submission.
11. All supporting documents for each competition category are available on the official Vocational Championship 2026 website (https://expo.vokasi-usu.id/). Participants must download the documents corresponding to their selected category.
12. Each student may participate in a maximum of two competition categories across Vocational Championship 2026, once as a Team Leader and once as a Team Member.
13. If the committee finds cheating, falsification of data, plagiarism, or other violations, participants may receive sanctions ranging from score reduction and cancellation of results to disqualification, depending on the severity of the violation.
14. Participation in Vocational Championship 2026 is free of charge, and no registration fee is required at any stage. Participants who pass the preliminary round must complete re-registration within the period specified by the committee to proceed to the final round.
15. Participants who violate the above provisions will be subject to sanctions by the Vocational Championship 2026 organizing committee.
16. Registered participants or team members may not be replaced by other members for any reason.
17. Any additional competition information will be updated through the official website and social media of Vocational Championship 2026.

I. Contact Information and Official Media

Contact:

Website : https://expo.vokasi-usu.id/

Instagram: expo.vokasi_usu

Email: vocationalchampionship@gmail.com

Secretariat, Vocational Championship Expo Vokasi 2026

Faculty of Vocational, Universitas Sumatera Utara

Jl. Tri Dharma, USU Campus, Medan, Indonesia

J. Closing

This guidebook has been prepared to serve as a reference for the implementation of the Vocational Championship Expo Vokasi 2026 organized by the Faculty of Vocational, Universitas Sumatera Utara. We recognize that the event cannot be successfully conducted without the support of all parties involved. Thank you for your attention and support.

SCIENTIFIC PAPER COMPETITION

A. Competition Overview

The Scientific Paper Competition at Vocational Championship 2026 is a platform for vocational and academic students to present scientific ideas through systematic, data-based, and solution-oriented papers addressing real problems in society, industry, and other applied fields. Amid rapid scientific development and increasing demand for evidence-based problem solving, the Scientific Paper competition provides a strategic platform for participants to strengthen critical, analytical, and evidence-based thinking through original research or literature reviews based on credible scientific references.

The competition focuses on developing scientific ideas relevant to the competition field selected by the participants. Entries may be based on field/experimental research or literature studies using reliable scientific references. Submitted papers are expected to demonstrate originality, depth of analysis, appropriate methodology, and practical solutions with tangible impact. Judging emphasizes not only scientific writing but also clarity of argumentation, usefulness of the proposed solution, and the participants' ability to communicate their ideas visually and persuasively to the judges.

Participants will pass through two selection stages: the preliminary round through online submission of the scientific paper, and the final round through the submission of a poster, which will be exhibited at the Vocational Expo and evaluated by a panel of judges.

The competition consists of two stages:

1. Preliminary stage — submission of the Scientific Paper (online)
2. Final stage — poster submission (online), followed by a poster exhibition at the Vocational Expo on 7 November 2026, where the posters will be evaluated by a panel of judges

B. Theme

Main Theme: **"Applied Research for a Sustainable and Inclusive Future"**

Submitted papers must explicitly address at least one of the following Sustainable Development Goals (SDGs):

- SDG 1: No Poverty
- SDG 2: Zero Hunger
- SDG 3: Good Health and Well-Being
- SDG 4: Quality Education
- SDG 17: Partnerships for the Goals

C. Participant Requirements and Rules

General Requirements:

1. Participants must meet the general requirements of Vocational Championship 2026 as well as the specific requirements for the Scientific Paper Competition stated in this guidebook.
2. The competition may be entered as a team (maximum 3 people), with team members being active D3, D4, or S1 students from the same higher education institution.
3. Registered participants or team members may not be replaced for any reason.
4. Each team must be accompanied by one supervising lecturer from the same higher education institution and the same faculty as the Team Leader or a Team Member.
5. One supervising lecturer may supervise a maximum of three teams in the same competition category.
6. Each participant/team may submit only one scientific paper.
7. The scientific paper may be based on research results (primary/secondary data) or literature review/scientific references. It must be original, unpublished, and must not have previously been submitted to or won a similar competition. For this purpose, "published" means publication in a journal, conference proceedings, book, or other publicly distributed scientific medium. "Similar competition" means any scientific paper competition that evaluates papers on a comparable theme or format.
8. The proposed idea must be relevant to the competition field and theme selected by the participant.
9. Participants who qualify for the final round must participate in all competition stages from the preliminary round through the final round.
10. The judges' decisions are final and cannot be contested.
11. Any additional competition information will be updated through the official website and social media of the Faculty of Vocational Expo 2026.

