



GLOBAL APPATHON



2026

Global Appathon Impact Report

Published on August 31, 2026

About

The 2026 Global Appathon brought together people of all ages from around the world to build mobile apps that address real problems in their communities. Inspired by the United Nations Sustainable Development Goals, participants used **MIT App Inventor** to turn personal experience, local knowledge, and technical creativity into practical solutions.

Previously known as the Global AI Hackathon, the expanded Global Appathon welcomed projects using tools or technologies appropriate to the problem. The result was a broader range of ideas spanning health, education, accessibility, food security, emergency response, and environmental sustainability.

This year, we also piloted the **Youth Incubator Program**, an initiative designed to help young people take their Appathon submissions from prototype to published apps. Participants received tailored support from industry mentors and the App Inventor team.



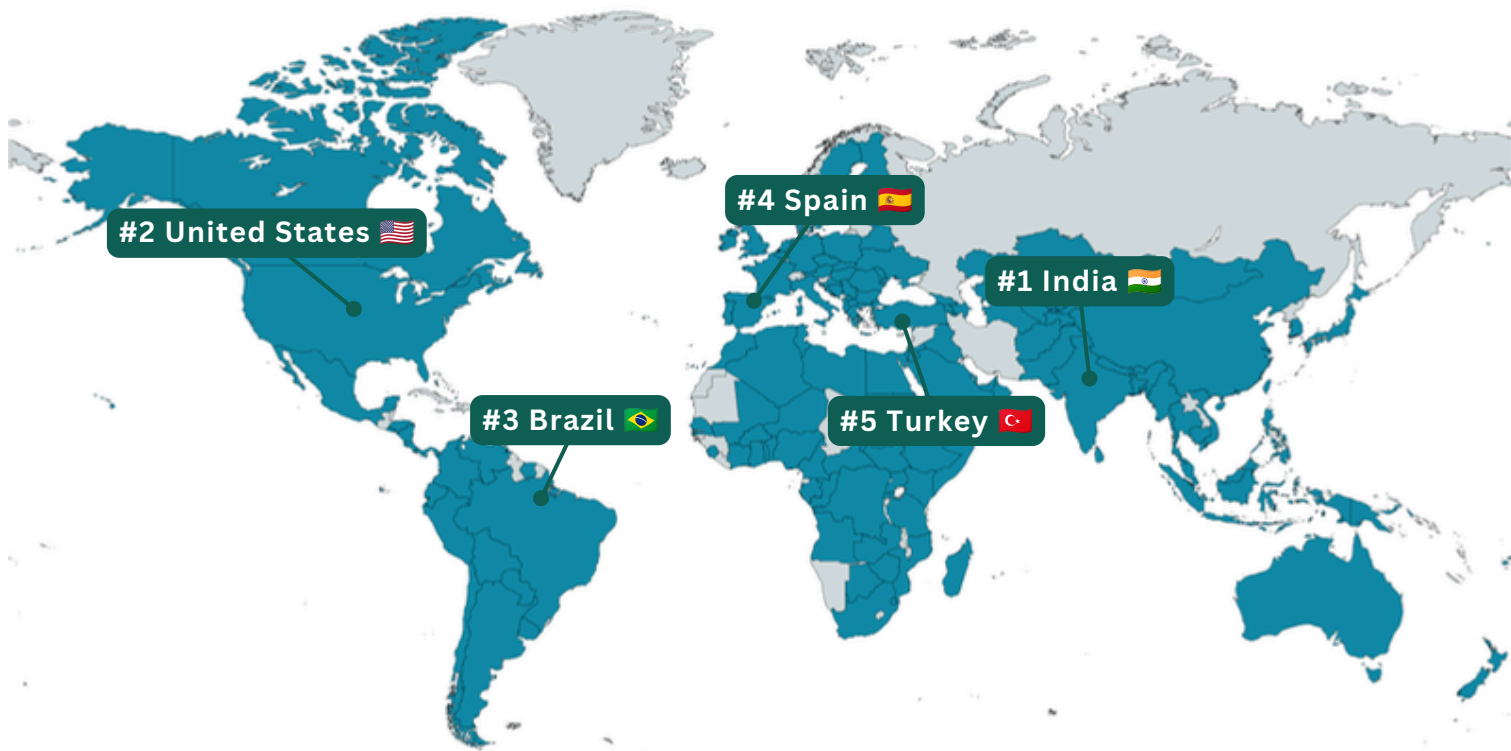
Sustainable
Development
Goals

Demographics

2026 marked another substantial increase in participation, with greater representation from emerging economies and a wider range of ages.

