

جائزة غرفة
الشارقة للمبتدعين

Entreprennovation

جامعة الشارقة
UNIVERSITY OF SHARJAH

غرفة تجارة وصناعة الشارقة
Sharjah Chamber of Commerce & Industry



11th International Forum on Innovation and Entrepreneurship 10th iteration of Sharjah Chamber Award for Innovators

“From Problem to Opportunity: Student Startups Promoting Healthy Youth Lifestyles”

Background:

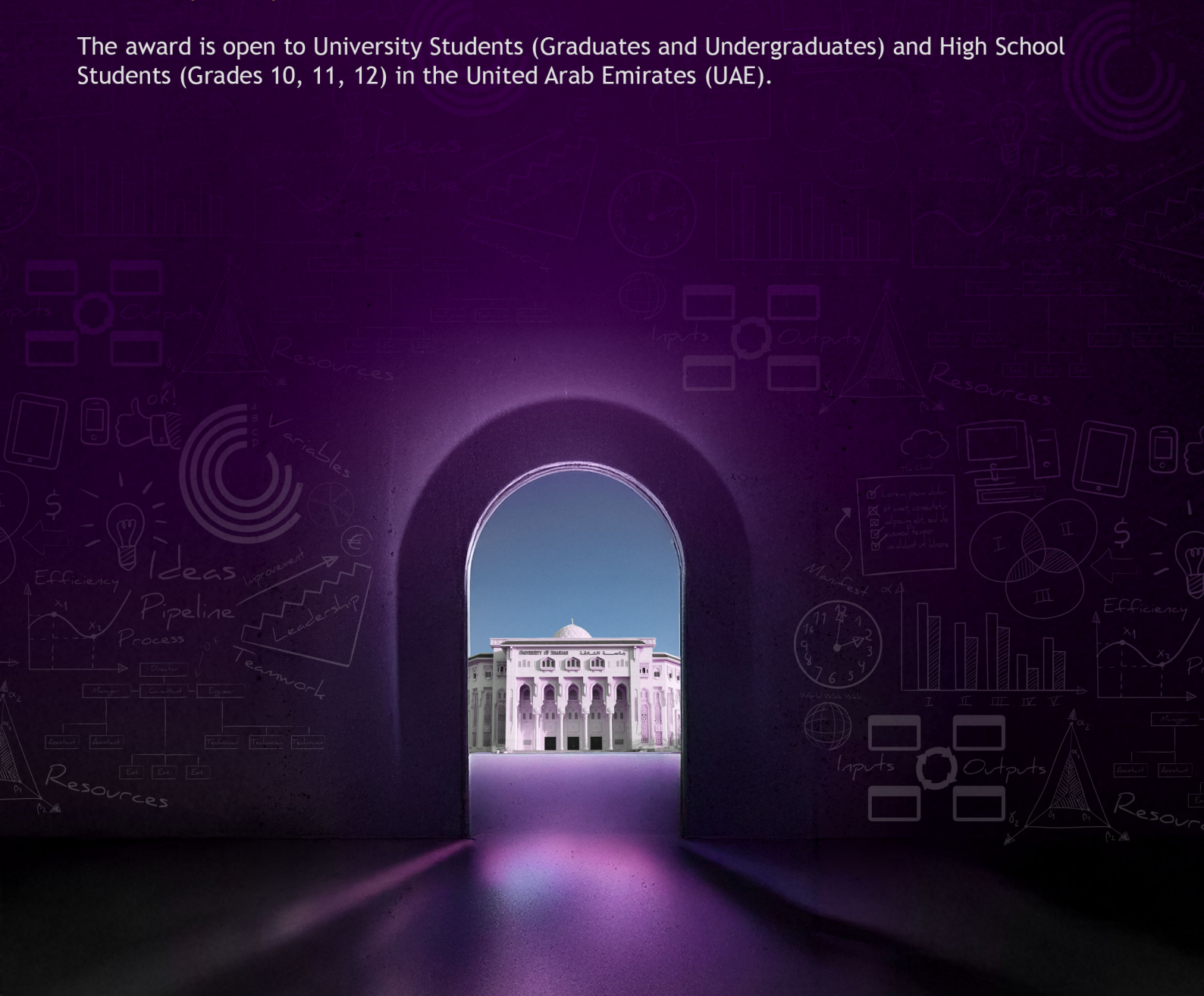
The University of Sharjah in collaboration with the Sharjah Chamber of Commerce and Industry are pleased to announce the opening of the 10th Sharjah Chamber Award for Innovators that is under the umbrella of the 11th International Forum on Innovation and Entrepreneurship. Both the Forum and the award aim to embed innovation culture and entrepreneurial mindset amongst the youth by making them able to identify important problems affecting our societies and create innovative solutions that can be turned into entrepreneurial ventures.

Why should you register for the Sharjah Chamber Award for Innovators?

