

Teen Tech Network AI Video Challenge

Program Rules and Guidelines

Program Overview

The Teen Tech Network AI Video Challenge (“Challenge”) empowers Canadian secondary school students to creatively explore artificial intelligence (AI) through collaborative video production. Inspired by Microsoft’s commitment to creativity and innovation, the Challenge encourages responsible use of AI tools such as Microsoft Copilot, Designer, and Clipchamp. Schools participate in a series of virtual workshops, ultimately submitting an original video showcasing artistic storytelling and technical skill.

Eligibility and Registration

Eligibility Criteria

Priority eligibility is extended to Canadian public secondary schools that have been awarded Best Buy Teen Tech Grants, Team Tech Grants, or Secondary School Tech Grants since 2021.

- If the participant cap is not reached, eligibility opens to Canadian secondary public schools (grades 8 to 12) subscribed to the Best Buy Canada Educator Database and those subscribed to Microsoft Education Outreach.

Only one group per eligible school may participate in the Challenge.

All applicants must complete registration approved by the school’s principal, and, when necessary, within school district guidelines.

Registration Process

- Schools must submit registration forms via the designated Microsoft Form by the specified deadline.

Principal approval and, where required, school district endorsement are mandatory for participation.

Participation Cap

- The Challenge will accept a maximum of 60 schools, selected based on eligibility and registration order.

Program Structure, Workshops, and Timeline

- Program Launch & Registration: January 9, 2026
- Program Registration Deadline: January 30, 2026
- Workshop 1: February 4, 2026 – Video Scripting & Story Ideation
- Workshop 2: February 11, 2026 – AI-Enhanced Storyboards
- Workshop 3: February 18, 2026 – AI-Powered Video Editing
- Workshop 4: February 25, 2026 – Video Creation Walkthrough
- Project Submission Deadline: March 13, 2026
- Winner announcement will occur before or on April 30, 2026

All workshops will be offered live in both French and English, with registered schools receiving access links in advance. Recordings of all workshops will be shared with participating schools for those unable to attend the live sessions.

Attendance at workshops is encouraged to maximize student learning and project quality.

Schools unable to participate in Workshop 4 will be required to provide written confirmation that they understand submission requirements.

Submission Requirements

- 1) Final Video: 1–4.5 minutes, incorporating original or royalty-free imagery and audio (music, spoken word, instrumentals). Submitted videos must be entirely original, may not feature students on camera, and must include visuals generated using AI tools. Guidance will be provided for accessing royalty-free audio if needed.
- 2) Artist Statement: A brief description of the video's message and creative intention.
- 3) Supporting Materials:
 - Copilot-generated video script
 - Storyboard with visuals generated using Copilot and Designer (and possibly Figma)

All schools must grant Best Buy, Microsoft, and their affiliates permission to share the finished videos as part of the program and winner promotion following the Challenge. By granting permission, schools acknowledge that Best Buy, Microsoft, and their affiliates may share and promote the finished videos as part of the program and any winner-related activities. This may include posting videos on websites, social media, and other promotional channels to celebrate participation and success in the Challenge.

All submissions for the Challenge must be received by 11:59:59 p.m. PST on Thursday, March 12, 2026 in order to be considered.

Each participating school may submit only one entry to the Challenge. If multiple student submissions are received, the school is responsible for selecting a single entry to represent them and ensuring that only this chosen submission is officially entered.

Prizing and Awards

No purchase is necessary to enter the Challenge. Participation in the Challenge is entirely voluntary. The provision of up to \$10,000 grant will be awarded to selected schools is a donation. Any and all equipment purchased with the cash donation becomes the property of the selected school.

- Grand Prize: one (1) \$10,000 grant and six (6) Lenovo IdeaPad Slim 3x Copilot + PC laptops awarded to the winning school to support technological and creative learning.
- Second Place Prize: one (1) \$5,000; Five (5) Lenovo IdeaPad Slim 3x Copilot + PC Laptops.
- Third Place Prize: one (1) \$5,000; Five (5) Lenovo IdeaPad Slim 3x Copilot + PC Laptops.
- Runner Up Prize: Five D (5) donated Laptops.

All equipment purchased with grant funds becomes the property of the selected school(s).

Judging Criteria and Process

- Submissions will be evaluated by a panel composed of representatives from Microsoft and Best Buy.
- Judging Criteria:
 - Creativity and originality
 - Effective use of AI tools
 - Overall impact and storytelling quality
 - Technical execution and adherence to submission guidelines

Decisions of the panel regarding selection, prizing, and any aspect of the Challenge are final and binding.

The selected submissions for the Program will be contacted by telephone or by email on or before April 30, 2026. The selected participants for the Challenge will also be announced

publicly in the spring of 2026. By making an application to the Challenge, the participants agree to the public announcement of their selection for the Challenge.

Legal and Procedural Guidelines

All participants must ensure proper intellectual property licenses and photographic image releases for their submissions. Schools agree to indemnify and hold Best Buy Canada and its affiliates harmless from claims relating to breaches of third-party intellectual property.

The Challenge is subject to all relevant federal, provincial, and local laws and is void where prohibited.

Any attempt to damage websites or interfere with the Challenge may result in disqualification and legal action.

Best Buy Canada and affiliates are not responsible for lost, late, misdirected, or incomplete submissions, nor for technical errors or damages related to participation.

All equipment purchased with grant funds must benefit students and the school as specified in the application.

Participation and Agreement

Participation in the Challenge constitutes acceptance of these rules and referenced program guidelines.

By entering, participants agree to the public announcement of their selection and to join the Best Buy Teen Tech Network, creating opportunities for collaboration and future engagement.

Contact and Support

For questions or clarifications:

- Best Buy Canada Teen Tech Network Program Support: Karen Arsenault, karsenault@bestbuycanada.ca
- Microsoft Education Outreach: Valerie Blanchard, Valerie.blanchard@microsoft.com