



Teens in AI



AI4GOOD
INCUBATOR

Impact Report
2026

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Preface

Message from our CEO

At Teens in AI, we are delighted to share the 2026 AI4Good Incubator Report with you.

This year marked a significant step forward in the programme's growth and reach. We welcomed **208 teens from 31 countries and recorded 1,100 total participations** across live events during our five-day global virtual bootcamp and in-person experiences. Under the theme "**Guardians of Earth: Reimagining Climate, Oceans and Nature**", participants tackled SDGs 13 (Climate Action), 14 (Life Below Water) and 15 (Life on Land), developing **40 innovative projects** with the support of **158 mentors, experts and speakers**.

We also expanded our in-person experiences across six locations in Africa: **Botswana, South Africa, the Kingdom of Eswatini, Tunisia** and **two locations in Ghana**. These experiences enabled young people to connect, collaborate and develop solutions rooted in their own communities.

We were proud to welcome the **University of Edinburgh** as a university partner, with members of its community contributing as speakers and bringing valuable perspectives from higher education and the wider technology ecosystem.

Inclusion and representation remain central to our work. This year, **52% of participants identified as female and other underrepresented groups, 86% came from diverse ethnic backgrounds**, and **69% attended state schools**, reflecting our continued commitment to creating inclusive pathways into technology.

We are proud of the impact captured in this report and deeply grateful to the partners, mentors, speakers, judges, facilitators, and communities who made it possible. Together, we continue to create opportunities for young people to build the skills, confidence, and solutions needed to shape a better future.

Elena Sinel

Founder & CEO, Teens in AI



Elena Sinel

Founder & CEO

elena.sinel@teensinai.com



Contributing Collaborators





Teens in AI

Programme Overview

Igniting change, one teen at a time

“ For me, AI4Good Incubator wasn't just a programme where I learned about AI. It was where I experienced what it feels like to build something meaningful with a global team. It showed me that as teenagers, we don't have to wait until we're older to create solutions that can make a difference.

~ Thomas, 17, Zimbabwe

Programme Overview

Connecting people. Improving circumstances. Transforming lives.

The AI4Good Incubator, a global five-day virtual bootcamp-format programme, is a gateway to making a tangible impact on the world. Young people aged 13 to 18 learn vital skills that drive innovation to solve today's problems using cutting-edge technologies.

At the 2026 AI4Good Incubator, **208 motivated teens from around the world** came together to shape the future through AI and entrepreneurial thinking. Guided by this year's theme, **Guardians of Earth: Reimagining Climate, Oceans and Nature**, the challenge centred on three **UN Sustainable Development Goals: SDG 13: Climate Action, SDG 14: Life Below Water, and SDG 15: Life on Land**. Their innovative projects showed how young people can harness AI to break down barriers and create solutions that directly contribute to a more sustainable planet.

Breaking down barriers is central to the AI4Good mission.

We believe inclusion and representation are key drivers of innovation. This year, **52% of our trailblazing participants identified as female and other underrepresented groups, 86% came from diverse ethnic backgrounds**, and **69% attended state schools**, showing the world that AI and entrepreneurship have no gender, cultural, or socio-economic boundaries. The Incubator provided a platform where young minds, regardless of background, could learn, collaborate, and bring their innovative ideas to life.

Participants joined from countries including the United Kingdom, the USA, Jordan, France, the Philippines, Pakistan, Kazakhstan, Tunisia, Romania, South Africa, Spain, the UAE, Egypt, and Nigeria, alongside our in-person incubators delivered in South Africa, the Kingdom of Eswatini, Botswana, Tunisia, and two locations in Ghana. **With representation from such diverse regions, we are continually breaking down geographic and cultural barriers**, proving that when it comes to innovation and entrepreneurship, the potential to create meaningful change is truly global.



Programme Overview

How it works

Throughout the bootcamp, teen participants, organised into teams of 4-5, **engage in a process of ideation, brainstorming, and solution development**. The challenges presented during the Incubator are often drawn from real-world scenarios, enabling teenagers to apply their acquired design thinking skills over the course of the programme and develop solutions that solve actual problems they see in their everyday lives.

The ultimate goal is to build an innovative and impactful prototype that addresses a chosen problem while adhering to the principles of Responsible AI.

Once this solution and prototype have been developed, the teams will pitch their solutions to the Judges in a short presentation for a chance to win the AI4Good Incubator.

Theme and Incubator Challenges

In line with this year's programme theme, "**Guardians of Earth: Reimagining Climate, Oceans and Nature**", we strategically aligned the Challenges with key [United Nations Sustainable Development Goals \(SDGs\)](#): SDG 13: Climate Action, SDG 14: Life Below Water, and SDG 15: Life on Land.

Centred on these SDGs, we developed a curated set of How-Might-We (HMW) questions to help participants conceptualise solutions aligned with their selected HMW statement.



Programme Overview

The Challenges

Each team was assigned one UN Sustainable Development Goal Challenge, with each choosing an associated "How-Might-We" question.

The Climate Crisis is a **worldwide crisis**.

Our planet has been in a climate crisis for at least the last decade. The lack of consensus and cooperation for this urgent issue means that if no immediate action is taken, the current issues will continue to grow exponentially. If we don't act now, the human race will not be able to **preserve our world for future generations** to experience.

How Might We Questions

- How might we help communities better prepare for and respond to climate-related events such as floods, heatwaves, or droughts?
- How might we use data to raise awareness and drive behaviour change around climate issues among young people?
- How might we stop tiny plastic bits (microplastics) from getting into the water and into our bodies?
- How might we design new ways to get the materials (fish, oil, etc) we need without destroying ocean life?
- How might we support farmers in improving soil health and sustainable land use through data and technology?
- How might we monitor and protect wildlife and natural habitats using AI, sensors, or community-driven data?



Programme Overview

Format of the bootcamp

Day 1 ~ Understand

Participants began by framing their challenge through a **"How Might We" question**, developing a clear **Problem Statement**, and **identifying the demographic or persona they would interview**. They then crafted **User Research Tools** such as surveys and interview questions to deeply understand their audience's needs and pain points.

Day 2 ~ Ideate

Participants generated creative solutions and **developed a persona** to embody their target user, **developed a value proposition canvas**, and **decided on a potential solution**. They also **conducted competitor analysis** and explored how AI would enhance their idea.

Day 3 ~ Prototype

The teams **mapped out the ethical implications of their AI-driven solution**, drafted a **value proposition statement**, and built a **Business Model Canvas**. They then began prototyping their solution, with coding or backend work being optional at this stage.

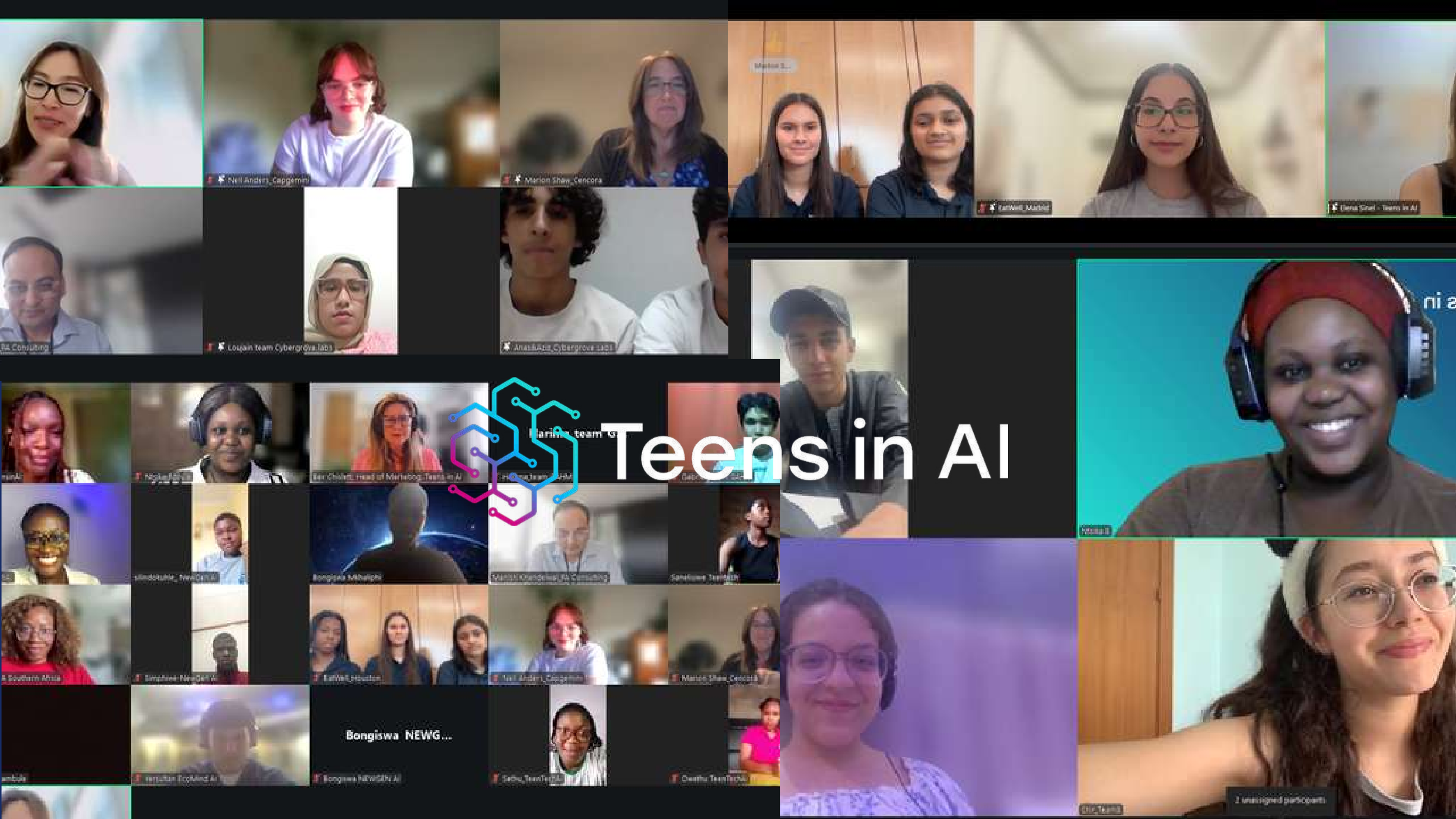
Day 4 ~ Validating and Testing

Participants **conducted user research to validate their solution**. They worked on refining their pitch deck and outlined the technologies and platforms that supported their project.

Day 5 ~ Pitch Perfect!

Teams refined their pitch decks, strengthened their storytelling and recorded their final pitches, bringing together everything they had developed throughout the Incubator. This final preparation helped them communicate their ideas clearly and confidently as they prepared for the virtual judging phase and Global Demo Day.