2,176
Participants

↑ 66%
From 2025



141 **↑**
Countries and Regions 64%

69% **↑**
Developing World 15%

Median Age
17
years old

Age Range
6-84
years old

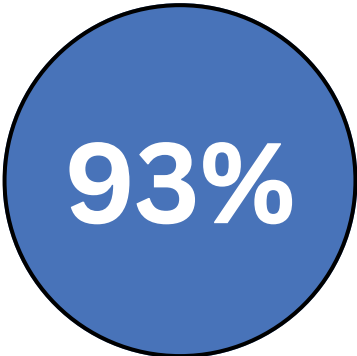
Survey Responses

What a survey of Global Appathon participants shows:



95%

Felt proud of what they accomplished with their project.



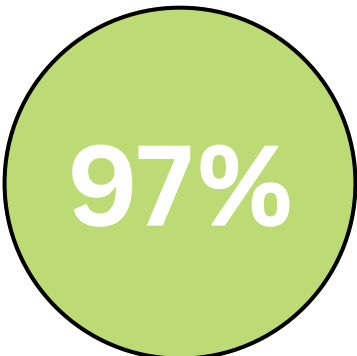
93%

Would like to keep working on their apps to make them better.



97%

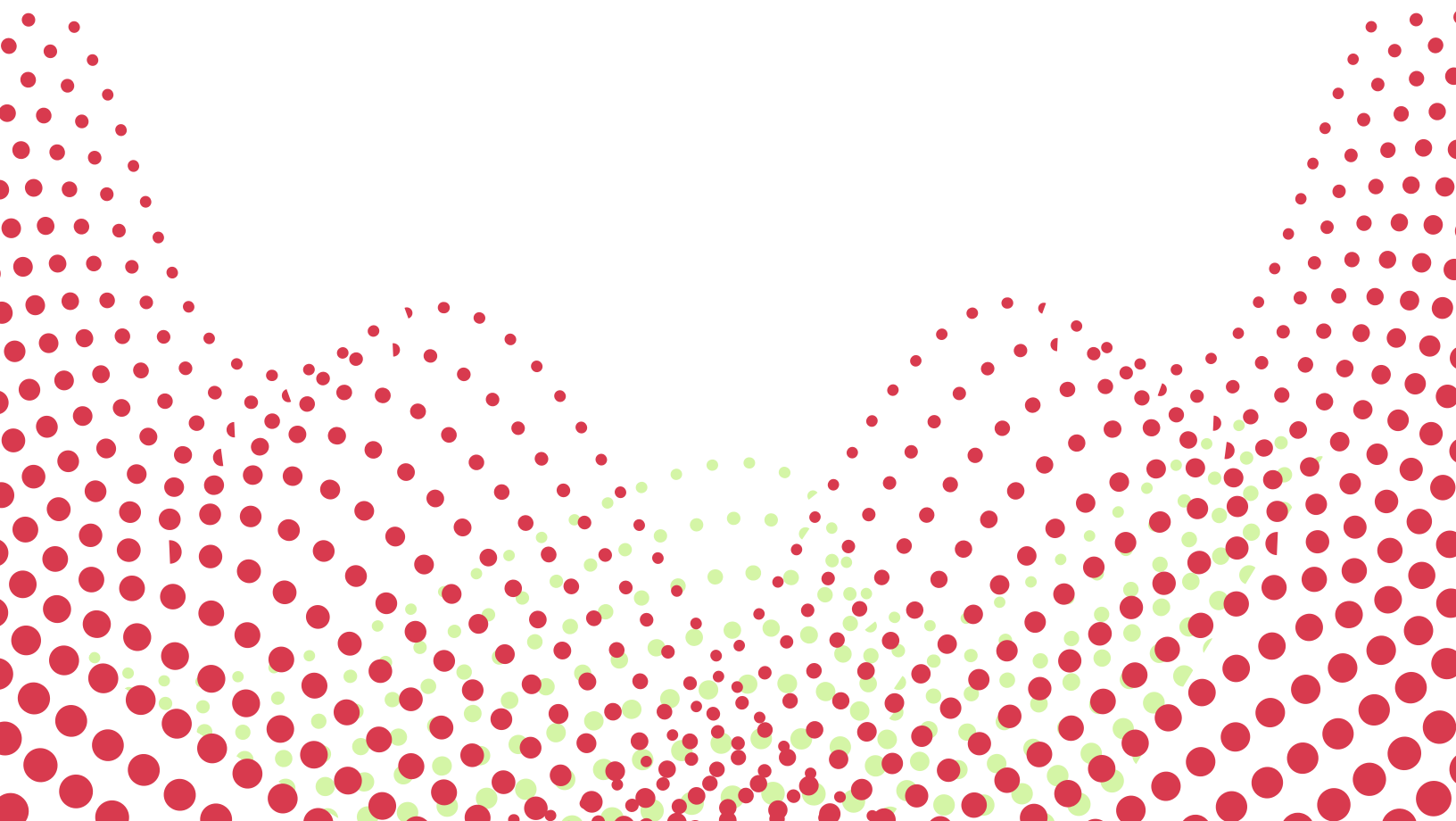
Believed they have the potential to help their communities by creating apps in the future.