Specific Requirements:

1. The poster must be A1 size, portrait or landscape orientation, in high-resolution PDF/PNG/JPG format, for exhibition at the Faculty of Vocational Expo 2026 and evaluation by the judges during the final round.
2. The submitted scientific paper must discuss an idea/solution based on research results and/or literature review relevant to the selected competition field.

Teams may choose their own team name, provided that it complies with the content standards in General Participant Requirement H.5 and does not use the name of a political party, a political figure, or a commercial brand without permission. The committee may ask a team to change an inappropriate team name.

3. Originality must be demonstrated through an Originality Declaration using the template provided by the committee, signed by the Team Leader (scanned handwritten signature or digital signature). Using the template in Appendix 2.
4. The official competition language is English, and all submitted works (paper and poster) must comply with General Participant Requirement H.5 regarding content standards.
5. If cheating, falsification of data/identity, or other violations are found, the committee has the right to impose sanctions up to and including disqualification.
6. The judges' decisions are final in accordance with the competition rules and cannot be contested.
7. Intellectual property rights to the work remain with the participants. The organizing committee is granted a non-exclusive right to archive, document, and publish the work for event administration and promotion purposes, with participant attribution.

D. COMPETITION TIMELINE

STAGE	DATE	REMARKS
Participant Registration	28 September – 28 October 2026	https://expo.vokasi-usu.id/
Work Submission Deadline (Paper Submission Deadline)	28 October 2026	Online
Preliminary Round (Paper Evaluation)	29 – 30 October 2026	Online
Final Round (Poster Submission)	31 October – 3 November 2026	Online
Awarding Ceremony (posters will be exhibited at the Vocational Expo)	7 November 2026	Offline

E. PRELIMINARY ROUND

1. Participants submit the Scientific Paper through their participant account on the official Vocational Championship 2026 website, in accordance with the registration and submission guidelines.
2. The paper template must follow the structure specified in the Scientific Paper Writing Guidelines section of this guidebook.
3. The preliminary round consists of administrative and substantive evaluation of the submitted paper based on the established judging criteria.
4. The paper must be submitted as a soft copy (PDF) through the participant account using the file naming format specified by the committee.
5. The announcement of participants advancing to the final round will be published through the official website and/or social media channels of the Faculty of Vocational Expo 2026.
6. Participants advancing to the final round must attend the technical meeting according to the designated schedule and submit a poster to be exhibited at the Faculty of Vocational Expo 2026 and evaluated by the judges.

PRELIMINARY ROUND JUDGING CRITERIA (Paper)

Evaluation Criterion	Key Focus Areas	Weight
Originality & Novelty	Innovativeness of the idea, clear distinction from existing literature.	25%
SDGs Alignment	Relevance to specified SDG themes (1, 2, 3, 4, 17) and main theme.	20%
Methodological Rigor	Soundness of research design, data collection, and analytical procedures.	25%
Academic Writing Quality	Structure, grammatical precision, logical flow, and citation standards.	15%
Practical Impact & Feasibility	Applicability, potential for real-world translation, and social value.	15%

F. FINAL ROUND

1. Dimensions: Digital A1 portrait/landscape orientation (high-resolution PDF or PNG/JPG format).

2. Content Requirements: Title, Institutional Logos, Authors & Country, Introduction/Background, Methodology, Key Results & Discussion (graphs, tables, charts), Conclusion, Practical Recommendations, and Selected References.
3. Design Principle: Highly visual, structured, self-explanatory, and readable without verbal explanation.

