



Fakultas Keguruan dan Ilmu Pendidikan
Universitas Terbuka

EIC 2025

EduSpark International Competition



GUIDANCE BOOK

EduSpark International Competition

*Theme : Beyond Boundaries: Fostering Sustainability
Through Innovation and Creativity in Education"*



fkip.ut.ac.id



lipkmn-fkip.ut.ac.id



List of Committee



Advisors

1. Dr. Mohamad Yunus, S.S., M.A.
2. Prof. Rahmat Budiman, S.S., M.Hum., Ph.D.
3. Prof. Dr. Ali Muktiyanto, S.E., M.Si.
4. Prof. Dr. Paken Pandiangan, S.Si., M.Si.

Steering Committee

1. Prof. Dr. Ucu Rahayu, M.Sc
2. Dr. Heni Safitri, S.Pd., M.Si.
3. Dra. Isti Rokhiyah, M.A., Ph. D.

In Charge

Dr. Mukti Amini, M.Pd.

Chairperson

Dr. Thesa Kandaga, S.Si., M.Pd.

Vice Chair

Dr. Della Raymena Jovanka, S.Pd., M.Si.

Secretary

1. Rahma Dewi Hartati, M.Pd.
2. Nova Tri Prasetyo, M.Pd.

Treasurer

Anissa Rabani Mansy, S.E.



List of Committee



Secretariat

1. Maya Maria, S.E.
2. Supriyatno, S.Kom.

Public Relations & Cooperation

1. Hidayah, S.Pd., M.Pd.
2. Valeria Yekti Kwasaning Gusti, M.Pd.
3. Muhammad Farizal Amri, M.Pd.

Guide Book

Indri Annisa, M.Pd.

IT Team

1. Dr. Tepati Hak Kewajiban, M.Pd.
2. Rahmat, A.Md.

Event Coordinator

Dr. Sidik Puryanto, M.Pd.



CHAPTER I

INTRODUCTION

BACKGROUND

Facing increasingly complex and digitalized global challenges, university graduates are expected to possess 21st-century competencies such as digital literacy, critical and creative thinking, collaboration, effective communication, and strong character. Disparities in these competencies may hinder global competitiveness. Diktisaintek berdampak (tagline of the Ministry of Higher Education of Indonesia) promotes competency-based and contextualized learning, making it essential to continuously facilitate learning innovation and student creativity.

As part of those initiatives, the EduSpark International Competition (EIC) 2025 is held to support the development of students' innovative and globally relevant ideas. Organized by Universitas Terbuka, Indonesia, this competition marks a strategic effort to strengthen the internationalization of higher education through meaningful student engagement.

EIC 2025 specifically focuses on four categories: Digital Learning Media, Creative Learning Content, Scientific Articles, and TeachTuber. These categories are designed to foster the growth of teacherpreneurs, educational content creators, and scholarly contributors who are committed to sustainable and impactful learning. Carrying the theme “Beyond Boundaries: Fostering Sustainability Through Innovation and Creativity in Education,” the competition invites participation from students of international institutional partners.



LEGAL BASIS

1. The 1945 Constitution.
2. Law of the Republic of Indonesia No. 20 of 2003 on the National Education System.
3. Government Regulation No 17 of 2010 on the Management and Implementation of Education.
4. Ministry of Education and Culture Regulation No. 11 of 2015 on the Organization and Working procedures of the Ministry of Education and Culture.
5. Government Regulation PP Number 19 of 2005 and its amendment Number 32 of 2020, concerning National Education Standards.
6. General Guidelines for Student Creativity Program Year 2025.

ORGANIZER

EIC 2025 organized by
The Faculty of Teacher Training
and Education (FKIP) -
Universitas Terbuka



THEME

*Beyond Boundaries: Fostering
Sustainability Through
Innovation and Creativity
in Education*

OBJECTIVES

General objectives

Encourage the development of learning innovation and student creativity in the field of education through collaborative, contextual, and sustainable approaches, in order to shape a generation of educators who are adaptive, solution-oriented, and competitive in facing educational challenges in the global and digital era

Special objectives

1. Providing opportunities for students to innovate and create according to their field of knowledge.
 2. Implementing programs launched by the government in creating creative and innovative learning.
 3. Providing opportunities for lecturers, experts, professionals, and educational administrators to foster students related to independence, creativity, innovation, and cooperation.
-



EXPECTED OUTCOMES

From the EIC 2025 activities, the following results are expected.