97%

Believed that they helped people with a real-world problem.

MEET THE WINNERS!





SCENAR

 Junior Team Winner

**Mohammed Hamdan Siddiqui
and Mohammed Hamzah Siddiqui**
United Arab Emirates

SCENAR is an emergency response app. People can alert authorities faster thanks to the app's AI-powered ability to organize incident information into a standardized format used by first responders.



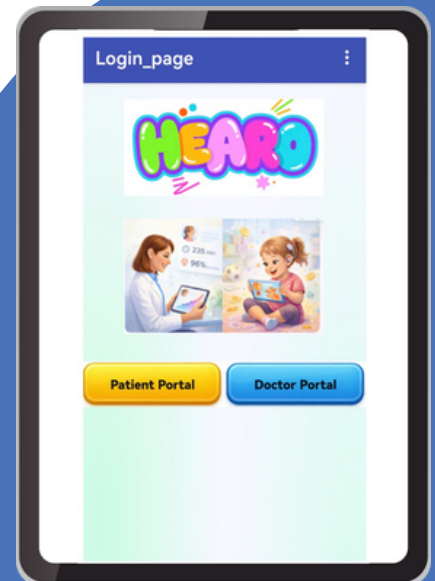
With features such as personal medical profiles, hospital routing, and emergency guidance, SCENAR helps ensure that when every second counts, both the person in crisis and those helping have the information they need.

Hearo

 Creative Innovation Award
Youth Team Winner

Alina Li, Audrey Deng, Alice Lin
United States

Children with hearing impairments can improve their speech and listening skills through engaging practice between therapy sessions.





EyeGuard

 Adult Individual Winner

Ho Tsz Wah Evelyn
Hong Kong SAR

This app addresses the digital eye strain in students, whose long study hours and excessive screen time on phones and tablets threaten their long-term vision.



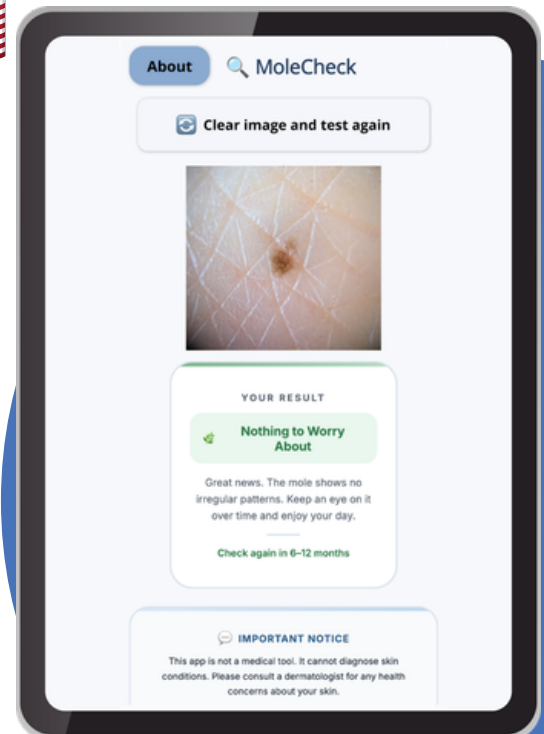
“As a secondary school Mathematics and Information Technology teacher, I am deeply concerned by my students’ daily struggles with dry eyes and blurry vision.”

