TERMS OF REFERENCE

ANENT Educational App Competition: "Myth Smashers – Nuclear Science App Challenge"
(Co-organized with INSTA and IAEA)

1. Background & Rationale

Nuclear science and technology offer transformative solutions for clean energy, healthcare, agriculture, and industry. However, persistent myths hinder public acceptance and policy support, including:

- Radiation fears (overlooking beneficial uses in medicine and industry),
- Weapons association (conflating nuclear energy with weapons),
- Waste misconceptions (ignoring advancements in recycling and safety),
- Accident stigma (Chernobyl/Fukushima overshadowing nuclear's strong safety record).

Youth engagement is critical—today's generation learns best through interactive, gamified platforms. This competition leverages their savviness to:

- ✓ Debunk myths via creative gamified tools,
- ✓ Promote STEM & nuclear literacy,
- ✓ Encourage gender-inclusive participation,
- ✓ Build a repository of fact-based nuclear education games.

2. Project Objectives

Key Objective	Expected Outcome
Enhance public nuclear literacy	Science-based digital resources accessible to wider audiences
Inspire youth engagement in nuclear science	Increased student participation in STEM fields
Foster innovation & collaboration	Cross-border teamwork among students
Promote gender inclusivity	At least one female participant in each team
Recognize emerging talent	Awards for top teams, including international exposure

3. Competition Objectives

- For secondary level: board game, card game, or mobile/web game application*
- For undergraduate level: mobile/web game application*

* Functional alpha-level prototype is expected.

4. Competition Structure

4.1 Phases & Timeline

Phase	Timeline	Key Activities
Launch & Call for Participation	Nov 2025	300-word concept note submission (Local organizer may choose to organize this activity)

National Preliminaries	Dec–March 2025	Country-level selection (2 teams per ANENT member: 1 secondary and 1 undergraduate teams)
International Submission to IAEA	March 31, 2026	Game + 3-min demo video (subtitled)
Announcement of finalist	April 30, 2026	
Global Finals (Virtual Pitch)	May 2026	Top 10 teams present live to expert panel
Awards & Recognition	May 2026	Prizes: IAEA Study tours or IAEA TC sponsored participation to selected conference, ANENT platform features (actual tours or conferences will take place later in the year.)

4.2 Eligibility & Team Requirements

- Categories: Secondary (high school) & Undergraduate (university) students.
- Age: Minimum 17 years (before May 2026 for travel eligibility).
- Team Composition:
  - 3 members (at least 1 female is encouraged).
  - Must submit IP agreement upon entry.
- Submission Format:
  - Board game, card game, or functional app prototype (mobile/web).
  - 3-minute demo video (English subtitles).

5. Judging Criteria (Weighted Rubric)

Criterion	Weight	Key Metrics
Scientific Accuracy	40%	Peer-reviewed sources, myth debunking logic, IAEA/WHO-aligned facts
Educational Impact	25%	Clarity, engagement, retention strategies (e.g., quizzes, storytelling)
Creativity & Innovation	15%	Unique format (AR/gamification), interdisciplinary approach
User Experience (UX)	10%	Intuitive design, accessibility, responsiveness
Originality	10%	Distinct from existing tools, novel myth-busting angles

6. Roles & Responsibilities

Stakeholder	Key Tasks
ANENT WG 3	Overall coordination, final event hosting, judging panel selection
Country Reps	National organization and promotions, local jury formation, team nominations
Expert Jury	Evaluate submissions based on rubric, provide feedback
Partner Orgs (IAEA, INSTA, etc.)	Mentorship, tech support, prizes/sponsorships
IAEA	Via RAS0091 and RAS0095

7. Support & Resources

- Mentorship: Nuclear experts, app developers, science communicators.
- Platforms: Collaboration with ed-tech providers (e.g., Unity, MIT App Inventor).
- Recognition: Certificates, ANENT LMS features, and IAEA study tour or support to conference, and webinar invitations.

8. Expected Outcomes

1. 5-10 high-quality nuclear education games/apps debunking key myths.
2. Enhanced youth engagement, particularly among women in STEM.
3. Regional collaboration via ANENT's digital learning repository.
4. Policy impact: Fact-based narratives to support nuclear energy adoption.

9. Anticipated Impact

- Short-term: 50+ teams engaged, 15+ countries represented.
- Long-term: A Scalable model for myth-busting in other STEM fields.

10. More Information

- Website: www.anentweb.net
- Contact: anentmythsmashers@gmail.com
- Telegram: t.me/Anentweb