FINAL ROUND JUDGING CRITERIA (Digital Poster)

Evaluation Criterion	Key Focus Areas	Weight
Content Accuracy & Theme Consistency	Alignment between poster content, full paper, and SDGs framework.	30%
Information Clarity & Flow	Logical progression from background to research findings and impact.	30%
Visual Design & Aesthetics	Graphical quality, balance of visuals and text, effective data display.	25%
Format Compliance & Neatness	Adherence to layout dimensions, typography standards, and completeness.	15%

G. SCIENTIFIC PAPER WRITING GUIDELINES

1. General Document Requirements

No.	Requirements
1	Paper size: A4.
2	Margins: left 4 cm; right, top, and bottom 3 cm.
3	Font: Times New Roman, 12 pt (main text).
4	Line spacing: 1.5 (except the abstract, which uses single spacing)
5	Maximum length: 15 pages (excluding appendices).
6	File format: PDF.
7	Page numbers are placed at the bottom-right corner. • Front matter (from the Abstract to the List of Appendices): lowercase Roman numerals (i, ii, iii, …). • Main body (Chapter I) to the end, including References and Appendices: Arabic numerals (1, 2, 3, …), starting from 1 on the first page of Chapter I. • The Cover Page and Approval Sheet are not numbered.

2. Paper Structure

COVER PAGE

APPROVAL SHEET

TABLE OF CONTENTS

LIST OF FIGURES (if any)

LIST OF TABLES (if any)

LIST OF APPENDICES

ABSTRACT AND KEYWORDS: A concise summary of the paper (maximum 200 words) covering the background problem, objective, method, key findings or proposed solution, and the relevant SDG. The abstract is followed by 3-5 keywords, separated by commas and arranged alphabetically.

CHAPTER I — INTRODUCTION

Background — describes the problem that is the focus of the proposed idea, supported by relevant data/facts and the urgency of addressing the problem within the selected competition field. Problem Statement and Objectives — formulates the problem specifically and defines measurable writing objectives.

CHAPTER II — LITERATURE REVIEW

Theoretical Foundation — presents theories and concepts relevant to the proposed idea, which may be sourced from previous research or other scientific references. Related Studies — presents existing similar ideas/solutions as comparisons to establish the novelty position of the proposed idea.

CHAPTER III — WRITING METHOD

Type and Approach — explains whether the paper is based on research data (primary/secondary) or a literature review, including the methods used to collect and analyze data/information. Writing Stages — describes the flow of developing the idea, from problem identification to solution formulation.

CHAPTER IV — DISCUSSION

Analysis and Synthesis of the Idea — explains the proposed idea/solution in detail based on the research findings or literature review conducted. Implementation Potential and Impact — explains the feasibility of implementing the idea and the expected impact on society, industry, or the relevant field.

CHAPTER V — CONCLUSION

Conclusion and Recommendations

REFERENCES

- Use references published within the last 10 years as a minimum.
- Use of reference management software (Mendeley/Zotero/EndNote) is recommended.
- Use APA 7th Edition citation style.

Mandatory Appendices:

1. Originality Declaration (Appendix 2)
2. Bio-data of the Team Leader, Team Members, and Supervising Lecturer.
3. Supporting data/documentation (if any).

Additional Appendices:

Partner permission/support letter (if applicable).

H. PRIZES AND AWARDS

No.	Category	Prize
1	1st Place	IDR 2,500,000 + Winner Certificate
2	2nd Place	IDR 2,000,000 + Winner Certificate
3	3rd Place	IDR 1,500,000 + Winner Certificate
4	1st Runner-Up	IDR 1,000,000 + Winner Certificate
5	2nd Runner-Up	IDR 800,000 + Winner Certificate
6	3rd Runner-Up	IDR 500,000 + Winner Certificate
7	Favorite Winner	IDR 400,000 + Winner Certificate

Note : All prizes are subject to applicable taxes and shipping/handling fees, which shall be borne entirely by the winner.