The award offers an exciting and unique opportunity for getting feedback from experienced judges and mentors. In addition, they are given the opportunity to be mentored by our industry partners who will support them to explore and validate their ideas with real customers, in order to turn their innovative ideas and products into entrepreneurial startups.

Who can participate?

The award is open to University Students (Graduates and Undergraduates) and High School Students (Grades 10, 11, 12) in the United Arab Emirates (UAE).



What kinds of Ideas are encouraged?

The Sharjah Chamber Award for Innovators has one broad track for the Universities Students and two tracks for the Schools Students.

Universities Students:

Youth Wellbeing Track: Youth today face unprecedented challenges; ranging from device addiction, excessive gaming, social media dependency, and risky habits like vaping. These issues not only endanger their physical and mental health but also undermine their academic performance, social relationships, and long-term potential for success.

Youth wellbeing can be understood as the excessive and unhealthy dependence on habits such as technology use, gaming, or substances, which disrupts balance in life and hinders growth.

Examples of Youth Wellbeing include:

- Smartphone/Device Addiction - Constant urge to use phones, iPads or other devices, even when unnecessary.
- Social Media Overuse - Spending excessive time on platforms seeking likes, posts, or updates.
- Gaming Addiction - Playing video games compulsively, ignoring other responsibilities.
- Nicotine & Vaping Addiction - Dependence on nicotine through cigarettes or e-cigarettes.
- Energy Drink Overuse - Relying on high-caffeine drinks for energy, often in excess.
- Online Gambling / Loot Boxes - Compulsive spending on betting sites or in-game purchases.
- Junk Food Addiction - Craving and overeating unhealthy fast food or sugary snacks.
- Streaming/Binge-Watching Addiction - Watching shows or videos for long hours, harming sleep and focus.
- Online Shopping Addiction - Buying items repeatedly online, often without real need.
- Caffeine Addiction - Drinking too much coffee or tea, leading to dependence for energy.
- Sugar Addiction - Strong craving for sweets or sugary drinks, harming health over time.
- Adrenaline/Thrill Addiction - Seeking risky or extreme activities for excitement.
- Music/Headphone Addiction - Listening to loud music constantly as escape, often in isolation.



Schools Students:

General Innovation Track: Students are encouraged to explore new ideas across technology, sustainability, business, and creative industries, driving forward the spirit of invention and entrepreneurship.

Examples of General Innovations include:

- Technology & Digital Solutions - apps, AI, robotics, fintech, smart devices.
- Sustainability & Environment - renewable energy, waste reduction, green products.
- Business & Startups - creative business models, e-commerce, products and services.
- Creative Industries & Design - fashion, architecture, media, product design.
- Smart Cities & Mobility - urban infrastructure, transport, road safety.
- STEM Innovation - inventions and prototypes in science and engineering.
- Other innovations

Youth and Social Well-being Track: Recognizing the importance of healthy lifestyles and supportive communities, this track invites students to design solutions that tackle challenges such as mental health, digital addiction, social inclusion, and cultural identity.

Examples of Youth and Social Well-being include:

- Mental Health & Emotional Wellness - stress reduction, counseling tools, peer support.
- Unhealthy habits - tackling digital addiction, and unhealthy habits.
- Healthy Lifestyles & Sports - fitness, nutrition, and well-being apps or initiatives.
- Education & Future Skills - tools that support learning, digital literacy, career readiness.
- Community & Social Impact - youth leadership, volunteering, social inclusion.
- Culture & Identity - preserving heritage, promoting values, arts and storytelling.



Prize:

	University Students	
Youth Addiction Track	1st Position	2nd Position
	AED 25,000	AED 15,000
	3rd Position	4th Position
	AED 12,000	AED 8,000

	School Students	
Youth and Social Well-being Track	1st Position	2nd Position
	AED 12,000	AED 8,000
General Innovation Track	3rd Position	4th Position
	AED 12,000	AED 8,000

The judging criteria:

- Problem
- Solution (Including Prototype)
- Business Model
- Feasibility and customer test
- Conclusion and impact on society
- Presentation skills

Terms and Conditions:

Only one entry is permitted per person.

Students are not permitted to participate with project ideas that they participated with previously in any competition in or outside the UAE.

Entries ought to be submitted online via the competition page.

Participants are requested to participate as a team of 2 to 6 students.

Key Dates:

Deadline for registration of teams and submissions	December 25th, 2025
Initial Screening	January 12th, 2026
Announcing the shortlisted teams	January 17th, 2026
Mentoring Session	January 19th, 2026
1st Judging Session	January 22nd, 2026
Announcing the shortlisted teams for the final round	January 24th, 2026
2nd and Final Judging Session	January 29th, 2026
International Forum on Innovation and Entrepreneurship and Awarding Ceremony of the winners of the Sharjah Chamber Award for Innovators	February 2026

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For further information, please visit www.sharjah.ac.ae/ieforum11