Teens in AI



Teens in AI

Impact in Action

Increasing diversity and digital inclusion

“ My time at the AI4Good Incubator 2026 was an interesting experience; I don't think I have experienced something like it. The Incubator showed me that even at my age, I can contribute to making great change in the world without needing anything fancy.

~ Liza, 15, United Kingdom

This year's Trailer

AI4Good Incubator 2026 Trailer

A five-day virtual bootcamp delivering sustainability innovation and ethical AI

This year marked our most impactful AI4Good Incubator to date. We brought together young people from around the world through our global virtual programme, while expanding our reach with six in-person experiences across Africa.

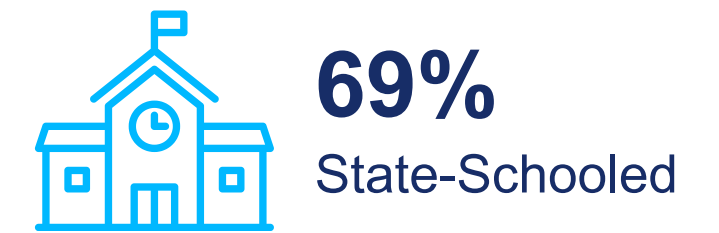
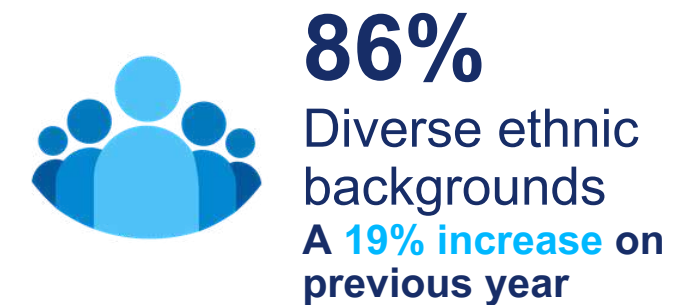
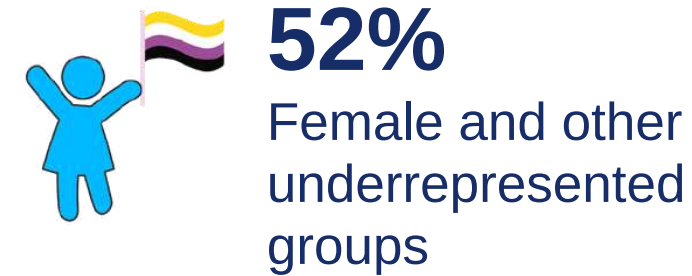
Young people came together to tackle real-world environmental challenges, develop creative AI solutions, and reimagine a more sustainable future.



 **Link:** [AI4Good Incubator Trailer 2026](#)

Our Impact in Numbers 2026

AI4Good Incubator



Notes:

Diverse ethnic backgrounds ~ Black/African American, Hispanic, Latino/Spanish, Middle Eastern/North African and Asian; The balance includes 'Other Ethnic Background' not stated, 'Prefer Not To Say', and White/Caucasian.

This Year's Global Reach





Teens in AI

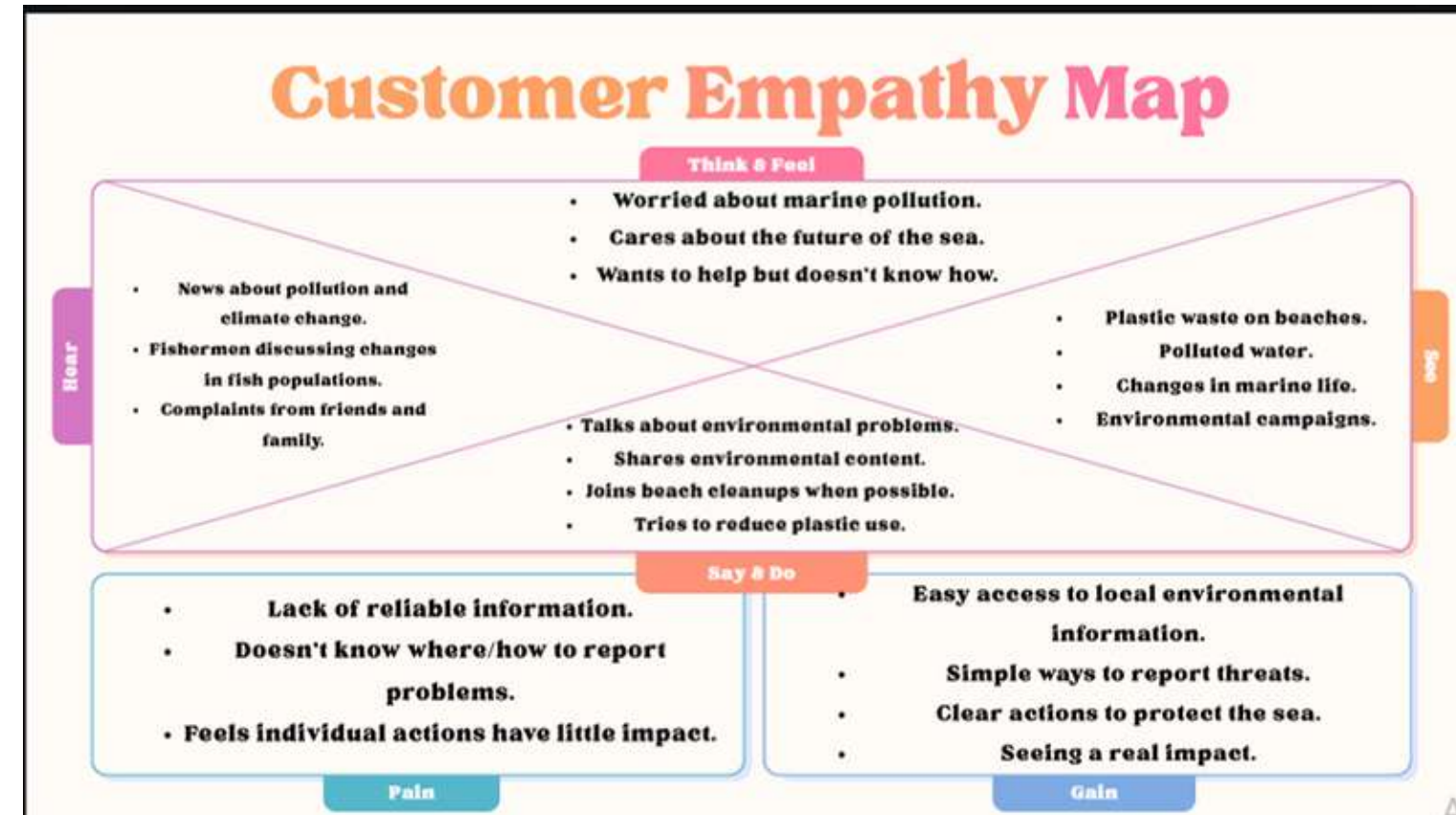
Learning in Action

Learning to think critically

“ Being part of the AI4Good Incubator has been such an inspiring and enriching experience. What I loved the most was the opportunity to work on real-world problems and think about how technology and AI can be used to create meaningful change. It wasn't just about building a project; it was about understanding the problem, listening to users, thinking about ethics, and creating a solution with a real purpose.

