WER AI Co-created Vibe Programming Competition Rules

I. Core Competition Philosophy and General Rules

This competition strictly follows the SITA education method (Successful Intelligence & Sci-Tech Accomplishment education). The competition upholds the principles of “no lecturing, no guiding, no answering, no doing for students,” and encourages students, in collaboration with AI, to “make their own mistakes, think for themselves, and dare to think wildly.” Through the trial-and-error learning of “radical constructivism,” it systematically trains students’ successful intelligence (the balance of creative ability, analytical ability, and practical ability) and enhances vibe programming expression, logical creativity, and awareness of achievement transformation.

Competition structure: Total score 100 points.

Stage One (40%): Pre-set Project — “Bloom Plan” (off-site co-creation).
Stage Two (60%): On-site Project Challenge (on-site time-limited co-creation, 4 hours).

II. Stage One (40%): Pre-set Project — “Bloom Plan”

[Objective] To practice successful intelligence and transform AI co-created vibe programming works into actual outcomes, achieving publication, platform listing, deployment, or commercialization.

1. Work Requirements

Format: interactive vibe experiences, emotional mini-games, generative art, sound visualization, interactive narratives, data-driven animation, Web applications, tool scripts, etc.; length is not limited; the title is designed by the participants themselves.

From generation to manual revision, and then to continuous iteration, the complete chain is required.

Originality Statement: The core creativity, program architecture, interaction logic, algorithm design, data structure, and vibe expression must be original.

2. Publication and Commercialization Mechanism (Core Requirement)

Publication Express: The organizing committee, together with open-source platforms, app stores, developer communities, enterprise service institutions, educational institutions, and digital publishing institutions, will establish the "SITA vibe Programming Publication Express." Outstanding works will be directly recommended for platform listing, deployment, or competition entry. Works already listed will receive special bonus points.

IP Incubation: For works with potential in enterprise applications, educational applications, games, digital employees, API services, mini-programs, etc., IP incubation and copyright monetization matching services will be provided.

Credit Certification: For all participants who complete their works and successfully list or deploy them on cooperative platforms, it is recommended that schools grant students AI practice credits.

3. Submission Method and Time (Important Milestones)

Deadline: Before November 30 (based on email sending time).

Submission Email: wer2026@abilix.com.

Email Format Requirements:

Email Subject: Uniformly named [WER 2026 World Championship] + School Name + Participating Student Name + Work Title.

Email Attachments: The following five items must be submitted at the same time (packaging into a compressed file is recommended):

Final vibe programming work (source code, executable files, demo video MP4/MOV, access link, etc.; if it is a multi-module system, an architecture diagram must be attached).

AI co-creation and trial-and-error log (Prompt record).

One-page creation statement (no more than 300 words).

Participating student resume (must include basic student information, programming- and technology-related learning experience, AI tool usage experience, etc., PDF format; if the work has been listed, provide corresponding proof).

Instructor resume (must include basic instructor information, educational background, SITA education- or AI-teaching-related experience, etc., PDF format).

Note: If you do not receive an automatic reply confirmation after submission, please resend before the deadline or contact the organizing committee. Late submission will be deemed as giving up the score for this stage.

4. Scoring Criteria (40 points)

vibe programming creativity and logical structure (15 points)

Depth of human-AI collaboration (15 points; emphasis on the efficiency of AI tool use and the “trial-and-error” process)

Commercial/publication potential (10 points; evaluates the work’s potential for public publication, platform listing, deployment, or publication transformation). If already listed, 10–20 points will be awarded, with the total score capped at 40 points.

III. Stage Two (60%): On-site Project Challenge

[Objective] To practice “successful intelligence” and, in a 4-hour deep creation process, authentically test participants’ large language model and code generation model application ability, improvisational creation, continuous trial-and-error iteration, problem-solving ability, and awareness of achievement transformation.

1. On-site Creation Process (Total 4 Hours)

On the day of the competition, a unified theme and specific constraints will be announced on site. Participants must independently use their own computers and complete the creation through trial and error in collaboration with AI. Suggested timeline (participants may adjust freely):

0–40 minutes: Topic analysis and trial and error. Conceive the core idea, write the initial Prompt, conduct multiple rounds of dialogue with AI, and test and screen the program architecture, interaction logic, algorithms, or vibe plans provided by AI.

40–120 minutes: Iteration and construction. Based on AI feedback, carry out in-depth manual revision, reject ineffective directions, establish the main program structure, and complete the first draft of the core code (reflecting “do not imitate, dare to think wildly”).

120–195 minutes: Deepening and polishing. Make structural adjustments to the first draft, optimize interaction, refine algorithms, and unify the ambiance; continue targeted trial and error with AI to overcome creative bottlenecks.

195–225 minutes: Final work and speech preparation. Complete final code polishing, organize submission materials, refine the logic of the 3-minute speech, and prepare to explain the work's publication/commercialization potential.

225–240 minutes: Submission and check. Confirm that the submission materials are complete and submit them to the designated on-site platform/judges' table.

2. On-site Deliverables Checklist (must be submitted at the end of the 4 hours; none may be omitted)

Final vibe Programming Work:

Format: source code, executable files, demo video MP4/MOV, access link, etc.; structurally complete vibe programming work.