I. CONTACT INFORMATION

- Website : https://expo.vokasi-usu.id/
- Instagram: expo.vokasi_usu
- Email: vocationalchampionship@gmail.com

INNOVATION PRODUCT COMPETITION

A. Competition Overview

The Innovation Product Competition (International Innovation Product Competition) at Vocational Championship 2026 provides a platform for D3, D4, or S1 students to develop innovative ideas into practical, user-oriented, and scalable products. Amid the demand from industry and society for applicable solutions, this competition serves as a strategic platform for participants to transform technical and vocational competencies into products that can be implemented in practice, rather than remaining only ideas or paper concepts.

The competition focuses on applied innovation relevant to the SDG focus selected by participants. Entries may take the form of physical products, digital products, production-process innovations, or service innovations. Submitted works should clearly identify the problem being addressed, the target users, evidence of testing or validation, and measurable feasibility and impact potential. Judging considers not only product functionality and technical quality, but also the quality of video and photo documentation, usefulness to target users or communities, and participants' ability to present and defend their work before the judges.

Participants will go through two online selection stages: the preliminary round through submission of an innovation-product video and photo documentation, and the final round through live online presentation before the judges. Through this process, the competition aims to encourage innovations that are not only technically competitive but also applicable and capable of making tangible contributions to society, industry, and sustainable development.

The competition consists of two stages:

- Preliminary stage — submission of product innovation video and photo documentation (online)
- Final stage — online finalist presentation via Zoom before the judges

B. Theme

"Inclusive Applied Innovation for Sustainable Human Development"

The theme invites teams to develop practical innovations that respond to real-world challenges and contribute to inclusive human development. Entries should demonstrate a clear connection between vocational competence, applied technology or practice, user needs, and sustainable development.

To clarify the direction of innovation, the competition specifically connects the theme with five Sustainable Development Goals (SDGs):

- SDG 1: No Poverty
- SDG 2: Zero Hunger
- SDG 3: Good Health and Well-Being
- SDG 4: Quality Education
- SDG 17: Partnerships for the Goals

Each entry must demonstrate a primary contribution to at least one of the five SDGs. Integration of two or more SDGs is permitted provided that the relationship is supported by clear evidence.

C. Participant Requirements and Rules

General Requirements

1. Open to active D3/D4/S1 students, whose active student status must be verified throughout the competition period.
2. Each team must consist of maximum three students from the same higher education institution.
3. Each team must be accompanied by one supervising lecturer from the same higher education institution and the same faculty as the Team Leader or a Team Member.
4. All competition documents and submitted materials must be in English, except administrative documents specifically provided by the committee in Indonesian.
5. Each team must appoint one Team Leader as the main contact person.
6. Team roles are recommended to be divided among the Team Leader (coordination, registration, and presentation), the technical/product lead (development, testing, and technical evidence), and the impact, business feasibility, and communication lead.
7. Each student may participate in a maximum of two competition categories across Vocational Championship 2026, once as a Team Leader and once as a Team Member.

Specific Requirements

1. The proposed innovation must address a clearly identified problem or opportunity.
2. The innovation must have a direct connection to at least one SDG among SDGs 1, 2, 3, 4, or 17.
3. The team must clearly specify the intended users or beneficiaries.
4. The product must be supported by evidence of development, testing, simulation, field trials, or user feedback as validation.

5. The work must be safe, ethical, and lawful. Products requiring professional certification, clinical approval, food-safety approval, or electrical certification must not be claimed as fully certified unless such certification has actually been obtained.
6. The work must be the team's own work or a clearly identified adaptation/continuation of an existing work, with all externally sourced components, data, software, designs, or references properly credited. Teams submitting an adaptation or continuation of an existing work must disclose the existing work in the Originality Declaration and clearly describe the new contribution developed for this competition. Judging focuses on the new contribution.
7. The following types of work are not permitted:
   - Purely theoretical ideas without a prototype, MVP, or implementation evidence.
   - Routine assignments or ordinary products without meaningful innovation.
   - Work that merely promotes another party's commercial product without substantive innovation by the team.
   - Products that are unsafe, illegal, discriminatory, misleading, or designed to cause harm. All content in the Innovation Product Competition, including the video, photographs, and Business Model Canvas, must also comply with General Participant Requirement H.5.
   - Works that infringe intellectual property rights, privacy, copyright, trademarks, or the confidentiality of other parties.
   - Innovations whose claimed advantage lies solely in packaging, decoration, or marketing.
   - Duplicate submissions of the same product by different teams.