~ Salma, 16, Tunisia

Learning in Action



How ideas become concepts

AI Ethics Canvas

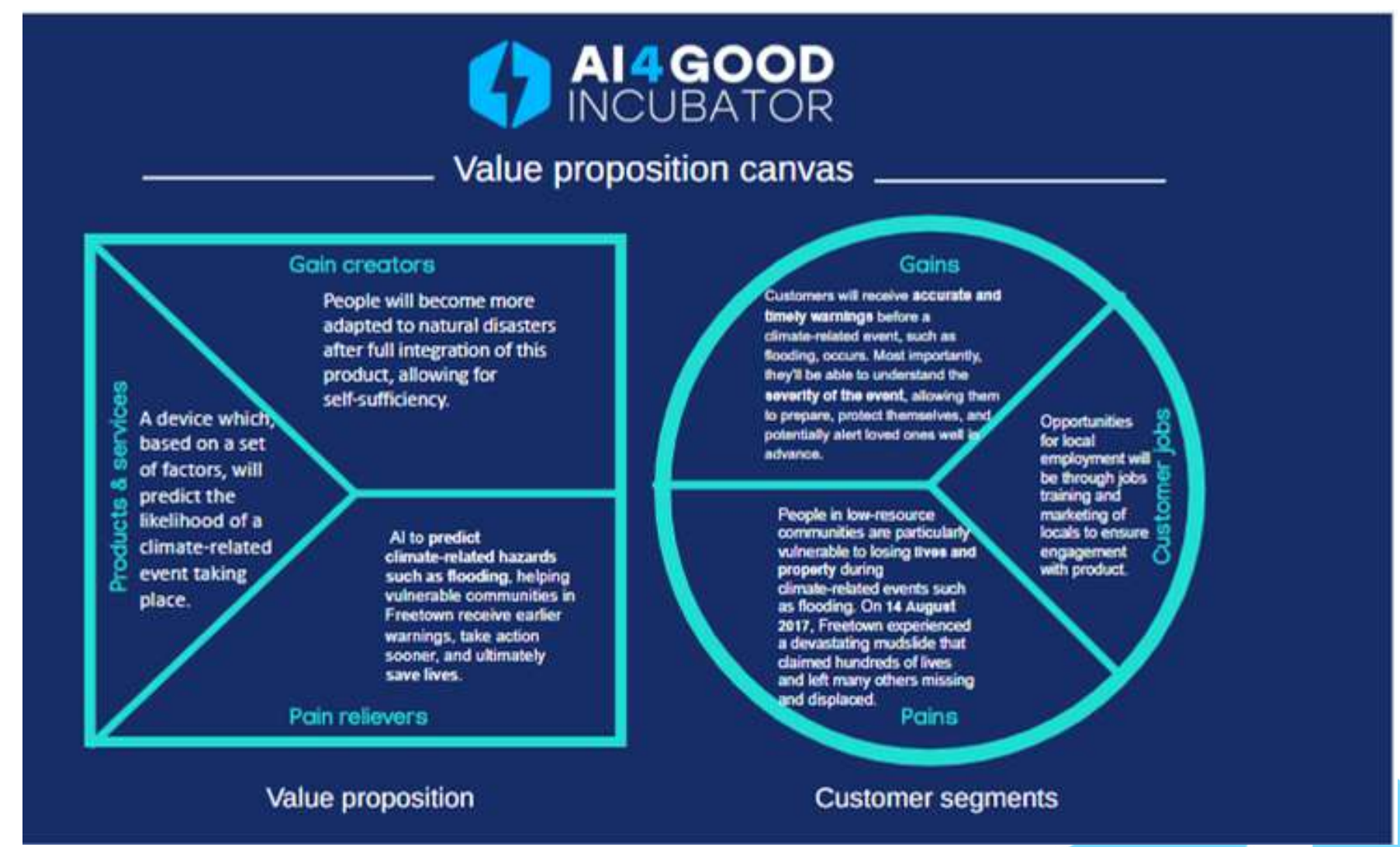
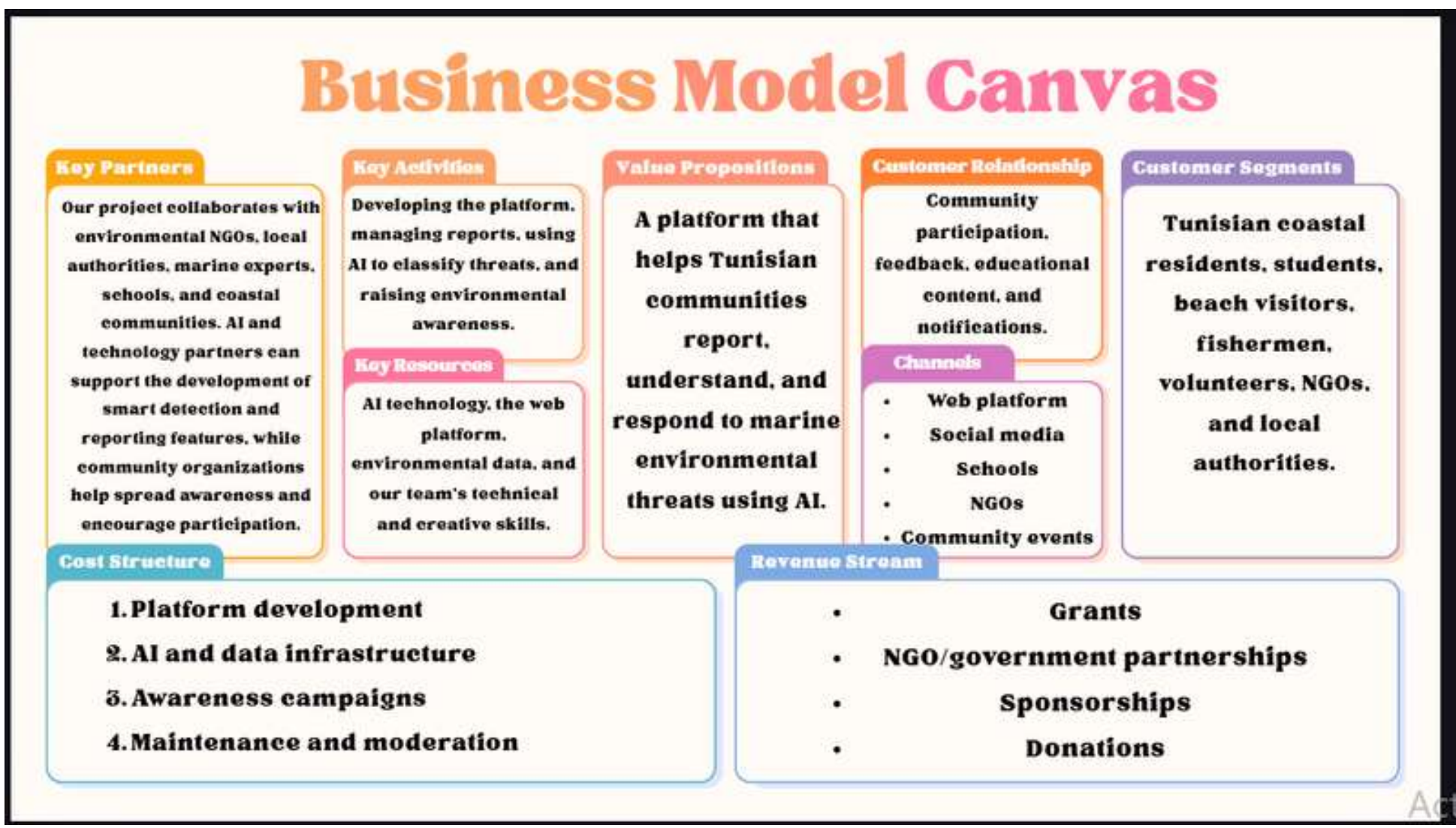
Team name: Whindole

Date: 12/08/2026

Fill this in as a team once you have a project idea. Use it to spot risks and plan fixes before Demo Day. Click into any box below and type — this canvas is fully editable.

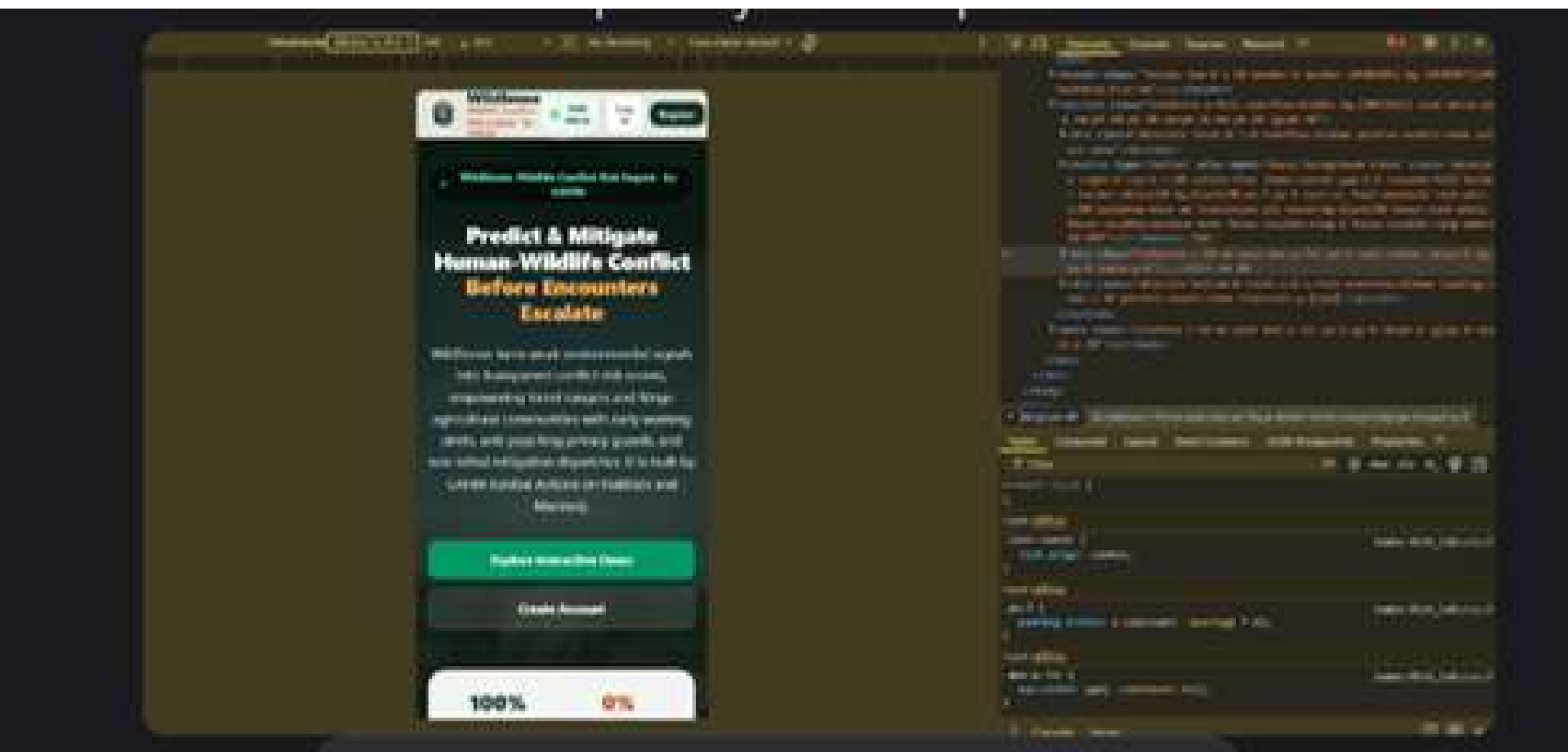
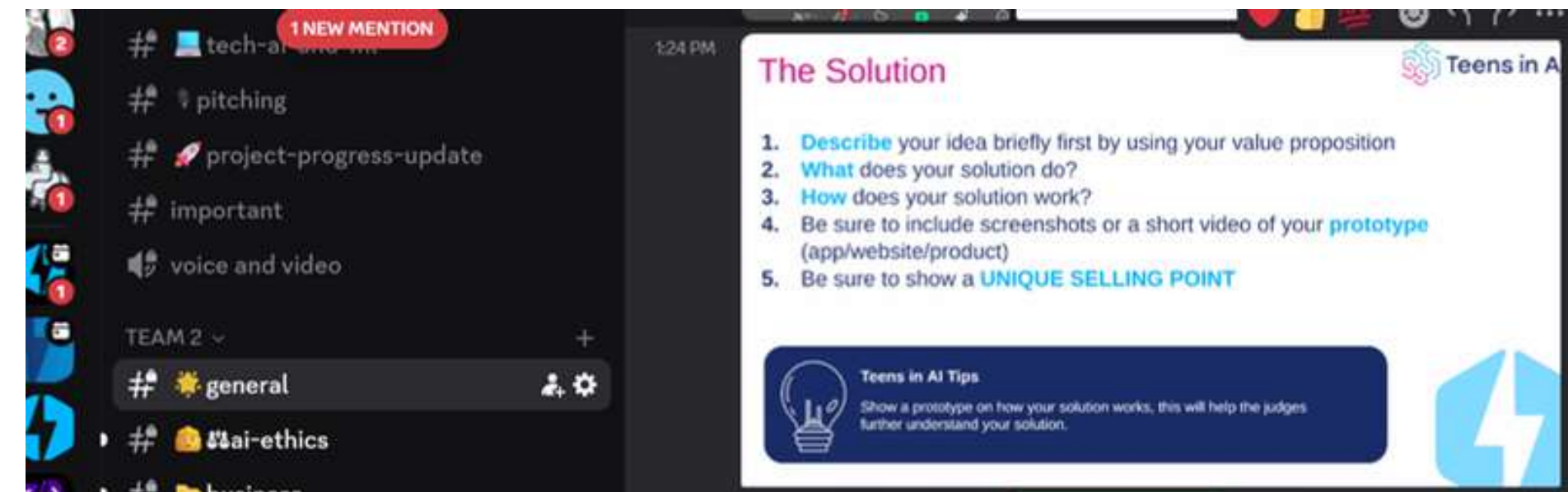
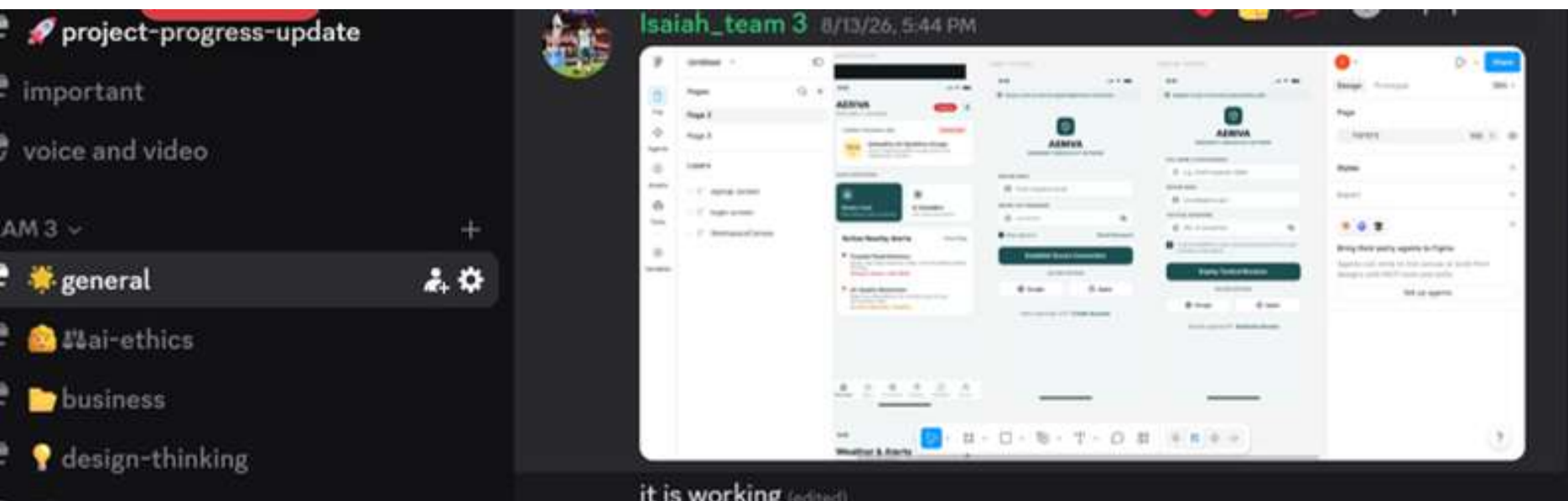
- What are we building?**
In one sentence: what does it do, and who is it for?
An early warning system that ensure people in low resourced communities are warned before the occurrence of the natural disasters such as flooding, droughts and heatwaves.
- Who's it for, and who else is affected?**
Users: and your team, but also: who ELSE might be affected who isn't a direct user?
Our solution is primarily designed for communities in Freetown, Sierra Leone, particularly those most vulnerable to climate-related hazards.
- What data are we using?**
Where does it come from? Could anyone be misusing or under-represented in it?
From weather data bases that have these information already stored.
- Who could this leave out or harm most?**
Eg. people without smartphones, non-English speakers, coastal communities, older or younger users.
People without smartphones or accessible information may find it difficult to access our services.
- What could go wrong?**
False or missed warnings could cause panic, delayed action, or people ignoring future alerts, putting vulnerable communities at greater risk.
- What good could it do?**
Who benefits most, and how would you prove it worked?
Freetown's most vulnerable communities benefit most through earlier warnings that give people time to evacuate and prepare, potentially saving lives. We would measure success through faster warnings, community response rates, and reduced harm during climate-related events.
- How will we reduce the risks, and who's responsible for checking?**
One thing you'll test or change before Demo Day, and who owns it.
We'll reduce risks through verified data, expert review, and clear warnings.