1. Academic and creative works by students and lecturers that reflects a growing commitment to innovation, while adhering to applicable academic and ethical standards.
2. Participants including students, lecturers, experts, and professionals from various international universities and educational institutions, are encouraged to engage in independent, innovation-driven learning that promotes creativity, autonomy, and meaningful impact.
3. All works that have been collected will be a form of support and appreciation for outstanding contributions, the Faculty of Teacher Training and Education of the Open University (FKIP-UT) will facilitate the registration of Intellectual Property Rights (HAKI) for the 1st, 2nd, and 3rd place winners. The cost of HAKI registration will be fully borne by FKIP-UT.



Chapter II

AGENDA

TIME AND VENUE

EIC 2025 will be held
from July to November 2025 which is
collaborated with some
abroad universities

Prospective participants can view the various competitions and regulations, upload their participation (including administrative requirements and documents to be contested), and view the selection results on the <https://lipkmn-fkip.ut.ac.id> page.

The announcement of the winner
will be held on
22 November 2025

TYPES OF COMPETITION

EIC 2025 (EduSpark International Competition) features a total of 4 international-level competition categories.

CREATIVE LEARNING CONTENT

1

2

DIGITAL LEARNING MEDIA

TEACH-TUBER

3

4

SCIENTIFIC ARTICLE



Agenda Schedule



Agenda	Date
Registration (on the website)	21 July-21 August 2025
Administrative Selection	22-31 August 2025
Selection Results Announcement	1 September 2025
Online Submission	1-21 September 2025
Evaluation of products submissions	1-30 September 2025
Announcement of finalists	1 October 2025
Judges & finalist perception alignment	15 October 2025
Final: Presentation & evaluation	22 October 2025
Recap the Winner from judges	15 November 2025
Winner Announcement	22 November 2025

1 Administration Selection

Administrative selection is done to see:

- 1.The suitability of the educational background of the competition participants
 - 2.The suitability of the title of the work proposed by the participant with the theme of LIP-KMN 2025.
- Participants register on the website <https://lipkmn-fkip.ut.ac.id> from July 21 – August 21, 2025
 - Administrative selection begins after participants fill out and upload the participation form on August 22 – 31, 2025
 - Selection results are announced on September 1, 2025 on the website <https://lipkmn-fkip.ut.ac.id>

2 Evaluation of products submissions

- 1.Participants who pass the administrative selection, upload the work of learning innovation/video/photo/product/document, a statement of the originality of the work, and a letter of permission from the institution signed by the head of the study program or dean on September 1-21, 2025 on the website <https://lipkmn-fkip.ut.ac.id>.
- 2.Substantive assessment of learning innovation works/video/photos/products to determine finalists, held September 1 – 30, 2025.
- 3.Finalist Announcement: October 1, 2025

PROCESS OF SELECTION

3 Presentation and Evaluation of Finalist Products

- 1.Assessment of finalist presentations will be carried out using predetermined instruments.
- 2.Presentations and assessments will hold on October 22, 2025.

4 Announcement of the Winner

- 1.Submission of assessment results and recap of winners to the committee on November 15, 2025
- 2.Announcement of winners on November 22, 2025 in conjunction with the 17th National Teacher Scientific Meeting (TING) in 2025

General Conditions of Competition

1. Participants are students from foreign universities, from early to final semesters.
2. Each participant is only allowed to submit one work or competition activity.
3. The work has been implemented in the learning process or activity program.
4. The work has never been included in a similar competition, either at the national or international level.
5. The work is not part of the final project, thesis, or dissertation.
6. The 1st, 2nd, and 3rd place winning products become the property of the Open University (UT) and will be promoted through the FKIP-UT website.
7. The work is original (original homemade).
8. The work does not violate Intellectual Property Rights (IPR).
9. The work does not contain elements of Ethnicity, Religion, Race, and Intergroup.