MoleCheck

 All Ages Team Winner

**Dr. Nicholas Kwok and
Dr. Jessica Wu**
United States

MoleCheck triages hyper-pigmented skin lesions as requiring medical attention vs. home monitoring.





Food Flow

🏆 Junior Individual Winner

Ahana Chatterjee
United States



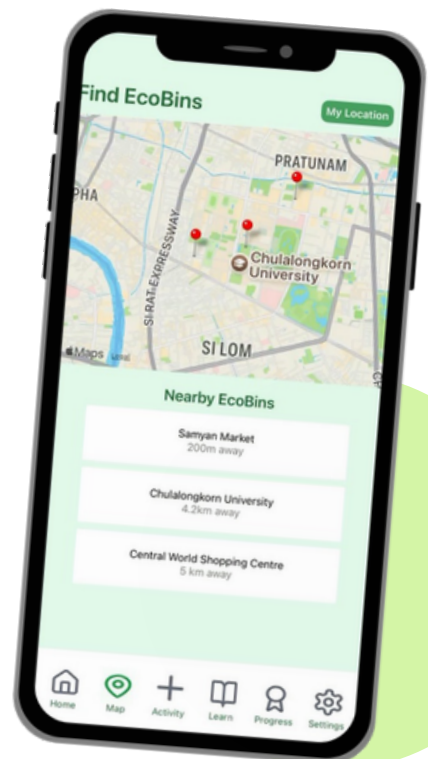
Food Flow is designed to help people transform how they interact with food by combining AI-driven insights, real-time food access, and recipe generation in one platform. It empowers healthier choices while reducing food waste and improving access to food for all.

EcoBin

🏆 Youth Team Winner

Piyatida Luangon, Atisha Thaviyonchai, Kin Supabundit, and Kornsiripatchara Damrongrat
Thailand

EcoBin makes it easier to recycle cooking oil by connecting local households, market vendors, and restaurants to recyclers. Users can locate nearby smart recycling bins, track their impact, and earn rewards. The system is supported by an AI-powered smart bin, which identifies and measures the oil, before logging it into the user's account.



KisanSaathi

 Youth Individual Winner

Deeksha Parvata Reddy
India



KisanSaathi is a leaf-disease identification app farmers can use to scan crop leaves, assess their condition, and receive targeted guidance based on location, weather, crop type, and other factors. It includes an offline mode, chatbot, scan history, and voice output in regional languages.

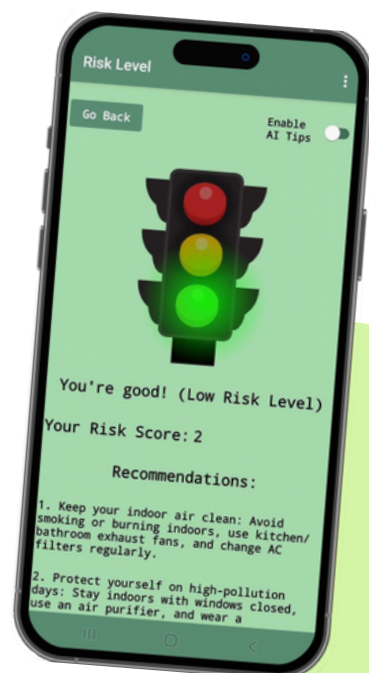
Oikos

 Youth Individual Winner

Ana Lucía Pérez Escalera
Puerto Rico

Oikos helps users track health symptoms and understand connections between environmental pollution and health.

Through a simple, mostly offline interface, users can log symptoms, receive pollution alerts, and get recommendations.



Japan Wagamama Awards



The Japan Wagamama Awards, an official Regional Appathon led by Wagamama Lab and IRODORI Inc., invited young innovators to begin with a deeply personal wish of their own or for someone close to them and use MIT App Inventor to make that wish a reality. Ten finalist teams were announced in February.

Two Grand Prix projects, **Kokyo** and **MyStick** went on to represent Japan at the MIT App Inventor Global Education Summit.

The other eight finalists addressed issues such as understanding developmental disabilities, social isolation, learning beyond grades, school commute safety, support for children of divorce, cognitive fatigue, family trust and LGBTQ youth, and anxiety disorders.

Japan Wagamama Award Winners



Kokyo

🏆 Design Excellence Award
Karen Kochi | Osaka

Living apart from her mother in Okinawa, Karen wanted to address the loneliness of unwanted solitary meals.