Learning in Action



From team-developed Value Proposition Canvases to concepts in action ~ new learning experiences for most participants

Learning in Action



How conversations become team building; how team building becomes an essential skill





Teens in AI

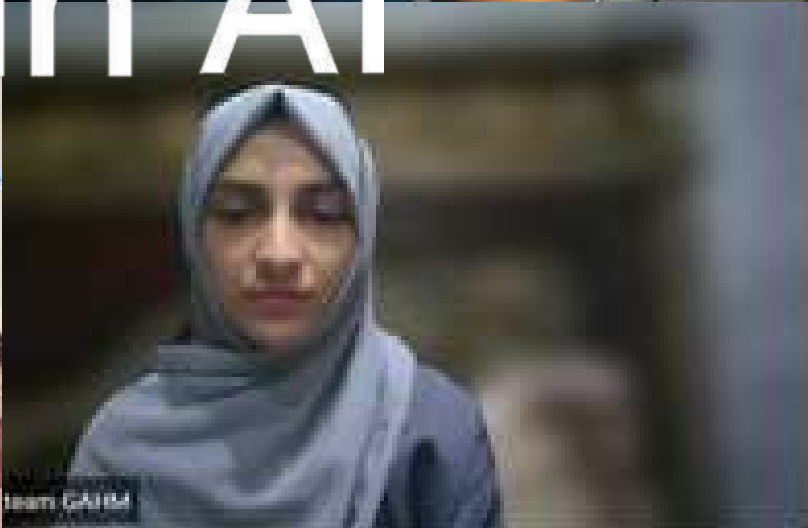
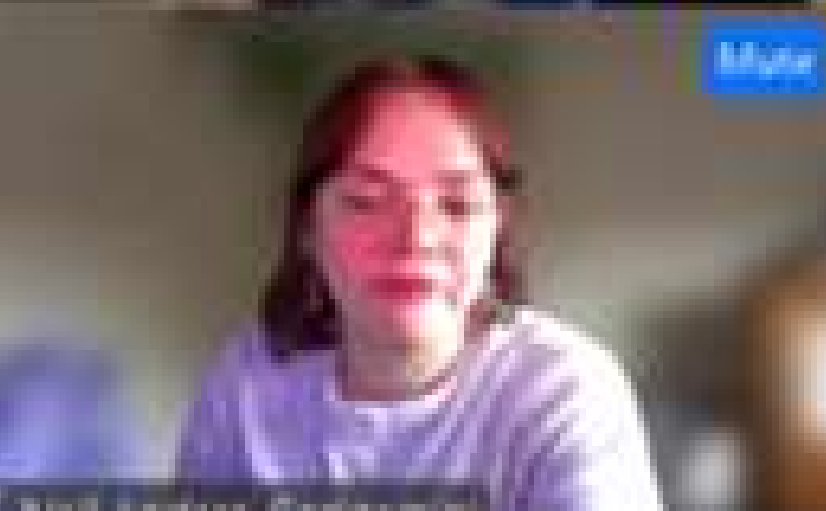
All Voices Matter

A focus on girls, minorities and underrepresented communities



The Programme strengthened my teamwork and communication skills. I learned how to share ideas, listen to others, divide responsibilities, accept feedback, and work effectively under pressure while completing our project within a short period of time.

~ Rhian, 18, Philippines

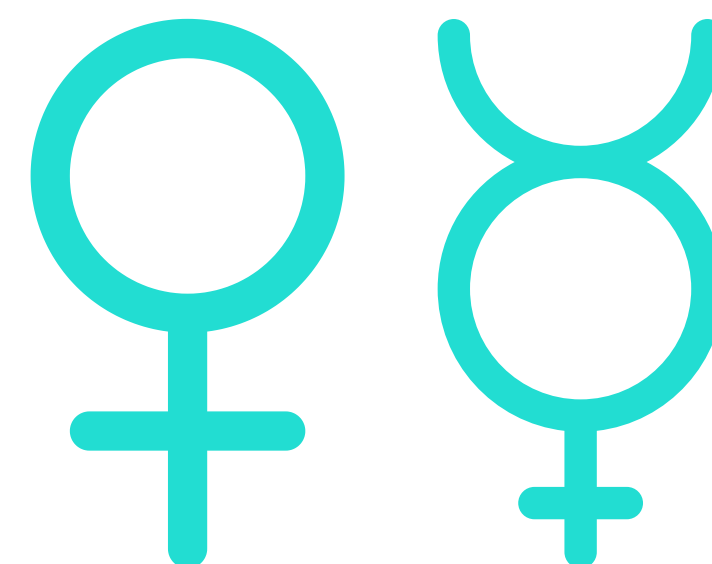
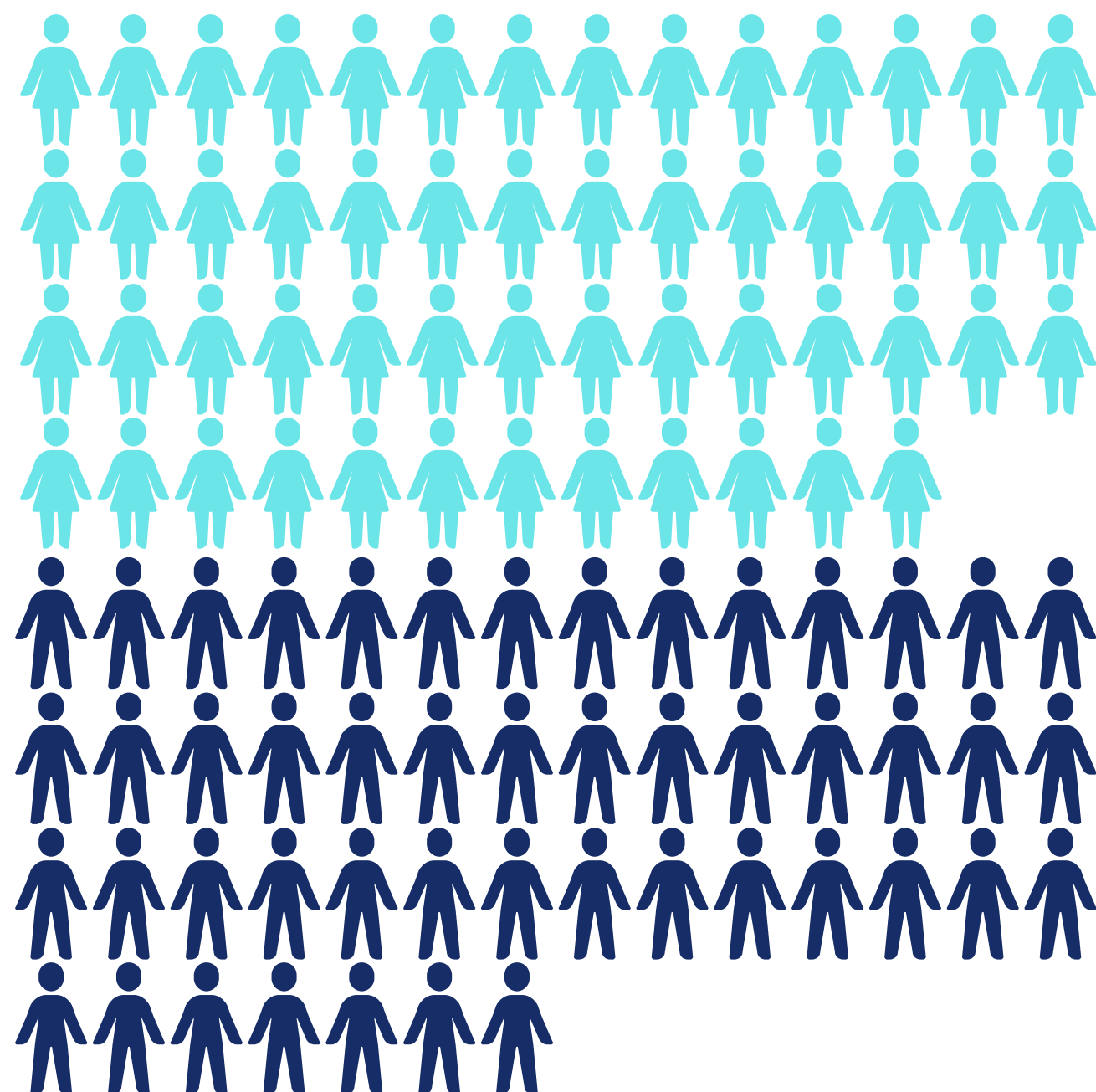


Teens in AI

All Voices Matter

Female and underrepresented groups

The AI4Good Incubator 2026 saw a total of **208 registered participants** from around the world.



