Call for Quranic Technology and Innovation Section

7th International Quran Competition for Muslim Students

1. Introduction

Cultural technologies drive the simultaneous advancement of both economy and culture, as the expanding development of cultural industries through modern technologies has significantly boosted the share of cultural goods and services in advanced countries. This growth has also led to job creation in these industries at a rate over twice that of other sectors. However, beyond economic growth and value creation, the true impact of cultural innovations lies in enhancing the intellectual content and ethical and moral themes embedded in them, as they evolve within the framework of values and beliefs rooted in culture. Inevitably, these innovations play a profound and unique role in promoting and spreading these cultural values.

In today's world, cultural messages are most effectively conveyed to the public, especially young people, through culturally-driven technological goods and services, and their impact is far deeper and more lasting than that of traditional products. Cultural technology encompasses any type of soft technology that facilitates the production, dissemination, and development of cultural content. Producing cultural content involves creating, reviving, and developing cultural resources and values. Consequently, developing culturally-oriented and message-driven technologies is especially crucial and full of potential for a nation that possesses a rich national and religious heritage and sees the promotion of its own culture and values as a divine mission.

Among cultural resources, the divine teachings and heavenly messages of the Holy Quran stand out in our society as the highest source and enduring legacy of knowledge, culture, and values. For this reason, there is a pressing need to support and leverage any technology that aids in the development, preservation, enhancement, and revitalization of Quranic teachings and values.

To this end, the Quranic Technology and Innovation Festival is being held with two main objectives: discovering creative student talents and ideas, and highlighting active contributors in the field of Quranic technology and innovation. Submissions for this event are accepted not only as products but also in the form of ideas and designs, to create a targeted and practical path for empowering students and supporting Quranic technological ideas and projects. It is hoped that this event will increase awareness among students and technologists about the concerns and needs of Quranic initiatives in the country and pave the way for a student-led Quranic technology movement in the near future.

1. Definitions

1. Quranic Product: Any product that promotes understanding or appreciation of the Quran and enhances comprehension of its meanings and messages is considered a Quranic product.

2. Technology Applications: The scope of technology is broad and includes areas such as artificial intelligence, games, film, education, entertainment, press and media, art, sports, tourism, augmented reality (AR), and virtual reality (VR).

3. Quranic Technology: Any idea or product that leverages modern technologies to present Quranic knowledge and content to the public.

2. General Information

Level: International

Languages of Communication: Persian, English, Arabic

Location: On the sidelines of the 7th International Quran Competition for Muslim Students

Submission Deadline: **Extension until April 20, 2025**

Event Date: To be announced

3. Festival Themes

1. Special Focus on Artificial Intelligence

2. Games and Entertainment

3. Education

4. Promotion of Quranic Culture

5. Cultural, Artistic, and Tourism

6. Media and Communications

7. Research

8. Data Management

9. Themes Related to Religious Events

4. Objectives

1. Identifying companies and individuals active in technology fields

2. Fostering a student movement in the field of Quranic technology

5. Submissions Levels

The call for submissions has three levels:

1. Idea

2. Project

3. Product

Note: A "Project" refers to a developed idea with a finalized business model.

6. Audience

Target participants include university students and student groups.

7. Registration Categories

1. Individual

2. Group (Student teams)

3. Company

Note: Groups can participate in the idea and projects sections. Groups should include at least three members: two students and one faculty advisor.

Individual Idea Registration Form		
Full Name (as per passport in English):	Date of Birth (Gregorian):	National ID Number:
Place of Birth:	Country:	
University / Institution of Study:		
Field and Level of Study:		
Student ID Number:	Email Address:	
Mobile Number:	Country Code:	City Code:
Landline Number:		
Passport Number:	Passport Expiration Date:	
Submission Information		
Title of Idea		
Relevant Theme (select one from the submission themes):		
Technologies Used (e.g., AI, augmented reality, games and entertainment, etc.):		
Brief Description (300-450 words):		
Supporting Documents and Files (if any):		
Attachments:		
Relevant Images or Multimedia Files (if any):		

Idea Group Registration Form		
Group Name:	University:	
Member #1 (Head of Group)		
Full Name (as per passport in English):	Date of Birth (Gregorian):	
National ID Number:	Place of Birth:	Country:
University / Institution of Study:		
Field and Level of Study:		
Mobile Number:	Country Code:	City Code:
Landline Number:		
Passport Number:	Passport Expiration Date:	
Email Address:		
Member #2		
Full Name (as per passport in English):	Date of Birth (Gregorian):	
National ID Number:	Place of Birth:	National ID Number:
University / Institution of Study:		
Field and Level of Study:		
Mobile Number:	Country Code:	Mobile Number:
Landline Number:		
Passport Number:	Passport Expiration Date:	
Email Address:		
Member #3 (Faculty advisor):		
Full Name (as per passport in English):	Date of Birth (Gregorian):	
National ID Number:	Place of Birth:	National ID Number:
University / Institution of Study:		University / Institution of Study:
Field and Level of Study:		Field and Level of Study:
Mobile Number:	Country Code:	Mobile Number:
Landline Number:		
Passport Number:	Passport Expiration Date:	
Email Address:		
Submission Information:		
Title of Idea		
Relevant Theme (select one from the submission themes):		
Technologies Used (e.g., AI, augmented reality, games and entertainment, etc.):		
Brief Description (300-450 words):		
Supporting Documents and Files (if any):		
Attachments:		
Relevant Images or Multimedia Files (if any):		