D. Competition Timeline

STAGE	DATE	REMARKS
Participant Registration	28 September – 28 October 2026	https://expo.vokasi-usu.id/
Work Submission Deadline (Video, Product Photos, and Business Model Canvas)	28 October 2026	Online
Preliminary Round (Work Evaluation)	29 – 30 October 2026	Online

Final Round and Judging (Presentation)	31 October – 4 November 2026	Online
Awarding Ceremony	7 November 2026	Offline

E. Preliminary Round

1. The preliminary round is conducted entirely online and based on document submission; participants are not required to attend physically at this stage.
2. Each team must upload three main outputs:
   A. Product innovation video (5 minutes) clearly showing the product and how it works.
   B. 4–8 documentation photographs, including a full-product photo, detail/component/function photos, and photos showing the context of use or demonstration.
   C. A one-page Business Model Canvas (BMC) in PDF or JPG/PNG format, prepared in English, containing the nine core elements: Customer Segments, Value Propositions, Channels, Customer Relationships, Revenue Streams, Key Resources, Key Activities, Key Partners, and Cost Structure, as evidence of business-model feasibility and the product's sustainability potential.
3. The video must use English narration and must be created originally for this competition.
4. Uploaded photos must show the actual condition of the product, without misleading manipulation or stock images.

Judging Criteria

No	Criterion	Weight	Key Indicators
1	SDG Relevance & Social Impact	20%	Strength and clarity of the problem addressed; direct contribution to one or more SDGs 1, 2, 3, 4, and/or 17; measurable benefit to users or communities.
2	Novelty & Originality	15%	Distinctiveness of the idea, product, method, or application; evidence that the team understands existing alternatives and offers meaningful improvement.
3	Applied Functionality & Technical Quality	20%	Working principle, prototype/MVP quality, usability, reliability, safety, technical feasibility, and evidence of testing or validation.

4	Feasibility & Scalability	15%	Availability of resources, cost awareness, production/implementation feasibility, maintainability, potential to scale or adapt to other contexts, and clarity of the business model as presented in the Business Model Canvas (BMC).
5	User-Centered Design & Accessibility	10%	Clear target users, suitability to user needs, simplicity, inclusiveness, accessibility, and quality of user experience.
6	Sustainability & Responsible Innovation	10%	Environmental and social responsibility, efficient resource use, ethical considerations, long-term viability, and risk awareness.
7	Presentation & Communication	10%	Clarity, structure, visual quality, evidence, storytelling, English communication, and ability to answer judges' questions.

F. Final Round

1. The final round is attended by the teams with the highest preliminary-round scores.
2. It is conducted online through Zoom. Each team is given a maximum of 10 minutes, consisting of 5 minutes for presentation and 5 minutes for questions and answers with the judges.
3. The recommended presentation sequence includes: opening and team introduction; problem and target users; innovation and differentiating value; product demonstration; SDG contribution with validation and feasibility evidence (including a summary of the Business Model Canvas); and closing statement.
4. All team members (Team Leader and Members) must attend the presentation session together.
5. The committee may ask the team to demonstrate the product live or provide additional evidence when necessary.
6. A team that does not attend the scheduled presentation without prior approval may be disqualified or receive a score of zero for the presentation component.

G. Work Guidelines

1. Eligible entries include:

a. Physical products, tools, devices, equipment, instruments, prototypes, or assistive products.
b. Digital products such as applications, software, platforms, dashboards, learning tools, or digital services, provided a functional demonstration is available.
c. Production or processing innovations that improve efficiency, affordability, quality, safety, sustainability, or accessibility.
d. Service innovations or integrated product-service solutions where the service has a demonstrable operational model and tangible user value.
e. Low-cost or appropriate-technology solutions for communities, institutions, SMEs, or vulnerable populations.