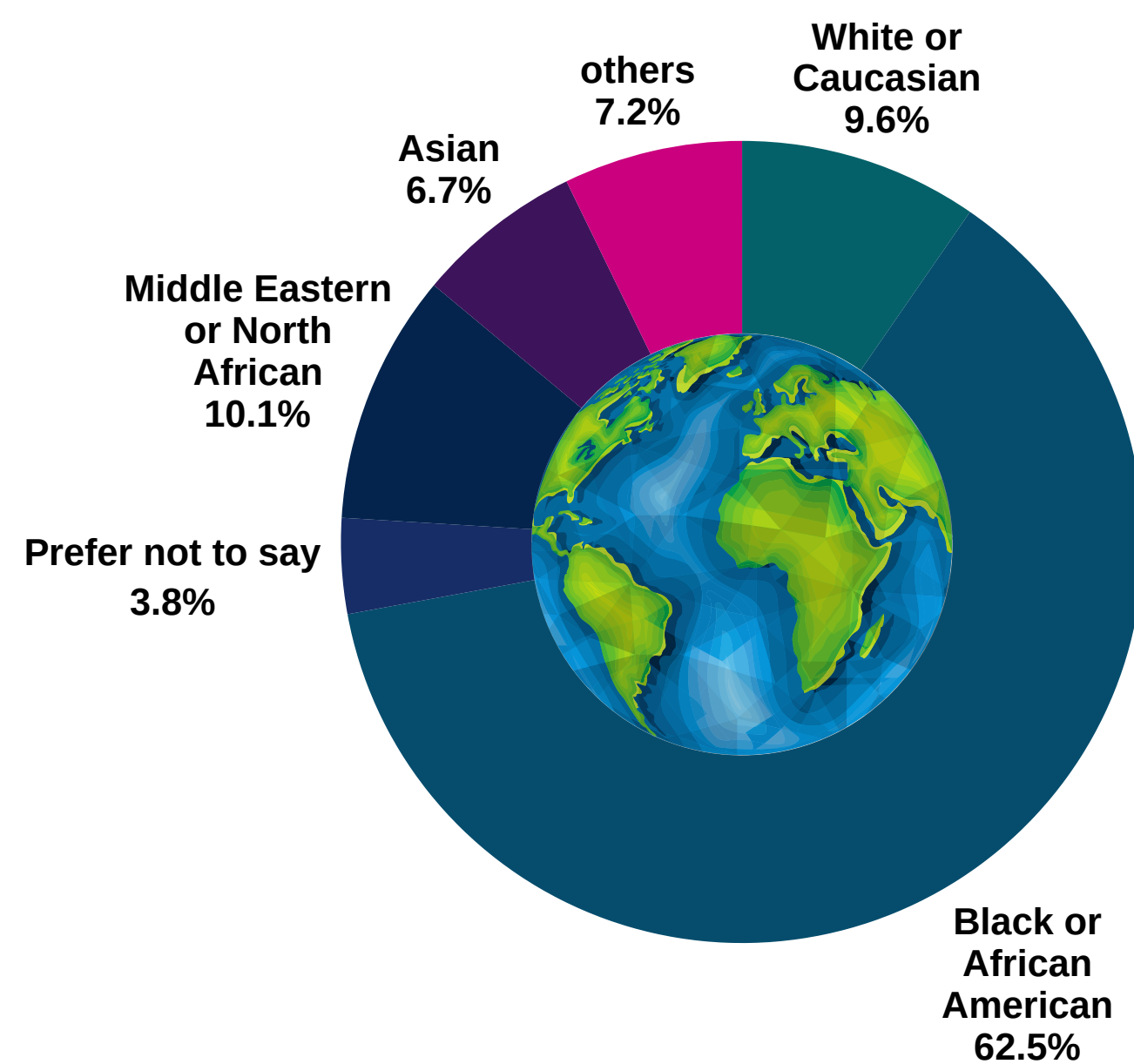
52%

identified as Female and
other underrepresented
groups



All Voices Matter

Ethnicities

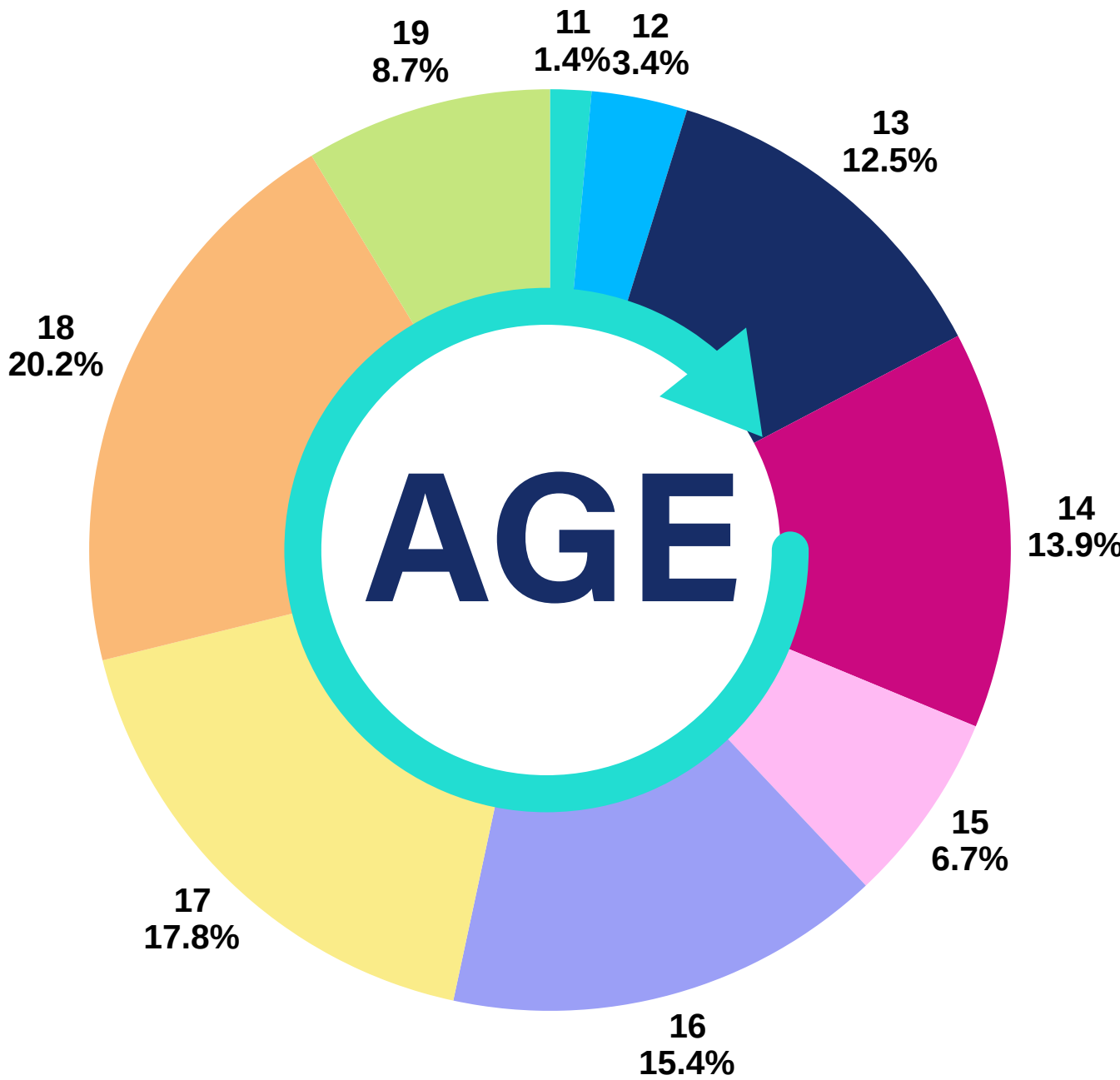


This year, 86% of participants identified as coming from ethnically diverse backgrounds, highlighting our ongoing commitment to inclusion and representation.

These figures mark continued progress towards a more equitable and diverse AI future, where all young people feel they belong.



All Voices Matter



Age range

We had a mix of newcomers and alumni from past programmes, with those joining from ages 11 through 19 - a significant cross-section.

Witnessing our alumni return to pursue further learning is always rewarding.

