

# WORLD YOUTH FORUM

## AI Future Innovation Summit 2027

### About

WYF- AFIS is an AI-native youth talent challenge and innovation platform of the World Youth Forum (WYF), supported by AIY HACK LEAGUE, and jointly initiated and certified by global top-tier AI communities, academic institutions, and leading enterprises. Students begin with an academic field they care about, choose a real-world challenge, and work in teams to develop an AI-powered project from proposal to prototype, pitch, validation, and further development. The program combines domain knowledge, human judgment, and AI capabilities.

### Value of WYF–AFIS

**ACADEMIC EXCELLENCE:** AIY HACK LEAGUE × WYF brings together leading university AI communities, national AI institutions, and frontier technology companies, including Imperial AI Society, PGAIA, UTMIST, AI Singapore, MiniMax, and Dify, connecting students with global AI expertise, innovation, and industry practice.

**A GLOBAL AI NETWORK:** Young AI builders from 10+ countries and diverse academic backgrounds connect through cross-border collaboration and interdisciplinary innovation, with outstanding projects gaining international showcase and media exposure through the WYF and AIY HACK global networks.

**REAL-WORLD AI INNOVATION:** Students tackle real-world challenges and develop AI-powered projects from proposal to prototype, pitch, and validation—combining domain knowledge, human judgment, and AI capabilities to turn ideas into solutions with real-world potential.

**GLOBAL EXPERIENCE – HONG KONG · SINGAPORE · UNITED STATES:** Across three global innovation hubs, students experience diverse AI ecosystems, from international project showcases and collaboration to academic immersion and project development in the United States, refining their projects through professional feedback, validation, and English pitch and jury defence.

### Invitation to WYF–AFIS 2027

Start with a field you care about, choose a real-world challenge, and work with a team to turn an idea into an AI-powered project. Through proposal development, prototyping, pitching, professional feedback, and continued iteration, AIY HACK LEAGUE 2027 gives students a structured way to build and improve work that responds to real needs.

## GLOBAL AI INITIATIVE

### WYF LEADS GLOBAL AI YOUTH INITIATIVE AT AI FOR GOOD 2026

GENEVA · 7 JULY 2026

On July 6, 2026, the World Youth Forum (WYF) officially launched the Global AI Talent Compact at the AI for Good Global Summit — hosted by the International Telecommunication Union (ITU) at Palexpo, Geneva, Switzerland.

This launch in Switzerland marks the very beginning of a global AI summit journey — the opening chapter of a movement led with and for young people.

By carrying youth voices into the world's premier AI forum, WYF calls on the next generation to step out of the audience of the AI era — and become its creators, stewards, and leaders.

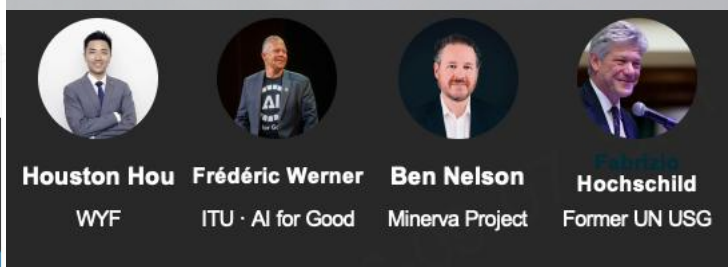
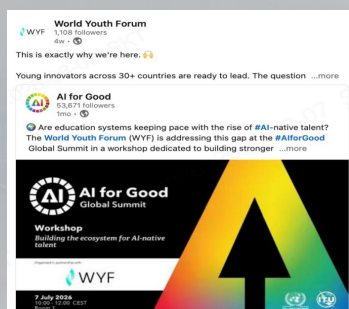
From Geneva, AI Future Innovation Summit(AFIS) 2027 official starts. From this opening chapter, the call of AI Talent will travel on — to more countries, more cities, and more young minds around the world.

### GLOBAL ECOSYSTEM

The Geneva initiative brought together speakers and voices from leading international organizations, AI institutions, universities and youth communities, including: International Telecommunication Union (ITU) · United Nations University (UNU) · International Trade Centre (ITC) · United Nations Research Institute for Social Development (UNRISD) · AI Singapore · Minerva Project · ASEAN Foundation · Imperial AI Group · University of Toronto Machine Intelligence Student Team (UTMIST) · Global AI Alliance at Penn, among others.



**United Nations**



## Agenda

*\*Specific sites, schedules, partner benefits, and progression arrangements are subject to the relevant season's event handbook.*

## Module Introduction – Challenge Event Category

Choose one of four domains and create an AI-powered response to a real-world challenge.

| Challenge Event Category                     | Disciplines                                                                  | Possible Outcomes                                                                                                                                 |
|----------------------------------------------|------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>AI × Science &amp; Engineering</b>        | Physics · Mathematics · Computer Science · Engineering · Biology · Chemistry | AI Research Agent · AI-powered Smart Device                                                                                                       |
| <b>AI × Business &amp; Economics</b>         | Economics · Business · Finance · Mathematics                                 | AI Business Agent · AI Decision-making Dashboard                                                                                                  |
| <b>AI × Social Sciences &amp; Humanities</b> | Society · Politics · History · Psychology · Languages                        | AI Public Service Agent · AI Social Issue Insights Platform                                                                                       |
| <b>AI × Culture &amp; Creativity</b>         | Art · Design · Media · Music · Literature                                    | AI Creative Agent · Original AI-powered Creative Works, including short films, animation, music albums, audio dramas, or interactive storytelling |

## Module Introduction

- Global AI Project Showcase: Teams present a working AI prototype, the real-world problem addressed, user validation and project impact.
- English Pitch & Jury Defence: Teams deliver an English presentation and respond to questions on domain insight, AI application, product design and individual contribution.
- Cross-border AI Build Challenge: Students form international teams to respond to a new on-site challenge, develop a rapid AI solution and complete a final pitch within a limited time.

## Participants:

- Students in Grades 4–12 from any academic background who are interested in using AI to create interdisciplinary solutions, original works or projects.
- Individual registration; participation in teams of 3–6.