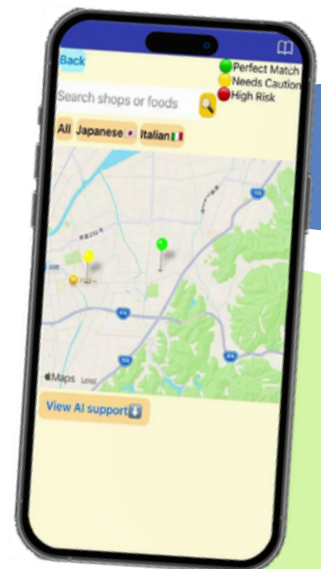
Kokyo uses AI and family calendar information to help relatives find times to eat together online, while offering conversation starters and tools that encourage healthier shared meals. Karen expanded the project through conversations and workshops in her community, exploring how technology and local gathering spaces could help people feel more connected.

MyStick

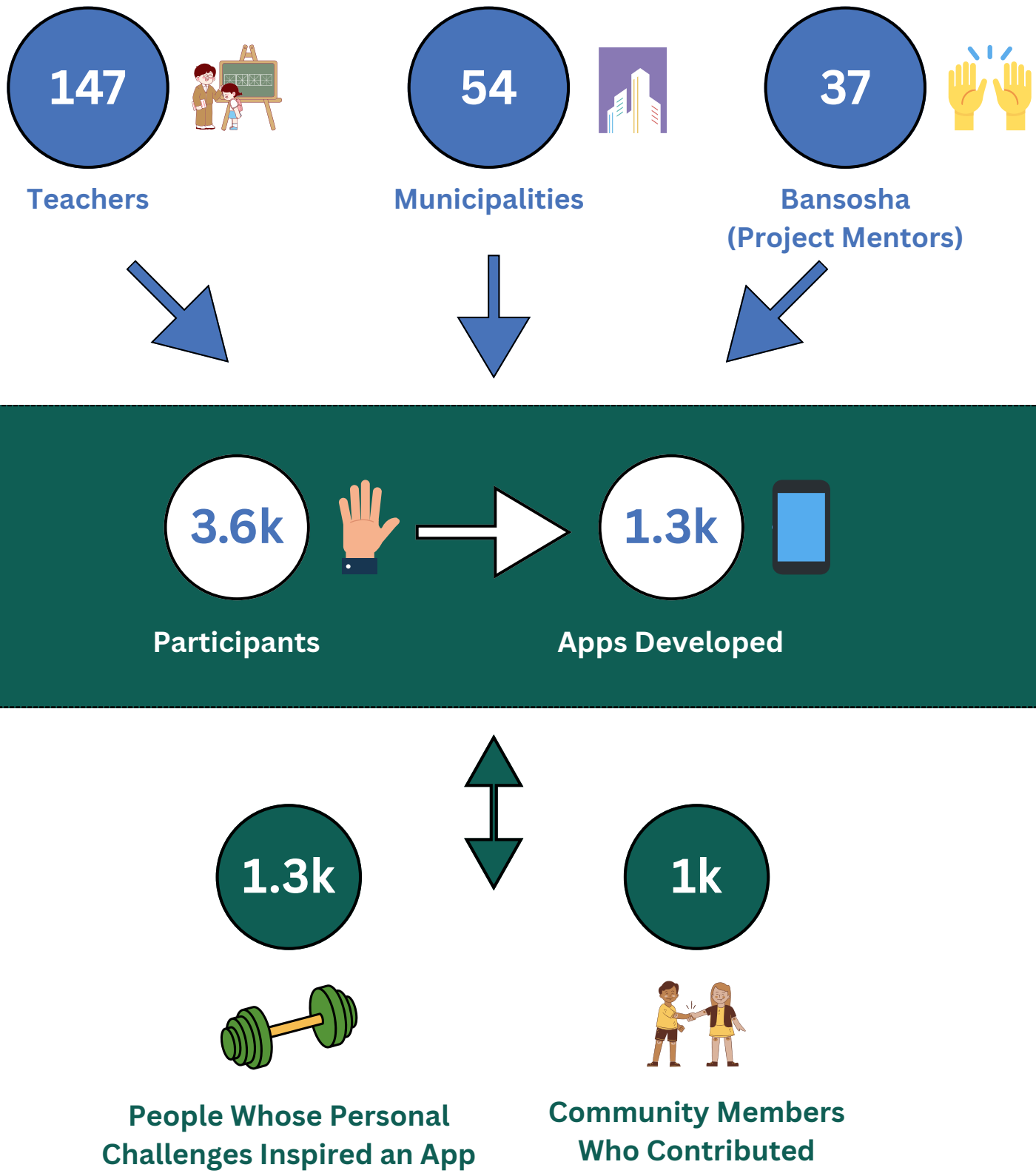
🏆 Community Impact Award

**Rin Tamura, Anna Kano, Shiho Kitano, and Arare Kumoi
Hakui, Ishikawa**

Inspired by a family member who began using a walking stick, the MyStick team set out to make local restaurants easier to navigate before leaving home. Students visited businesses, measured entrances, and gathered accessibility information that users can compare with their needs through the app.



Japan Wagamama Reach 2024–2026



Youth Incubator Program

The Global Appathon gives innovators a place to turn community needs into working app prototypes. Co-hosted by Braze and App Inventor, the 2026 pilot of **the Youth Incubator Program** offered support to young App Inventor participants who are ready to develop their ideas further and publish their apps.

Over six months, YIP participants receive training and mentorship in product development and entrepreneurship, with a focus on design thinking, ethics by design, market research, user testing, iteration, and business planning.

At the midpoint of the program, participants presented their developing products at the MIT App Inventor Global Education Summit. They demonstrated app features, discussed their ideas with educators, mentors, peers, and technology professionals, and gathered feedback to guide the next stages of testing and refinement.

By the program's conclusion, participants will have a tested and published product, a business plan, and a polished presentation.