Individual Project Registration Form		
Full Name (as per passport in English):	Date of Birth (Gregorian):	National ID Number:
Place of Birth:	Country:	
University / Institution of Study:		
Field and Level of Study:		
Student ID Number:	Email Address:	
Mobile Number:	Country Code:	City Code:
Landline Number:		
Passport Number:	Passport Expiration Date:	
Submission Information		
Title of Project:		
Relevant Theme (select one from the submission themes):		
Technologies Used (e.g., AI, augmented reality, games and entertainment, etc.):		
Introduction (Maximum to 150 words):		
Statement of problem(Maximum to 300 words):		
Objects(Maximum to 100 words):		
Innovation in the project(Maximum to 150 words):		
Project outputs(Maximum to 150 words):		
Supporting Documents and Files (if any):		
Attachments:		
Relevant Images or Multimedia Files (if any):		

Group Project Registration Form		
Group Name:	University:	
Member #1 (Head of Group)		
Full Name (as per passport in English):	Date of Birth (Gregorian):	
National ID Number:	Place of Birth:	Country:
University / Institution of Study:		
Field and Level of Study:		
Mobile Number:	Country Code:	City Code:
Landline Number:		
Passport Number:	Passport Expiration Date:	
Email Address:		
Member #2		
Full Name (as per passport in English):	Date of Birth (Gregorian):	
National ID Number:	Place of Birth:	National ID Number:
University / Institution of Study:		
Field and Level of Study:		
Mobile Number:	Country Code:	Mobile Number:
Landline Number:		
Passport Number:	Passport Expiration Date:	
Email Address:		
Member #3 (Faculty advisor):		
Full Name (as per passport in English):	Date of Birth (Gregorian):	
National ID Number:	Place of Birth:	National ID Number:
University / Institution of Study:		University / Institution of Study:
Field and Level of Study:		Field and Level of Study:
Mobile Number:	Country Code:	Mobile Number:
Landline Number:		
Passport Number:	Passport Expiration Date:	
Email Address:		
Submission Information:		
Title of Project		
Relevant Theme (select one from the submission themes):		
Technologies Used (e.g., AI, augmented reality, games and entertainment, etc.):		
Introduction (Maximum to 150 words):		
Statement of problem(Maximum to 300 words):		
Objects(Maximum to 100 words):		
Innovation in the project(Maximum to 150 words):		
Brief introduction of the product (Maximum 150 words):		
Supporting Documents and Files (if any):		
Attachments:		
Relevant Images or Multimedia Files (if any):		

Individual Product Registration Form		
Company Name:	Company Registration Number:	
Field of Activity:	Country:	
Phone Number:	Country Code:	City Code:
Email Address:		
Address:		
Full Name of CEO (as per passport in English):		
Mobile Number:		
Passport Number:	Passport Expiration Date:	
Submission Information:		
Title of Product:		
Relevant Theme (select one from the submission themes):		
Technologies Used (e.g., AI, augmented reality, games and entertainment, etc.):		
Introduction (Maximum to 150 words):		
Statement of problem(Maximum to 300 words):		
Objects(maximum to 100 words):		
Innovation in the product (Maximum to 150 words):		
Brief introduction of the product (Maximum 150 words):		
Supporting Documents and Files (if any):		
Attachments:		
Relevant Images or Multimedia Files (if any):		

Group Product Registration Form			
Group Name:		University:	
Member #1 (Head of Group)			
Full Name (as per passport in English):		Date of Birth (Gregorian):	
National ID Number:	Place of Birth:		Country:
University / Institution of Study:			
Field and Level of Study:			
Mobile Number:	Country Code:		City Code:
Landline Number:			
Passport Number:		Passport Expiration Date:	
Email Address:			
Member #2			
Full Name (as per passport in English):		Date of Birth (Gregorian):	
National ID Number:	Place of Birth:		National ID Number:
University / Institution of Study:			
Field and Level of Study:			
Mobile Number:	Country Code:		Mobile Number:
Landline Number:			
Passport Number:		Passport Expiration Date:	
Email Address:			
Member #3 (Faculty advisor):			
Full Name (as per passport in English):	Date of Birth (Gregorian):		
National ID Number:	Place of Birth:		National ID Number:
University / Institution of Study:			University / Institution of Study:
Field and Level of Study:			Field and Level of Study:
Mobile Number:	Country Code:		Mobile Number:
Landline Number:			
Passport Number:	Passport Expiration Date:		
Email Address:			
Submission Information:			
Title of Product			
Technologies Used (e.g., AI, augmented reality, games and entertainment, etc.):			
Introduction (Maximum to 150 words):			
Statement of problem(Maximum to 300 words):			
Objects(Maximum to 100 words):			
Innovation in the project(Maximum to 150 words):			
Brief introduction of the product (Maximum 150 words):			
Supporting Documents and Files (if any):			
Attachments:			
Relevant Images or Multimedia Files (if any):			

Additional Information provided by participant:

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* Submitting a passport scan, recent passport-size photo, student card scan and required attachments is mandatory for registration.

* The registration form must be completed clearly and typed and sent via the provided email.

Full Name

Date

Contact Information of the Organizing Committee of the 7th International Quran Competition for Muslim Students

Address: Number 85, Bozorgmehr St., Ghods St., Enghelab St., Tehran, Islamic Republic of Iran

Postal Code: 1417844391

Fax: +982166485656

Phone: +982166950775

Mobile: +989129581227 / +989935338534 (Mr. Seyed Ali Hamidi)

Email: Isqa.ir@gmail.com