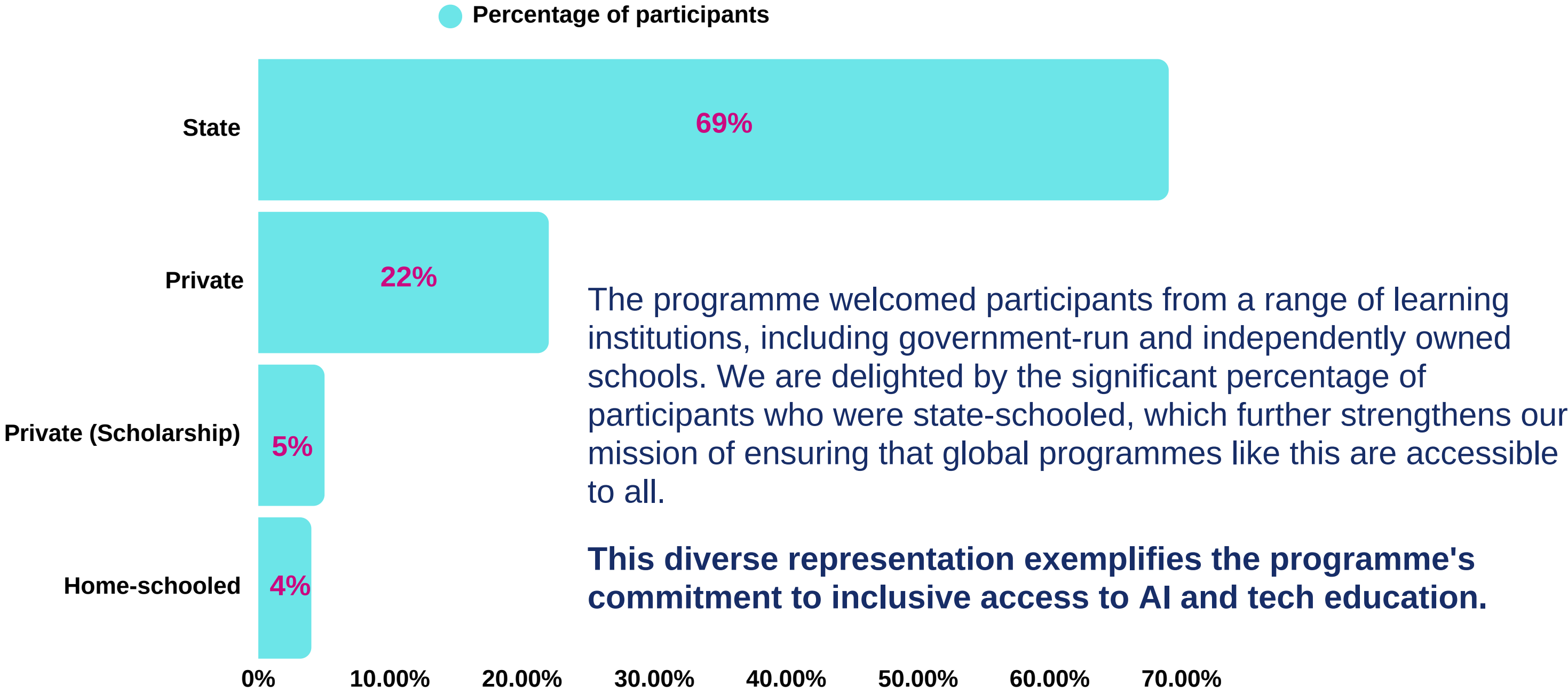
The age distribution was diverse, with the 16–18 age group representing the largest proportion, highlighting strong interest among older teens.

We are still delighted to be attracting participants as young as 11, which continues to reflect an emerging curiosity in AI and technology.



All Voices Matter

A focus on State-educated teens





Teens in AI

Skills Assessment

Understanding participant self-assessment

“ Overall, this was an incredible experience to take part in, and I learned so much throughout the week. I met new people and made leaps into areas I never thought I could explore. Thank you to the Teens in AI team for providing this opportunity and allowing me to make breakthroughs as a person.

~ Alex, 15, United Kingdom



Teens in AI

Programme Satisfaction

96% of participants rated the programme as Excellent or Very Good, with **77%** rating it Excellent. **99%** said they were very likely to recommend the programme to others, reflecting a highly positive participant experience.

96% of participants expressed a **better understanding of how AI and technology can be used to address real-world problems.**

95% of participants expressed increased **interest in pursuing a career in technology, AI, and innovation**

96% of participants now believe that **people their age can use AI and technology to make a positive difference.**

97% of participants stated that they are now more **confident in turning an idea into their own project, start-up, social enterprise or venture**

88% of participants expressed that having participated in the programme, they can **turn an idea into something that can be tested or demonstrated.**

94% of participants now understand **why ethics matters when designing an AI solution.**



Skills Assessment

Participants finished more confident across every measured skill area, with percentages reflecting those who rated their confidence 4 or 5 out of 5.



Skills Assessment

Mentor participation

Mentors play a significant role in the programme, bringing not only technical expertise but also practical knowledge of AI, tech, and business across different fields.

Their commitment enhances the experience and motivates participants to be the best they can be, providing a safe space where their thought process and creativity can flourish.



158

Total Mentors, Instructors,
Judges and Speakers across
the programme



787

Total Volunteer
Hours





Teens in AI

In-Person Spotlight
6 locations across Africa



Teens in AI

In-Person Spotlight

Our Local Ambassadors



Lungile Maile
South Africa, the Kingdom of Eswatini &
Botswana



Monia Mahmoudi
Tunisia



Philemon Arpelleh
Ghana



Patrice Robertson
Ghana

In-Person Spotlight

Bringing AI4Good Into Local Communities

Alongside our global virtual programme, we continued to expand AI4Good's reach through in-person experiences across six locations in Africa: **Botswana, South Africa, the Kingdom of Eswatini, Tunisia,** and two locations in **Ghana**.

Led by our Local Ambassadors, these experiences brought AI education and innovation directly into local communities, creating opportunities for young people who may have fewer opportunities to access high-quality technology education and participate in global AI programmes.

Across these locations, young people were able to connect, collaborate and explore solutions to challenges affecting their own communities, while developing the confidence and skills to see themselves as creators and problem-solvers in AI.

Our in-person delivery also supported our commitment to greater representation in technology, with **48% of participants identifying as female**.

By bringing AI4Good beyond the screen, we are helping ensure that geography, background or access to traditional technology hubs does not determine who gets to participate in the future of AI.

Talent is everywhere. Opportunity should be too.





Teens in AI

Programme Highlights

“A life-changing programme

“ 7 years ago, I was 14 and taking part in the Teens in AI Accelerator myself, so it was really nice to be on the other side this time, sharing my experience and advice with the young people taking part.

~Lara Glenn, Computer science student, University of Leeds

Programme Highlights

Virtual Panellists



Lara Glenn
Student, University of Leeds



Watson Lewis-Rodriguez
Founder of Arthur Labs Inc.



Naadiyah Begum
Student, University College London

Virtual Panel with Teens in AI Alumni



“Ask Me Anything: Careers in AI Panel

AI is transforming industries and work, and this year’s “Careers in AI” panel gave teens the opportunity to hear real stories from global professionals while exploring how to build an inclusive AI future.



 **Link:** [Watch the Virtual Panel recording](#)

Hosted and moderated as a live virtual panel by Teens in AI, the session brought together Teens in AI alumni to share their experiences, explore career pathways in AI and technology, and offer practical insights on navigating opportunities in the field.

Their stories highlighted the different journeys into AI and inspired participants to see themselves as future contributors and innovators in the sector.

 **208**
Attended live

 **240+**
Total streams to date

Programme Highlights

Participant consensus

“ The AI4Good Incubator was a reminder that technology can be more than something we use every day. When combined with the right questions, real problems and people who are willing to think differently, it can become a tool for creating meaningful change.

~ **Toluwase, 17, Nigeria**

“ The Programme helped me learn the importance of responsible AI development. While working on EcoMind AI, we considered issues such as privacy, transparency, accuracy, fairness, and greenwashing. This made me realise that creating useful technology also means considering the possible impact on the people who use it.

~ **Carl Andrei, 18, Philippines**

“ I came into this programme knowing I was interested in technology and AI, but I leave knowing I can actually contribute to building a technological solution, understand the systems behind it, and explain the technical and ethical decisions that went into it.

~ **Tomiwa, 16, United Kingdom**



Programme Highlights

The Winning Teams



Winner

Cybergrove Labs

AquaDrone (SDG 14)

AquaDrone Console pilots a fleet of marine drones built to find and fix plastic pollution before it harms ocean life.

Team members:

Loujain, 18, Tunisia
Anas, 16, Tunisia
Aziz, 18, Tunisia



Runner-Up

Team GAHM

Wildsense (SDG 15)

An AI Decision Intelligence that helps conservation teams prevent dangerous encounters between people and wildlife.

Team members:

Harima, 18, Pakistan
Mathew, 18, Philippines
Gabriel, 18, Philippines



**Our winners collectively came from three countries:
Tunisia, Pakistan and Philippines**

Programme Highlights

How Mentors felt about their involvement and the programme

“ The AI4Good Incubator was well organised, inspiring, and rewarding. I really enjoyed supporting the young innovators, collaborating with the teams, and seeing their ideas develop throughout the programme.

~ **Chadi Abidi, ICT teacher**
Horizon Int'l School



“ What makes this experience particularly meaningful to me is that I was once in their place. I used to participate in hackathons, learning by building, experimenting, and receiving guidance from mentors. Being able to now support the next generation of young innovators feels like a meaningful progression in my own journey.

~ **Charifa Dahhassi, Digital-DevFactory Team Leader**
SIANA



“ An exceptionally rewarding journey. Watching young minds transform bold ideas into viable AI solutions is pure magic. Future mentors can expect high energy collaboration, brilliant dynamic teams and the fulfilment of truly shaping tomorrow's innovators.

~ **Laifi Sabrina, Administrative Agent**
Municipality



Programme Highlights

The Judges' Voices

“

It was a good experience and I have to say kudos to all the participant groups. Excellent ideas, creative and human.

~**Alex Johnson, VP Insurance, Global Industry Lead
Quantexa**

“

What a group of projects! Amazing!
I feel I know a lot more about the SDGs now, and I have learnt a lot from these teens.
Well done for organising.

~ **Ian Webb, Director
Alchemy Partners**

“

It has been an honour to support the Teens in AI organisation and the AI4Good Incubator competition. I thoroughly enjoyed working with the young teams while witnessing their innovative genius! Thank you for your patience, professionalism in a well-organised programme, and the opportunity to partner with our future tech leaders.

~ **Dr Natalie Maggitt, CEO
iThriveHer**



Programme Highlights

Featured Speaker Views



It was a pleasure to join the AI4Good Incubator session and work with the participants on the "Build Your Own Exam Crunch AI" workshop. I am glad to hear that the tools and prompting resources were helpful.

~ **Mossab Yassir Lafrimi, Senior AI Engineer**
Capgemini



This is one of the most impactful journeys I have gone through myself. University is good for getting a degree, but what you learn in this programme goes ten times further.

~**Watson Lewis-Rodriguez, Founder**
Arthur Labs Inc.



Programme Highlights

Key Industry Endorsement

“What you guys have shown me today has given me hope and inspiration. Every single project presented here demonstrated that the next generation is not waiting for someone else to solve the problem. You are already taking action.

~ **Marion Shaw, Senior Director Data & Analytics
Cencora**



“I came here looking for inspiration and I have to admit, all of you, each and every team, I am just absolutely amazed. I would find it extremely challenging to achieve what you have achieved in five days. At your age, if you can achieve what you have achieved, I don't think I can start imagining what your potential is or where you will go.

~ **Manish Khandelwal, Chief Operations & Transformation Officer
PA Consulting Group**



“I am blown away by the depth of thought and creative approaches taken by each of the young teams. It has been a privilege to see these ideas come to life. There's hope for tackling SDG 13 on Climate Action yet!