Products



Video



Sinopsis



Manuscript



User guide

Notes:
The Products submitted is adjusted to the provisions of each competition

General Conditions of Video Product

1. The video must show the real situation of the learning process or activity.
2. The competition work is in the form of a video with video media standards and a maximum duration of 10 minutes.
3. Video works are sent in the form of links that have been put together with other works (synopsis / report) in one folder, then uploaded through the LIP-KMN website by accessing the following link:
<https://lipkmn-fkip.ut.ac.id>

General Conditions of Synopsis Product

The synopsis contains a summary and explanatory information about the product. Important elements in the synopsis: Background on why the idea/product was chosen, narrative relevant to the product, product benefits. The maximum synopsis is 2 pages.

General Conditions of Research Paper

The manuscript must follow the provided template.

General Conditions of User guide

This guide is designed to help users (students, educators, or judges) understand and effectively use all features of the media. It must be submitted in PDF format and include:

- Media Title and Target Users
- Learning Objectives
- Installation and Access Instructions
- Key Features Guide
- Implementation Scenario
- Originality and Innovation
- Attribution



Rewards

1st Place

Development Grants of 3,000,000 IDR - tax deduction

2st Place

Development Grants of 2,500,000 IDR - tax deduction

3st Place

Development Grants of 2,000,000 IDR - tax deduction



COMPETITION

CREATIVE LEARNING CONTENT



Background

In the digital era and 21st century learning, creative and adaptive learning approaches are key to improving learner engagement, understanding and motivation. The changing learning needs of today's generation require teachers and educators to not only master the teaching material, but also be able to deliver the material in a way that is interesting, innovative and relevant to the learners' world.

One effective strategy in answering this challenge is through the development of creative learning content. Learning content that is packaged visually, interactively and contextually can bridge complex concepts to be more easily understood. The content can be in the form of videos, animations, infographics, digital modules, educational podcasts, or other forms of multimedia in accordance with the characteristics of the subject and learning needs.

Teachers as learning facilitators need to continue to hone their digital literacy, pedagogy, and visual communication design skills to create learning content that is not only informative, but also inspiring. This competition is a space for students, teachers, and educators to showcase their best work in the form of creative learning products that are impactful and communicative.



Theme

Digital Creativity for Transformative Education

Type of Products



Video



Sinopsis

Objectives of The Competition

1. Encouraging the creativity and innovation of educators and students in developing learning content that is interesting, communicative, and in accordance with the needs of students in the digital era.
2. Improving digital literacy and pedagogy competencies through the utilization of various media and technology in the creation of inspirational teaching materials.
3. Providing an appreciation and expression space for educators and prospective educators to show educational works that support an active, fun, and meaningful teaching and learning process.
4. Strengthening the implementation of Diktisaintek Berdampak (tag line of Ministry of Higher Education Indonesian) based learning through the preparation of content that is flexible, contextual, and in accordance with the characteristics of students.
5. Fostering a spirit of collaboration and sharing good practices between educators in creating an adaptive, creative, and innovative learning ecosystem.

COMPETITION

CREATIVE LEARNING CONTENT



Special Conditions of Competition

- Participants must be students, teachers, or individual educators.
- Each participant may only submit one entry.
- The submission must be an original educational video created by the participant.
- Maximum video duration: 10 minutes.
- The video must feature a real or representative learning situation or simulation.
- Video format: MP4, minimum resolution 720p (HD).
- The video must not contain elements of violence, discrimination, or copyright infringement.
- The video must deliver an educational message in a communicative and creative manner.
- The description must be no more than 2 pages and in PDF format.
- The description should include:
 - Background and objectives of the content development
 - A short narrative of the video production process and its implementation context
 - Advantages and innovations of the developed content
 - The potential use of the content in broader educational contexts

Subthemes: (Choose 1 out of 7 subthemes below)

1. Inclusive Learning for All
2. Digital Pedagogy in Action
3. Character Building Through Multimedia Content
4. 21st Century Skills for Future Learners
5. Gamified and Interactive Learning Content
6. Local Wisdom Meets Digital Innovation
7. AI and Emerging Tech in Education

Contact us:



+62 895 0187 8192 (Syaikhu)



lipkmn-fkip@ecampus.ut.ac.id

REGISTER NOW



Grading System

No	Criteria	Grade Weight (%)
1	Conformity with themes and subthemes	20%
2	Creativity and Originality of Ideas	20%
3	Clarity and strength of educational messages	20%
4	Feasibility of using the content for learning	15%
5	Visual and technical quality of the video	15%
6	Impact/inspiration on learners	10%

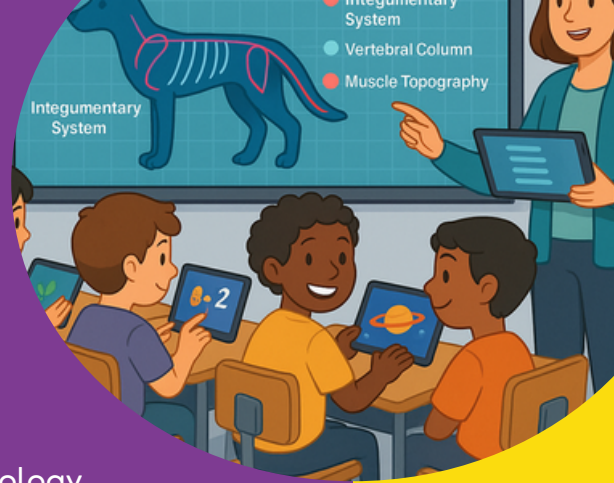
DIGITAL LEARNING MEDIA

Background

The development of information and communication technology has brought significant changes in the world of education, especially in the implementation of online learning. Currently, learners have wide access to various digital learning platforms, which allows the learning process to no longer be limited to physical classrooms or a single learning resource. This condition encourages the birth of a multi-source-based learning approach that demands an active and creative role from educators.

In the midst of this ease of access, teachers not only play a role as conveyors of information, but also as learning designers who are able to create a fun, interactive and meaningful learning atmosphere. For this reason, teachers are required to be more innovative in developing applications or digital learning media that suit the needs of students, while supporting the achievement of learning objectives effectively.

The Digital Learning Media Development Competition was organized as a form of appreciation for teachers' creativity and innovation in designing and implementing online learning applications. Through this competition, teachers' original works in the form of digital platforms or media can be raised, shared, and developed more widely, thus providing inspiration and a real contribution to improving the quality of learning in the digital era.



Tema

Digital Media Beyond Boundaries: Innovating for Sustainable and Creative Global Education

Type of Products



Digital Learning Media



Demonstration Video



User Guide

Objectives of The Competition

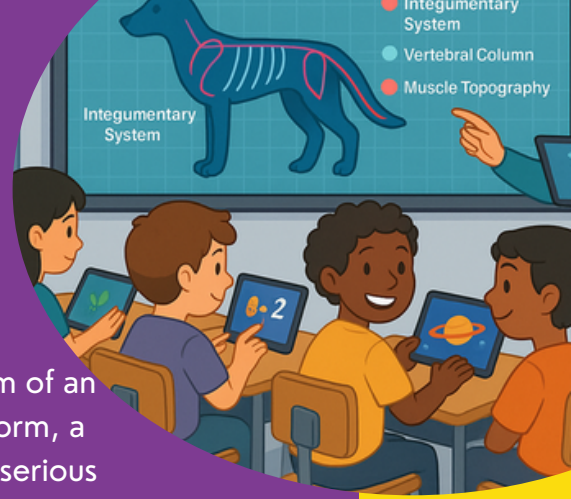
1. Encouraging teachers' creativity and innovation in developing digital learning media or applications that support effective and fun online learning processes.
2. Facilitate teachers to showcase their best work in the form of digital learning platforms or applications as a result of technology implementation in teaching and learning activities.
3. Improve teachers' pedagogical competence and digital literacy, especially in designing and utilizing learning media based on information and communication technology (ICT).
4. Building an ecosystem of sharing best practices among educators in terms of developing learning media that is adaptive to the needs of the times.
5. Inspire and expand the use of educational technology as an effort to support the transformation of multi-source-based learning and independent learning.