2. Works must follow the Innovation Profile framework, which includes:
   a. Problem statement.
   b. Target users or beneficiaries.
   c. Innovation description.
   d. Key technical features or components.
   e. Product working principle.
   f. SDG contribution and expected impact.
   g. Testing/validation/user-feedback results.
   h. Cost feasibility and scalability, including a summary of the Business Model Canvas.
   i. Sustainability and ethical aspects.
   j. Future development plan.
3. The main video should follow the time structure below:
   a. 0:00–0:20 – Team and product introduction.
   b. 0:20–1:00 – Problem and target users.
   c. 1:00–2:00 – Innovation concept and key features.
   d. 2:00–3:00 – Demonstration or workflow.
   e. 3:00–4:00 – SDG contribution, testing, impact, and feasibility.
   f. 4:00–5:00 – Future development and closing statement.
4. Photo documentation should follow the checklist below:
   a. Submit 4–8 clear photographs.
   b. Include at least one full-product photo, one detail/function photo, and one use-context or demonstration photo.
   c. Photos must show the actual submitted product or prototype.
   d. Do not use misleading stock images as evidence of product performance.

e. Image editing is allowed for clarity, but manipulation that changes the actual appearance or performance of the product is prohibited.

5. Each team must include a signed originality declaration confirming that the work is the team's own work, or a clearly disclosed adaptation or continuation of an existing work.
6. Each team must ensure that all eligibility requirements and participation limits have been satisfied before the submission deadline:

☐ Maximum three students are listed in the team.

☐ Team Leader and Team Members are clearly identified.

☐ Participation limits have been checked across all Vocational Championship categories.

☐ Product title and SDG alignment are stated in English.

☐ Video link works and access is set to allow judging.

☐ Required photos are clear and original.

☐ Innovation profile is complete.

☐ Originality declaration (Appendix 2) is signed/confirmed.

☐ All links and files are accessible before the deadline.

☐ Business Model Canvas (1 page, in English) has been completed and attached.

H. Prizes and Awards

No.	Category	Prize
1	1st Place	IDR 3,000,000 + Winner Certificate
2	2nd Place	IDR 2,500,000 + Winner Certificate
3	3rd Place	IDR 2,000,000 + Winner Certificate
4	1st Runner-Up	IDR 1,500,000 + Winner Certificate
5	2nd Runner-Up	IDR 1,000,000 + Winner Certificate
6	3rd Runner-Up	IDR 800,000 + Winner Certificate
7	Favorite Winner	IDR 500,000 + Winner Certificate

Note : All prizes are subject to applicable taxes and shipping/handling fees, which shall be borne entirely by the winner.

I. Contact Information

- Website : https://expo.vokasi-usu.id/
- Instagram: expo.vokasi_usu
- Email: vocationalchampionship@gmail.com

Appendix 1. Title Page

*Competition Category: Scientific Paper / Innovation Product (select one)

SELECTED COMPETITION CATEGORY

……

WORK TITLE

……

VOCATIONAL EXPO LOGO

Prepared by:

Team Leader (Student ID)

Team Member 1 (Student ID)

Team Member 2 (Student ID)

(complete according to the number of team members)

Supervising Lecturer:

…….

PARTICIPATING HIGHER EDUCATION INSTITUTION — VOCATIONAL CHAMPIONSHIP 2026

CITY

2026

Appendix 2. Originality Declaration

ORIGINALITY DECLARATION: SCIENTIFIC PAPER COMPETITION

The undersigned Team Leader, on behalf of the entire team:

Team Leader Name : ……

Student ID Number : ……

Study Program : ……

Higher Education Institution: ……

hereby declares that the paper entitled "……" (work title), submitted to the Scientific Paper Competition of Vocational Championship 2026, meets the following statements:

1. The paper is the team's own work, and all ideas, data, text, figures, and other materials taken from other sources are properly cited.
2. The paper contains no plagiarism and no falsified or fabricated data or identity.
3. The paper has not been previously published, as defined in the competition rules.
4. The paper has not previously been submitted to or won a similar competition, and will not be submitted to another competition while judging at Vocational Championship 2026 is ongoing.
5. The paper does not infringe the intellectual property rights, privacy, copyright, or confidentiality of any other party.
6. The same paper has not been submitted by another team to Vocational Championship 2026.

