

For High School Students



LIFEINAI.CENTER

TAI / **TEENS in AI** **CHALLENGE**

Program Guide

Register

LIFEINAI.CENTER/TAI

APRIL 19, 2026

In-person, Bay Area Campus



SPRING 2026 EDITION

THE ORGANIZERS RESERVE THE RIGHT TO AMEND THE
DETAILS OF THE CHALLENGE AT ANY STAGE.

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Welcome



Welcome to the Spring 2026 TAI (Teens in AI) Challenge!

The TAI Challenge is designed to spark curiosity and insight through explorations at the fascinating intersection of mind, brain, and artificial intelligence. Through reflective activities, collaborative projects, and interactive learning, we aim to inspire teens to reflect on and flourish in an AI-driven world.

Through writing, app design, performance, and study, students explore:

- How we make decisions—and miss-isions
- How the brain balances fast instincts and slow thinking
- How AI increasingly participates in everyday life

We're excited to see your innovative projects and reflective knowledge of the study topics. Thank you for joining us.

What We Value

- Curiosity over correctness
- Insight over flash
- Human perspective over AI hype
- Collaboration over competition
- Respectful teamwork and responsible AI use
- AI is part of the story—but humans remain at the center



Director

Dr. Ashvin Radiya: Founder of Life In AI Center, entrepreneur, and educator passionate about flourishing at the intersection of mind, brain, and AI.



Host-Advisor

Prof. James Murray: Neuroscience professor at CSU, experienced in student competitions like Brain Bee.

TAI Challenge



The TAI Challenge is a creative experience for high school students to explore how the human mind, the brain, and modern AI shape everyday life. It is not about mastering tools or competing on technology. It's about:

- Learning how the mind works — including its shortcuts and surprises
- Building creative confidence through writing, building, and performing
- Standing out by showing insight, not just activity
- Being part of a thoughtful, curious community
- Understanding AI as part of human life

Who Can Participate

Open to high school students in the Bay Area, California. A separate version for middle school students is planned in the future.

Preparation

Reflective self-study, interaction with AI chatbots, teamwork on projects. Q&A virtual sessions in March.

Outcomes & Recognitions

Challenge outcomes include:

- Published MindStory eBook
- YouTube library of VibeApp demos
- YouTube library of StageX performances
- Public list of awardees

Awards

- Up to 50 TAI Awards
- \$100 + certificate each
- Top 10-20% of projects (MindStory, VibeApp, StageX)
- Top 10-20% of InsightX quiz performers
- About 30–40% of participants are expected to earn one or more awards
- Individuals and team participants awarded slightly differently



Participation and Awards

The TAI Challenge has four components: MindStory, VibeApp, StageX, and InsightX. Each component explores how mind, brain, and AI shape decisions and everyday life.

Participation Mode

- InsightX is an individual component. All participants must take the InsightX quiz individually.
- MindStory, VibeApp, and StageX may be completed either individually or as a team.
- Teams may consist of 2 to 3 students.
- If you register as a team, you are expected to participate as a team in at least one of the three project components (MindStory, VibeApp, or StageX).
- However, teams may decide during the Challenge to participate individually or as a team for any component.

This flexible structure allows teams to decide what works best for each component.

Participation and Awards Structure

Component	Individual Participation	Team Participation	TAI Awards Eligibility
MindStory	Submit 1 story	Submit 3 stories (team members are authors of each story, or submit individual stories)	Each story is eligible for 1 TAI Award
VibeApp	Build and submit one app	Team builds a more advanced app	Individual: 1 TAI Award; Team: 1-3 TAI Awards based on quality and insight
StageX	3-minute performance	5-6 minute performance	Individual: 1 TAI Award; Team: 2 TAI Awards
InsightX	Individual quiz	—	Top quiz performers eligible for TAI Awards

Awards are based on quality, insight, and creativity, not simply on whether participation is individual or team-based.



How Projects Are Judged

Projects are evaluated through a combination of:

- Participant peer review
- Challenge team evaluation
- External judges

We value:

- Insight over polish
- Ideas over technical complexity
- Clarity over performance style
- Human perspective over AI hype
- Creativity and thoughtful exploration

The rubric may be adjusted slightly depending on the range and type of submissions received.

Simple Rubric (High-Level)

Component	What We Look For
MindStory	Insight about mind/brain/AI, originality, connection to teen life, clarity of storytelling
VibeApp	Idea and relevance, demonstration of a decision/bias/AI concept, logic and design thinking, clarity of demo/explanation
StageX	Insight and idea, clarity of message, engagement and presentation, demonstration of a concept (bias, framing, decision, AI influence)

Judging focuses on understanding, insight, and communication, not production-level polish.

Submission Rules and Requirements

General

- Students may use AI tools, but must submit a brief AI usage log where required.
- Submissions must be original.
- Selected submissions may be published in TAI eBook or video libraries.

MindStory

- Must be original and not previously published or submitted elsewhere.
- Submit MindStory and AI usage log (if AI tools were used).

VibeApp

- Previously developed apps are allowed.
- If the app was previously developed, you must submit:
 - A 1-minute video showing the original version
 - A description of what you extended or added for the TAI Challenge
 - A 2-minute demo video of the final app

StageX

- Team performances must include all team members.
- Performance must be original and created for the TAI Challenge.

InsightX

- Individual, closed-book, proctored quiz on InsightX topics.

OVERALL TIMELINE



Last Updated March 24, 1pm

~~Jan 30, 2026~~

~~Sign up opens for the Challenge & Info Session~~

~~(Virtual) March 1, 2026 · 10:00–11:30am~~

~~Info Session~~

~~(Virtual) March 15, 2026 · Sunday · 10:00–11:30am~~

~~Challenge Start Day~~

~~(Virtual) March 21, 2026 · Saturday · 10:00am–12:30pm~~

~~Lovable Vibe Coding Tutorial + Google Antigravity Demo~~

~~(Online) Due, March 29, 2026 · Sunday · 10pm~~

~~Last day to submit your VibeApp & MindStory proposals
(its ok to change plans as you work on it!)~~

~~(Online) Due April 5, 2026 · Sunday · 10pm~~

~~Last Day to submit your VibeApp and MindStories
VibeApp link + Presentation video link
MindStory PDF file + Log report file~~

~~(Online) Due April 12, 2026 · Sunday · 10pm~~

~~StageX Proposal, Peer review of VibeApps and MindStory~~

~~(In-person) April 19, 2026, 8:00am–1:15pm~~

~~Challenge Day~~

~~InsightX Quiz, StageX Performance
CSU East Bay, Hayward~~

CHALLENGE DAY



Date	Sunday, April 19, 2026
Time	8:00 AM – 1:15 PM PST
Location	College Campus in the Bay Area
Format	InsightX Quiz and StageX Performance
Awards	Top performers receive certificates, prizes, and internship opportunities

PROPOSED SCHEDULE (NOT FINAL)

8:00 AM – 8:30 AM	Registration: Check-in, light refreshments.
8:30 AM – 8:45 AM	Welcome and logistics by Dr. Ashvin Radiya and Prof. James Murray.
8:45 AM – 10:00 AM	InsightX Quiz: Closed-book, proctored multiple-choice quiz on InsightX study topics.
10:00 AM – 10:15 AM	Break: Refreshments
10:15 AM – 12:45 PM	Presentations: Present a TED-like talk or do a skit (3 minutes each) on stage. All team members participate. Judged by organizers, judges, and peers.
12:45 PM – 1:15 PM	Awards Ceremony & Closing