COMPETITION

DIGITAL LEARNING MEDIA

Special Conditions of Competition

- **Digital Learning Media as the core product.** This can be in the form of an application (web-based, mobile, or desktop), an interactive platform, a MOOC (Massive Open Online Course), a simulation, educational serious games, an interactive digital module, or media enhanced with Augmented Reality/Virtual Reality (AR/VR). The work must be functional and testable, not just a design mock-up; a mature prototype is acceptable.
- **Demonstration Video** as a mandatory supplement, with a maximum duration of 5-7 minutes. This video must showcase the main features of the media, how to use it, the target users, and its pedagogical advantages and innovations.
- **User Guide** as a mandatory supplement, with a maximum length of 10 pages (see page 16)
- Participants can be: individuals, or A team consisting of a maximum of 3 people (If it is a team, it is mandatory to attach a statement letter of contribution from each member).
- There are no restrictions on the platform or technology used, to encourage freedom of innovation.
- Media produced must be accessible or testable on common operating systems or browsers, such as: Windows, Android, iOS, Chrome, Firefox.
- The digital media submitted must be the original work of the participant or team.
- The submitted work must be: A functional product that is ready to be tested or has been implemented on a limited scale.
- Participants must provide full access to the judges to test the digital learning media during the assessment period, in the form of: This access can be a public URL for web applications (with or without a demo account), an installation file for mobile or desktop applications along with clear installation and usage guides, or access to a third-party platform if the media was developed there.



Contact us



+62 896 8825 3885 (Dwi Rezky)



lipkmn-fkip@ecampus.ut.ac.id

REGISTER NOW



Grading System

No	Criteria	Grade Weight (%)
1	Pedagogical Innovation and Instructional Design	30%
2	Technical Quality, Functionality, and User Experience (UX) of Digital Media	30%
3	Originality, Creativity, and Innovation of Digital Media Concepts	20%
4	Potential Impact and International Relevance	10%
5	Quality of Demonstration Video and Development Report	10%

COMPETITION

TEACH TUBER



Background

In the era of the digital revolution, YouTube has grown to become one of the largest and most popular educational platforms in the world. With its wide reach, flexible format, and high visual appeal, YouTube is able to become an effective and engaging learning medium, both for students, college students, and the general public. Today, many teachers, lecturers, and educators have utilized YouTube as a medium to share knowledge, deliver learning materials, and build digital learning communities.

The phenomenon of "TeachTubers", a term for educators who actively create learning content on YouTube, is a reflection of the shifting ways of learning and teaching in the modern era. TeachTubers not only act as content deliverers, but also as digital creators who bring meaningful, inspiring learning and reach a wider audience. Many of them have even managed to develop economically productive educational channels, making learning content a means of education as well as strengthening professional independence.

Seeing this development, EIC FKIP Universitas Terbuka organized the TeachTuber Competition as a forum for appreciation and creativity development for students, especially prospective educators, to actively contribute in producing quality and wide-reaching learning videos. Through this competition, participants are invited not only to compile material academically, but also to develop their own learning videos.



Tema

Digital Innovation, Global Inspiration: Cultivating Sustainable Learning through TeachTuber

Objectives of The Competition

1. Encouraging student creativity in designing and delivering learning materials through digital media, especially the YouTube platform.
2. Equip prospective educators with 21st century skills, such as digital communication, educational content creation, and utilization of information technology in learning.
3. Fostering the spirit of knowledge sharing and digital collaboration, by making YouTube an open learning media that can be accessed widely.
4. Exploring the potential of teacherpreneurship through the development of educational channels that are competitive and have economic potential, without leaving educational values.
5. Increasing the existence of quality educational content in the digital world, tailored to the characteristics of today's learners.

Type of Products



Video



Sinopsis

COMPETITION

TEACH TUBER

Special Conditions of Competition

- The work is individual (not group).
 - Each participant is only allowed to submit one work.
 - The work has been implemented in real learning activities
 - Does not contain racial, violent, pornographic, or other inappropriate content.
 - The learning video is 5-10 minutes long and has been published publicly on the Youtube platform
 - A descriptive synopsis contains a summary of the video content, the learning approach used, as well as its implementation and impact in a real learning context.
 - Save the synopsis in PDF format and ensure the Youtube video link is included in it
-
- Create a folder with the name:
Full Name_TeacheTuber2025
(Example: AlyaFitri_TeachTuber2025)
 - Put it in the folder: PDF file of the synopsis and Screenshot of the video thumbnail (image/screenshot from Youtube).