~ **Tessa Darbyshire, Head of AI Governance
Informa**



Programme Highlights

Our Keynote Speakers



Marion Shaw
Senior Director Data & Analytics
Cencora



Mahroosh Umer
Electrical Engineer & Teens in AI
Alumna

Our Demo Day Judges



Nell Anders
Applied AI Ethicist
Capgemini



Manish Khandelwal
Chief Operations & Transformation Officer
PA Consulting Group



Marion Shaw
Senior Director Data & Analytics
Cencora



Programme Highlights

Our Instructors



Taelo Jonathan Mathuloe
Trinity College



Noorulian Zafer
Magna Carta
College



Beatrice Bonami
University
of Edinburgh



Humera Jahan
Project Manager



Encarni Medina-Lopez
University
of Edinburgh



Kirsty Pringle
University
of Edinburgh



D. Daniel
Gadjah Mada University



Maathangi Mohan
Datocracy AI



Shivani Aggarwal
Microsoft



Mossab Yassir Lafrimi
Capgemini



Elena Sinel
Teens in AI



Ntsika Bovula
Teens in AI



Ronda Zelezny-Green
Datocracy AI



Monica Nyamu
Wheelie Bin Waste Handlers

Programme Highlights

Our Mentors



Imoh Echezona
Hugo Tech



Dea Doksani
AI Albania



Chadi Abidi
Horizon Int'l School



Charifa Dahhassi
Siana



Alma Hoxha
Startup Albania



Oscar Jopson
Alignerr



Nick Thobejane
Geekulcha



Rubin Zerja
Studioz



Feliks Kostukevych
Knyahynynok Lyceum



Bhekumusa Eric Ntshwenya
FNB



Sujata Rastogi
Alchera Data Technologies



Sanduni Kariyawasam
IFS



Joseph Agere
4th-IR



Helga Mustafaraj
Future Center



Leah Bateman
Well Epic



Daniel Adu
DevDataInsight



Gyeyok Haruna
British Airways



Wendafrash Buzuayew
Safaricom



Tessa Darbyshire
Informa



Igli Hakrama
University Metropolitan Tirana



Dr. Natalie Maggitt
iThriveHer



Suprajyotsna Dasari
Cognizant



Irva Dafa
National Agency of
Information Society



Mags Cummings
The BounceBee



Kumar Abhinav
Aidash



Safa Abdeljabbar
BNPP



Loua Affi
Faculté des sciences et
technique de Sidi Bouzid

Programme Highlights



Our Mentors



Amna Usman
Arbisoft



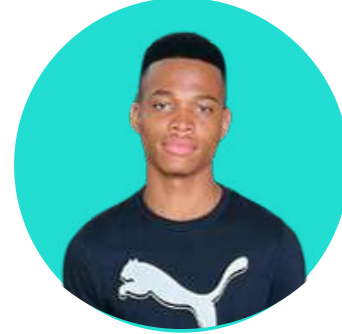
Brian Ndegwa
Afrilabs



Ndivhuwo Ndou
University of Venda



Jessica Mudau
University of Venda



Tekollo Moila
University of Venda



Thaluso Petric Rasivhaga



Takalani Mufamadi
Nubian Smart



Mukonazwothe Tshivhinda



Nomhle Ntshwenya
WeThinkCode



Atshidzaho Nemushungwa
Graceville



Menelisi Shongwe
University of Eswatini



Nkosephayo Dlamini
Eswatini



Abiodun Modupe
University of Pretoria



Laifi Sabrina
Municipality



Taelo Jonathan Mathuloe
Trinity College



Noorulian Zafer
Magna Carta College



Eva Pascoe
Retail Practice



Sicelile Nkosi
University of Venda

Programme Highlights

Our Semi-Finalist Judges



Calypso Rose
Offscript



Claudia Scott
PwC



Andrea Palmer
Infosys Consulting



Leah Bateman
Well Epic



Helga Mustafaraj
Future Center



Rubin Zerja
Studioz



Ashley Clarke
PwC



Eva Pascoe
The Retail Practice



Tessa Darbyshire
Informa



Chikako Masuda
The Digital Agency



Ashmitha Nagraj
Fidelity Investments



Dr Santosh Karthikeyan
AstraZeneca



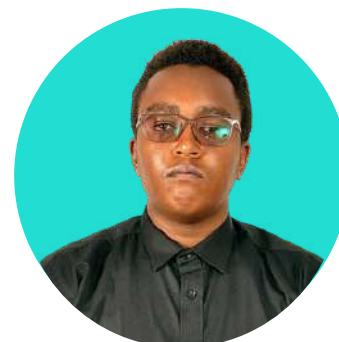
Ian Webb
Alchemy Partners



Simon Smith
Neometa



Aniyar Durmagambetova
Kaspi



Brian Ndegwa
Afrilabs



Igli Hakrama
University Metropolitan
Tirana



Dr. Natalie Maggitt
iThriveHer



Wendy Rentschler
TiE Houston



Marion Shaw
Cencora



Alex Johnson
Quantexa



Gillian Lamela
Capco



Karen Fang Grant
Accenture



Phaedra Boinodiris
IBM



Teens in AI

Engagement

Building brand awareness

“ This programme pushed me to think bigger about how AI can create real, positive impact. I learned so much, met incredible people, and grew in ways I didn't expect.

~ Remas, 12, Egypt

Engagement

Programme engagement across all channels



57.2k
Impressions



44k
Video views



290k
Engagement



27,805
Unique individuals emailed*

* Includes but is not limited to educators, parents and teenagers + physical participation



56.5m
Reach



350
Social media posts



Media engagement



South African teen earns spot at MIT AI health bootcamp in the United States

Story by Jim Mohlala • 3mo

A 16-year-old South African boy has earned a coveted spot at one of the world's most competitive youth programmes. Reatlegile Rammuki from Mzansi has been selected to attend the MIT Jameel Clinic AI and Health Summer Bootcamp at MIT in Cambridge, Massachusetts, in July 2026.

SA teen selected for MIT AI and healthcare bootcamp

By Staff Writer
Johannesburg, 10 Jun 2026

Reatlegile Rammuki will represent the country on a global stage after being selected for an MIT programme exploring the use of AI in healthcare.

A 16-year-old South African artificial intelligence (AI) enthusiast has been selected to attend a prestigious AI and healthcare programme at the Massachusetts Institute of Technology (MIT) in the US.

Home » AI Africa » Success Stories » South African Tee...

SUCCESS STORIES

South African Teen Selected for MIT Jameel Clinic AI and Health Summer Bootcamp

1 June 2026 2 Mins Read

Sixteen-year-old South African student Reatlegile Rammuki has been selected for the MIT Jameel Clinic AI and Health Summer

Lungile Maile • 1st
Bridging AI, Manufacturing & STEAM Education for Impact | Social E...
Collaboration
4d •

What if a 14-year-old could see a problem affecting his generation and decide to build a solution?

Meet Msimisi. He is 14 years old. sz

Msimisi has participated in every one of our free [Teens in AI](#) programmes in Eswatini. Over time, we've watched him move from being a young participant to becoming a young builder. For Mental Health Day, we're sharing something he created.

In the video, Msimisi speaks about the prevalence of suicide in Eswatini and around the world, and explains why he decided to build an app specifically for teenagers. His idea is simple but powerful: create a safe place where young people can express how they feel.

WHO reports that more than 720,000 people die by suicide every year globally, and suicide is the third leading cause of death among 15–29-year-olds. WHO's latest reporting puts Eswatini's suicide rate at 31.8 deaths per 100,000 people, the second-highest in the WHO African Region after

STEAM Dreams for Every Child

We offer a comprehensive approach for early childhood underserved communities

- Offline-enabled &
- Tailored STEAM e
- Interactive & adap
- Teacher support
- Engaging worksh

Learn more on [nublanima](#)

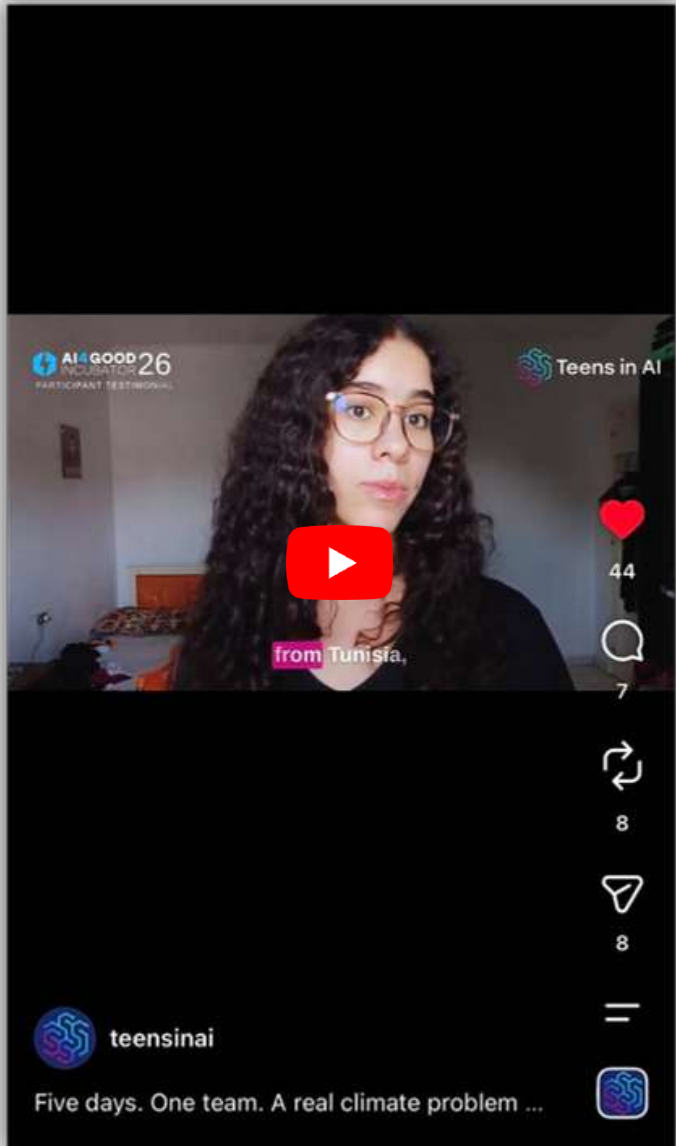
Participant experiences



Meet Remas



Meet Erji



Meet Loujain



Meet Aboukir





Teens in AI

Supporting our Alumni

How we support them and
where they are today

“ I’m really proud of what my team and I were able to accomplish in just five days. There were definitely challenges, but looking back, I think we did really well, and I’m grateful that I got to experience this programme. Thank you so much to Teens in AI for giving us this opportunity and allowing us to be part of the AI4Good Incubator. This is definitely an experience I’ll remember.

~ Mathew, 18, Philippines

The Winning Teams

How we are supporting our 2026 AI4Good Incubator alumni



Winning team

The winners of this year's programme, Team **Cybergrove Labs**, received a \$500 gift voucher and one year of free access to all Teens in AI Pathway courses.