The team understands that any violation of this declaration may result in sanctions, from score reduction and cancellation of results up to disqualification, in accordance with the competition rules.

City, …… 2026

Team Leader

(Signature)

Full Name (Student ID Number)

ORIGINALITY DECLARATION: INNOVATION PRODUCT COMPETITION

The undersigned Team Leader, on behalf of the entire team:

Team Leader Name : ……

Student ID Number : ……

Study Program : ……

Higher Education Institution : ……

hereby declares that the product entitled "……" (work title), submitted to the Innovation Product Competition of Vocational Championship 2026, meets the following statements:

1. The product, video, photographs, and Business Model Canvas were created by the team for this competition, and all externally sourced components, data, software, designs, and references are properly credited.
2. The photographs show the actual submitted product or prototype, and no misleading manipulation or stock images are used as evidence of product performance.
3. The product does not infringe the intellectual property rights, privacy, copyright, trademarks, or confidentiality of any other party.
4. The product has not been submitted by another team to Vocational Championship 2026.
5. Any claim of certification or approval (professional, clinical, food-safety, electrical) is made only if such certification has actually been obtained.
6. Origin of the work (select one):

   ☐ The product is entirely the original work of the team.

   ☐ The product is an adaptation or continuation of an existing work entitled "……", developed by "……" in "……" (year). The new contribution developed for this competition is: "……". Any previous award, publication, or funding of the existing work: "……".

The team understands that any violation of this declaration may result in sanctions, from score reduction and cancellation of results up to disqualification, in accordance with the competition rules.

City, …… 2026

Team Leader

(Signature)

Full Name (Student ID Number)

Appendix 3. Approval Sheet

APPROVAL SHEET

1. Competition Category : ……
2. Work Title : ……
3. Competition Field : ……
4. Team Leader
   a. Full Name : ……
   b. Student ID Number : ……
   c. Study Program : ……
   d. Higher Education Institution : ……
   e. Home Address : ……
   f. Telephone Number : ……
   g. Email : ……
5. Team Members

No.	Team Member Name	Student ID Number	Study Program
1			
2			

6. Supervising Lecturer
   a. Full Name and Academic Title : ……
   b. Staff ID : ……

City, …… 2026

Supervising Lecturer	Team Leader
(Signature)	(Signature)
Full Name and Academic Title	Full Name

Appendix 4. Biographical Data of Team Leader and Team Members

BIOGRAPHICAL DATA OF TEAM LEADER / TEAM MEMBER

A. Personal Information

Full Name	……
Gender	……
Student ID Number	……
Place and Date of Birth	……
Home Address	……
Email	……
Telephone Number	……
Study Program	……
Higher Education Institution	……

B. Awards Received

No.	Award Type	Awarding Body	Year
1			
2			
3			

I hereby declare that all information in this bio-data is true and may be held accountable. If any discrepancy is found at a later date, I am willing to accept sanctions in accordance with applicable provisions. This bio-data is prepared to fulfill the administrative requirements of Vocational Championship 2026 for the competition category "……..".

City, …… 2026

Team Leader / Team Member

(signature)

Full Name (Student ID Number)

Appendix 5. Biographical data of Supervising Lecturer

BIOGRAPHICAL DATA OF SUPERVISING LECTURER

A. Personal Information

Full Name and Academic Title	……
Gender	……
Staff ID	……
Place and Date of Birth	……
Email	……
Telephone Number	……
Study Program	……
Higher Education Institution	……

B. Educational Background

No.	Education Level	Study Program	Higher Education Institution	Year of Entry–Graduation
1				
2				
3				

Education / Teaching

No.	Course	Compulsory/Elective	Credit Units
1			
2			

Research

No.	Research Title	Funding Source	Year
1			
2			

Community Service

No.	Community Service Title	Funding Source	Year
1			
2			

I hereby declare that all information in this bio-data is true and may be held accountable. If any discrepancy is found at a later date, I am willing to accept sanctions in accordance with applicable provisions. This bio-data is prepared to fulfill the administrative requirements of Vocational Championship 2026 for the competition category "……..".