Contact us:



+62 823 8763 7857 (Ezi)



lipkmn-fkip@ecampus.ut.ac.id

REGISTER NOW



Grading System

No	Criteria	Grade Weight (%)
1	Idea and Innovation	20%
2	Relevance and implementation	20%
3	Impacts and sustainability	20%
4	Visual quality and communication	15%
5	Contributions to digital learning	15%
6	Technical completeness	10%

SCIENTIFIC ARTICLE



Background

In the world of education, developing science and improving the quality of learning cannot be separated from scientific activities such as research and community service. One of the tangible forms of academic contribution is through the writing of scientific articles, which is an important medium for conveying ideas, ideas, and findings that can be used as scientific references and practices in the field.

Scientific articles are written works that are organized systematically, based on valid academic rules, and supported by empirical data or strong literature review. This article can be sourced from various academic activities such as Classroom Action Research (PTK), case studies, field practice, Real Work Lectures (KKN), or community service activities (PkM). In addition, article writing can also take the form of a literature study that examines and synthesizes the results of previous research to produce a new understanding of an educational issue or problem.

As a form of habituation to academic and scientific culture, students and educators need to be trained to be able to express their ideas in the form of articles that fulfill the structure of scientific writing, starting from the title, abstract, background, methodology, results and discussion, conclusions, to the bibliography. In addition, the aspect of originality and academic integrity is also an important part, so that the proposed article manuscript must consider aspects of similarity with the proposed article.



Tema

Teacher Digital Leadership & Professional Development

Type of Product



Paper

Objectives of The Competition

1. Encouraging a culture of scientific writing among students and educators as part of scientific development and professionalism in the field of education.
2. Fostering the ability to think critically, analytically, and systematically in studying educational issues through a scientific approach.
3. Facilitate the publication of scientific works on research results, case studies, or community service (PkM) that are relevant and applicable.
4. Improve academic skills in writing scientific articles that meet methodological rules and writing ethics, including originality with a similarity rate of $\leq 20\%$.
5. Provide a forum for appreciation and healthy competition for students and educators to contribute intellectually in solving educational problems.

COMPETITION SCIENTIFIC ARTICLE

Special Conditions of Competition

- Participants are students at the University proven by a Students Card.
- The work is in accordance with the theme.
- The content of the work must contain novelty.
- The work has never been published.
- Participants can consist of individuals or groups of a maximum of 2 people.
- The number of words ranges from 4000-6000 words excluding the bibliography.
- Writing refers to citations using APA 7th format reference.
- Using Times New Roman, Font 12, line spacing 1.
- Writing a statement authenticity of the work.
- General scientific works consist of a title, abstract, introduction, methodology, discussion, conclusion and bibliography.
- 1 participant can submit a maximum of 2 papers.
- All articles will be published in SINTA indexed journal.

Contact us:



+62 853 2003 1908 (Dony)



lipkmn-fkip@ecampus.ut.ac.id

REGISTER NOW



Sub Theme

- Data-based Teacher Leadership Model
- Digital Literacy
- Literacy and Numeracy
- Gamification and Innovation of Teacher Training
- Technology-based learning strategies
- Strengthening students character
- Development of learning media
- Evaluation of project-based learning
- Vocational and Arts in Education
- Learning Evaluation
- Educational Management
- Learning Injovation
- Distance Learning
- Educational Psychology

Manuscript template



<https://sl.ut.ac.id/TemplateArticleEIC>

Grading system

No	Criteria	Grade Weight (%)
1	Novelty of Ideas	25%
2	Conformity with current concepts/SDGs	20%
3	Contribution of the article to the development of Science and Technology	20%
4	Usefulness of the article to the field of education	20%
5	Writing techniques	15%

Thank You

Contact Information



<https://lipkmn-fkip.ut.ac.id/>



lipkmn-fkip@ecampus.ut.ac.id



fkip.ut



Pondok Cabe Raya Street, Pondok
Cabe Udik, Pamulang District, South
Tangerang City, Banten 15437,
Indonesia