Runner up

The runner-up team, Team **GAHM**, received a \$300 gift voucher and one year of free access to all Teens in AI pathway courses.

With invitations to:



Alumni Spotlight

Where are some of our past participants today?



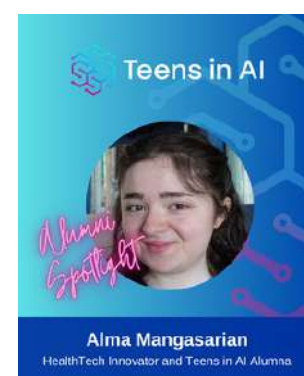
Andreea Giurgiu

Starting with Teens in AI in 2019 as a participant and Ambassador, Andreea earned her BSc and MSc in AI from Vrije Universiteit Amsterdam. She has since held AI and data engineering roles at Uber and Microsoft. A dedicated advocate for women in STEM, Andreea is a public speaker and host of the SheTech: From Dream to Career podcast.



Oluwamurewa Fashoro

Murewa served as Co-Ambassador and Co-Host for the Teens in AI London Techathon 2026 and a panellist for the IWD Global Techathon. Overcoming early academic setbacks, he secured a cybersecurity role out of 4,000 applicants and works at Ricoh UK with an offer from a Big Six tech firm, while actively mentoring emerging talent.



Alma Mangasarian

Starting as a GirlsInAI 2020 and Teens in AI France participant before returning as a Mentor (2023–2024), Alma is an MD/PhD student in Paris. Combining neuroscience research with healthtech innovation, she won 2nd place at the MIT Hacking Medicine 2026 hackathon for co-developing an AI-powered biometric backpack to screen for scoliosis.





Teens in AI

Setting the Benchmark Editor's Note

“ One of the biggest lessons I took away from the Teens in AI AI4Good Incubator is that building with AI is often the easy part. Understanding what to build, and why, is much harder. The programme taught us to start with people, not technology, by researching real problems, understanding users, challenging our assumptions, considering ethical risks, and defining what meaningful impact truly looks like.

~ Mukatay, 17, Kazakhstan

Setting the Benchmark

Editor's Note

If you know me at all by now, you'll know that one of the things I love most about any programme is seeing what the data tells us once it has closed. This year, though, I've been thinking just as much about how we measure impact as the numbers themselves.

As the AI4Good Incubator has evolved, so has our approach to data. In 2026, we strengthened our methodology to give us a more consistent view of participation, learning and skills development. It means some measures cannot be compared directly with previous years, but it gives us a much stronger basis for understanding what is really changing for young people.

The programme has evolved too. In 2026, we took the Incubator beyond our global virtual programme and delivered six in-person Incubators across Africa, bringing new communities, perspectives and ideas into the AI4Good experience. For me, that combination of global reach and local connection is where the programme becomes particularly powerful.

And the timing matters. Young people are moving through school into a world of work that is changing faster than the systems preparing them for it. Whether their next step is university, an apprenticeship, employment or entrepreneurship, they need more than technical knowledge. **They need critical AI literacy – the ability to question, evaluate and use AI responsibly** – alongside the human skills that will continue to matter: **critical thinking, creativity, problem-solving, communication, collaboration and adaptability.**

That is what the AI4Good Incubator is designed to do. We are not preparing young people for a single job or a fixed future. **We are giving them the skills, confidence and space to question what is possible, build solutions and have a voice in what comes next.** The future may be uncertain, but it is also full of possibility. Through the AI4Good Incubator, Teens in AI is helping young people to step into that future not as passive users of technology, but as informed, creative and responsible people who can help shape it.

Bev Chislett

Head of Marketing, Teens in AI

PS: Do read on for more about what's coming next, our programmes, our impact, our global reach and the difference we are making together.



Bev Chislett
Head of Marketing

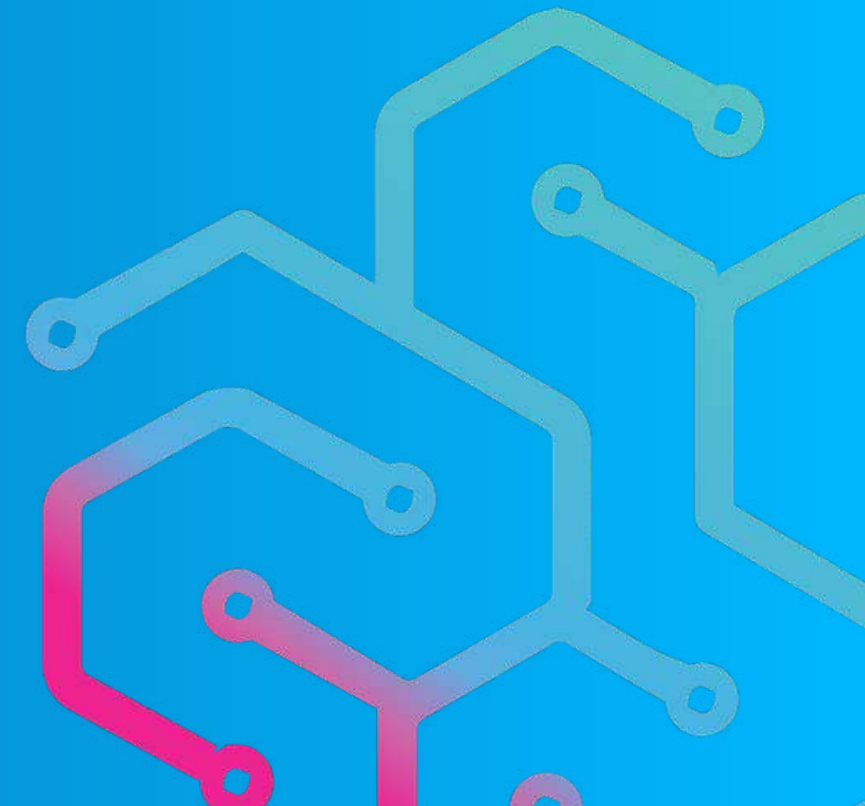




Teens in AI

Our Programmes, Impact and Reach

Changing lives, transforming futures ~
one teen at a time.



Teens in AI

Our Impact in Numbers

Cross-programme 2021 to date

We're not just dedicated to increasing diversity in tech.
We're striving for social impact through AI.



45,000+
Total participation



59%
Female and other underrepresented groups



61%
State-Schooled



79%
Diverse ethnic backgrounds



821
Guest Speakers



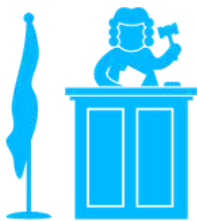
2,614
Volunteer Mentors & Instructors



102
Countries



1,258
United Nations
SDG Projects



659
Expert Judges



10,888
Average Volunteer Hours



515
Volunteer Ambassadors



24
Awards



Amplifying our mission with our awards



In 2026 so far, Teens in AI has received two awards, “**Best AI Education & Youth Innovation Programme**” and “**AI Literacy & Social Impact Leadership Award**”, recognising our work in AI education, youth innovation and social impact.



[Find out more](#)



Our Programmes:

How your School or Organisation can benefit



Running annually from January to April, the Global AI Techathon is a hybrid global programme where teens aged 13-18 come together to collaboratively solve a real-world problem through the use of AI and Data Science for social good. **Whether you are a teen wanting to sign up, a School interested in bringing critical AI literacy into the classroom, or an organisation thinking of partnering with us:** [Find out more](#)



The AI4Good Incubator is a global five-day virtual bootcamp style programme where teens aged 13-18 work in teams to build a tech-based project, inspired by a climate-related United Nations Sustainable Development Goal. [Save your seat](#)



AI Adventures self-paced courses go beyond coding and AI creation. They help young minds learn to think critically and solve real-world problems. We focus on using AI responsibly for the greater good, ensuring a brighter future where technology and humanity grow hand in hand. [Explore the courses](#)



A virtual event series for teens aged 12-18 where global AI leaders empower and engage young minds in thought-provoking conversations and discussions centred around AI-based topics. Each month, we invite expert speakers who specialise in AI, ethics, and social impact. [Tune in monthly](#)

Our Bespoke Solutions

Our tailored consultancy solutions help corporates, governments, and educational institutions meet community-driven goals, offering support to navigate and achieve strategic objectives effectively. [Shape your solution](#)



Teens in AI runs annual, distributed Global Techathons to inspire teens aged 13-18 to pursue Artificial Intelligence for social good. It is a hackathon-style virtual or in-person event focused on solving a real challenge under one of the United Nations' Sustainable Development Goals, in a fun and collaborative way.

 All genders are welcome to participate!

2027 programme highlights:

Inspiration Week	18-22 January 2027 (aligned with International Day of Education ~ 24 Jan)
Bootcamp Week	1-5 February 2027
Stage 1: Design Sprint Month	1-28 February 2027 (aligned with International Day of Women & Girls in Science ~ 11 Feb)
Virtual Panel	8 March 2027 (aligned with International Women's Day on 8 Mar)
Stage 2: Global Techathon	19-20 March 2027
Virtual Judging	24 March-2 April 2027
Global Demo Day	22 April 2027 (aligned with International Girls in ICT Day on 22 Apr)

What teens can expect

Over the 2.5-day programme, teens will learn and experience:



How AI works, its ethics and why it matters



How to develop code responsibly



How to build a prototype



How to pitch a project in front of a panel of judges

[Find out more](#) 

Key Events

January

Inspiration Week

Industry leaders share insights to inspire participants.

February

Bootcamp Week

Skills workshops to prepare teams for the Techathon.

Stage 1: Design Sprint

Local teams take part in design sprints around the world. Winning teams progress to the Techathon.

March

Stage 2: Global Techathon

Top teams compete and showcase solutions.

Virtual Panel hosted by Teens in AI

A virtual panel with keynote speakers.

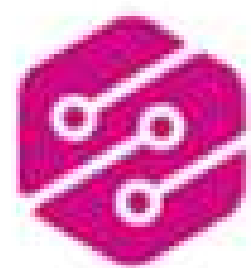
Virtual Judging

Judges deliberate on all submitted solutions.

April

Global Demo Day

Finalist showcase with live judging of the Techathon.



Our **online, self-paced** AI Adventures **courses** teach teens the skills the industry is looking for both today and in the future, with AI ethics at its core.

- All our courses use project and problem-based learning methods
- Learning styles include video, glossaries, presentations, text, case studies coding challenges, projects and short quizzes



Learn

Our instructors are AI experts who have worked on real-world projects and will give you a good foundation into AI.



Achieve

You'll learn practical skills that can help you solve complex problems and develop creative solutions.



Succeed

With our courses, you'll be ready for future career opportunities across many different industries.

[Find out more](#)





If you are an organisation interested in delivering impact with us, let's talk.



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