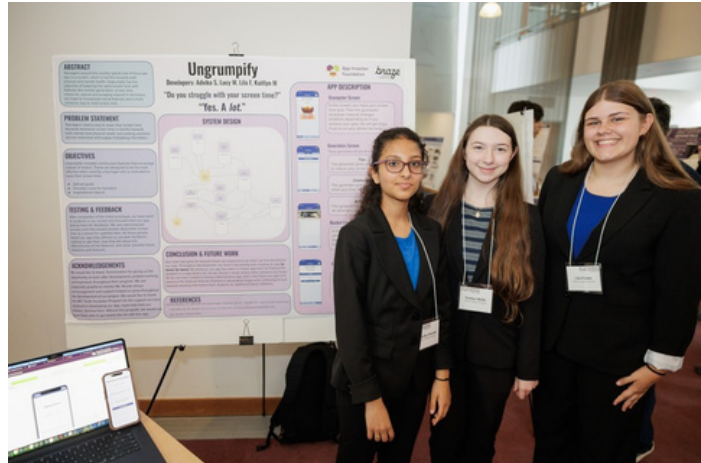


CO-HOSTED BY

braze
Social Impact

YIP participants at the Summit with **Maria J. Villalba Gomez**, Senior Social Impact Specialist at Braze

Youth Incubator Program



The YIP pilot was made possible by Braze industry mentors: Samantha Ayala, John Dinh, Gemma Horn, Dani Bristow, Andrew Quicho, Caroline Carper, Meredith Mitchell, Jesse Schmidt, Jai Parera, CJ Karl, Cassidy Langenfeld, Henry He, Élan Asselstine, Nancy Chiu, Julian Contreras, Tom Miller, Tommy DeVoss, Eric Mersmann, Jeff Herrera, Linda Nguyen, and Suzanne Frush, and coordinator Maria J. Villalba Gomez. Thank you!

A Global Community



The 2026 Global Appathon showed what becomes possible when people are given accessible tools to address problems they understand firsthand. Across 141 countries and regions, creators transformed local experience into apps supporting health, education, accessibility, food security, safety, and environmental sustainability.

The MIT App Inventor Global Education Summit also connected Appathon participants with related regional App Inventor programs, including the Japan Wagamama Awards and the participants of the Youth Incubator Program, previous Global Appathon participants who are now taking their apps to the next stage.

We especially want to express our thanks to Appathon first-round judges and mentors, as well as to final-round judges **Bill Magnuson** of Braze, **Dr. Vivienne Ming** of The Human Trust, **Laura Gray** of the Raspberry Pi Foundation, and **Diego Barreiro Pérez** of Kodular.

None of this would be possible without our global community!



App Inventor is a 501(c)(3) nonprofit with the mission of empowering all people to become problem-solvers who can use technology to improve their lives, uplift their communities, and make a difference. We fulfill our mission through infrastructure, education initiatives, and thought leadership.

appinventor.org