City, …… 2026

Supervising Lecturer

(Signature)

Full Name and Academic Title

Appendix 6. Business Model Canvas Template – Innovation Product Competition

BUSINESS MODEL CANVAS

Theme: "Inclusive Applied Innovation for Sustainable Human Development"

Participants must prepare a Business Model Canvas (BMC) to explain how the innovation product addresses a real problem, meets user needs, uses vocational competence and/or applied technology, can be implemented, and creates inclusive and sustainable impact.

Product Name	.....
Team Name	.....
Institution	.....
Team Leader	.....
Category	.....
Primary SDG	☐ SDG 1 ☐ SDG 2 ☐ SDG 3 ☐ SDG 4 ☐ SDG 17

A. BUSINESS MODEL CANVAS

1. PROBLEM & USER NEEDS Real-world problem, affected stakeholders, user needs, and supporting data/observations.	2. VALUE PROPOSITION Main value/benefit, advantages, and relevance of the solution to users. ....
3. SOLUTION & INNOVATION Solution form, features, working principle, novelty, and differences from existing solutions.	4. TARGET USERS / BENEFICIARIES Primary users, beneficiaries, target groups, and inclusivity aspects. ....
5. APPLIED TECHNOLOGY / VOCATIONAL COMPETENCE Technology, methods, vocational skills, or professional practices used.	6. CHANNELS & IMPLEMENTATION How the product is introduced, accessed, distributed, used, and implemented. ....
7. KEY PARTNERS Educational institutions, government, industry, SMEs, communities, experts, social organizations, or other parties.	8. KEY ACTIVITIES & RESOURCES Key activities and resources: human resources, materials, tools, technology, infrastructure, data, and facilities. ....
9. IMPACT, SUSTAINABILITY & SDGs Social/economic/environmental impact, success	10. COST & REVENUE / SUSTAINABILITY MODEL

indicators, sustainability, and SDG contribution.	Costs, funding sources, financing mechanisms, and sustainability model. ....

B. SDG CONTRIBUTION MATRIX

Each innovation product must make a primary contribution to at least one of the five designated SDGs. The contribution must be explained logically and, where possible, supported by measurable evidence or indicators.

SDG	**Contribution Focus**	**Form of Product Contribution**	**Indicator / Impact Target**
SDG 1 – No Poverty	Poverty reduction, economic access, and community empowerment	.....	.....
SDG 2 – Zero Hunger	Food security, food access, nutrition, and sustainable agriculture	.....	.....
SDG 3 – Good Health & Well-Being	Health, safety, well-being, and access to services	.....	.....
SDG 4 – Quality Education	Access to education, learning quality, skills, and literacy	.....	.....
SDG 17 – Partnerships for the Goals	Cross-sector collaboration and partnership strengthening	.....	.....
Selected Primary SDG		.....	
Supporting SDGs		.....	
Rationale for SDG Selection		....	
Measurable Evidence of Contribution		....	

C. GUIDELINES FOR PARTICIPANTS

• The Business Model Canvas is not evaluated solely on the basis of the product's commercialization potential.

• Participants must demonstrate the relationship among the real problem, user needs, innovative solution, vocational competence and/or applied technology, implementation, and impact.

• Each product must demonstrate a primary contribution to at least one of the five designated SDGs.

• Integration of two or more SDGs may be an added value when the relationship among the goals is explained logically and supported by relevant evidence or indicators.

D. INNOVATION LOGIC

REAL-WORLD PROBLEM

USER NEEDS

INNOVATIVE SOLUTION

VOCATIONAL COMPETENCE + APPLIED TECHNOLOGY

IMPLEMENTATION & PARTNERSHIP

USER BENEFIT

SUSTAINABLE IMPACT

SDG CONTRIBUTION