Requirements: The core creativity and vibe expression must be original; the program logic must be smooth and have interactive expressiveness; the length must reflect the workload of 4 hours of deep creation.

AI Collaboration and Trial-and-Error Log (Core Scoring Basis):

Content: Must include at least 4 or more records of Prompt modifications.

Requirements: Must reflect the complete process from “initial idea” to “failure/dissatisfaction” and then to “revision and adjustment” (the complete practical process of the SITA education method).

One-page Creation Statement:

Word count: No more than 300 words, handwritten.

Content: Briefly describe “how I analyzed AI’s answers,” “where I insisted on myself,” and “how I finally transformed my ideas into a programming outcome,” and use one sentence to explain the work’s publication/commercialization idea.

3. On-site Content Speech (strictly limited to 3 minutes per person)

After submitting the work, participants must give a strictly time-limited 3-minute on-site speech about their AI co-created work. The speech structure must include the following three sections (one minute each is recommended):

First minute: Work and Creation (What & Create). Briefly describe the core highlights and interaction style of the final vibe programming work, as well as the source of the initial idea.

Second minute: Trial and Error and Analysis (How & Analyze). Describe the process of co-creating with AI within 4 hours. Focus on: What was the greatest difficulty encountered? What mediocre or incorrect logic, interaction, or code

did AI produce? What wonderful content did AI write? How did you solve the problem by analyzing, modifying prompts, or manually rewriting or redesigning the workflow?

Third minute: Outcomes, Publication Plan, and Reflection (Why & Practice). Explain the value of the final programming outcome, focusing on the work's publication/commercialization potential (e.g., suitable platforms for listing, app stores, enterprise deployment, educational applications, API services, or IP transformation directions), as well as the inspiration this AI co-creation brings to one's future programming literacy or life goals.

Time warning: During the 3-minute speech, signs will be raised when 1 minute and 30 seconds remain; overtime will be forcibly interrupted and points deducted as appropriate.

4. On-site Competition Scoring Criteria (60 points, precisely corresponding to the 3-minute speech and deliverables)

Improvisational creativity (15 points): Examines the novelty, interactive expressiveness, and completeness of the work's creativity (corresponding to the first minute of the speech and the final work).

Analytical ability (15 points): Examines the depth of the Prompt log and the ability to critically screen and manually revise AI output (corresponding to the second minute of the speech and the trial-and-error log).

Practical ability (15 points): Examines the efficiency of continuously iterating, integrating resources, producing high-quality outcomes, and expressing them clearly within the specified 4 hours (corresponding to the third minute of the speech and the creation statement).

Commercial/publication potential (15 points): Evaluates whether the on-site work has the potential for public publication, platform listing, deployment, publication, or IP transformation; whether the participant can clearly explain its publication/commercial value in the speech and creation statement (corresponding to the third minute of the speech and the potential idea in the one-page creation statement).

IV. General Competition Rules

Tool requirements: Only mainstream AI large language models and mainstream AI programming assistants/code generation models are allowed; agents that generate complete applications with one click are not allowed. The list of tools must be reported before the competition.

Prohibited behavior: It is strictly forbidden to directly copy and paste AI-generated content as a submission (revision traces and Prompts must be provided); teachers or parents are strictly forbidden to do the work on behalf of students; plagiarism is strictly forbidden.

Time Schedule:

Preliminary competition (40%): Submission opens 1 month before the competition; send to the designated email wer2026@abilix.com before November 30.

On-site competition (60%): The topic will be announced on site on the competition day; creation must be completed within 4 hours; scoring will be done on site.

Teacher isolation: During the on-site competition, instructors and parents must remain in the designated rest area and are strictly forbidden to enter the competition area, strictly implementing the SITA education principles of “no lecturing, no guiding, no answering, no doing for students.”

V. Award Settings

First Prize, Second Prize, Third Prize

VI. Competition Design Philosophy

Regarding the pre-set project: This part is essentially a “pure vibe programming product incubation” process. Through long-term projects, students realize the complete closed loop of SITA education, and the competition systematically assesses students’ successful intelligence, large language model and code generation model application ability, critical thinking ability, aesthetic ability, and value judgment ability.

Regarding the on-site project (4 hours + three tasks): The 4-hour on-site deep creation truly embodies what SITA emphasizes: “make your own mistakes, think for yourself, dare to think and dare to act.” Adding commercial/publication scoring to the on-site project means that students must not only create a good work, but also continuously judge its application value and transformation potential during sustained creation. This is a higher-order test of successful intelligence. The on-site project is the cornerstone of an objective, fair, and equitable evaluation of students’ successful intelligence.

Regarding the teacher’s role: The judges of the on-site competition are not only reviewers, but also observers of the “results of SITA education experts teaching how to fish.” We observe how students, without teacher guidance, independently co-create with AI for 4 hours and solve vibe programming creation problems. Students’ outcomes are also a reflection of teachers’ educational outcomes.

WER competition design principles: Educational value first; able to fairly, equitably, and scientifically measure students’ abilities and competencies.