

**Your
Extreme**

Assignment 2026



KONGSBERG

Submission requirements

In this year's Your Extreme competition, you must choose and complete one of the two case assignments. Both assignments are assessed using the same criteria and carry equal weight in the competition.

Use of AI

The use of AI is permitted when working on your submission, but you must explain how it has been used.

We recommend that you develop the core idea yourselves and primarily use AI for research, brainstorming, and editing. Ideas generated largely by AI often become quite similar. We want to see your perspectives, creativity, and professional judgement.

Format and limitations

You may choose how you wish to submit your entry:

- Written document: maximum 2,500 words
- Presentation: maximum 25 slides
- Video: maximum 10 minutes
- Podcast: maximum 10 minutes

Feel free to use sketches, models, demonstrations, or prototypes to make your solution easy to understand.

Invitation to the awardshow

To be invited to this year's awards event, submissions must meet a certain quality standard. It should be clear that the group has invested effort in the submission and worked thoroughly on the idea, research, and description of the proposed solution.

Good luck!

Best regards,
KONGSBERG

Option 1:

When we must use what we have

Imagine that a serious event occurs in society. It could be a natural disaster, a major power outage, failure of critical infrastructure, an acute shortage of essential resources, or another type of crisis that you believe society should be prepared for.

You decide what has happened, where it takes place, who is affected, and how long the crisis lasts. The scenario may be local, national, or European in scope. However, you are not expected to develop military technology or invent something new from scratch.

The challenge is to look at existing civilian technology and determine how it can be used in a new way to solve an important problem arising from the crisis. The technology may come from transportation, industry, healthcare, energy, communications, agriculture, construction, aquaculture, or other sectors of society.

The key concept is "repurposing": How can technology that was developed for one purpose be given a new and critical function when society needs it most?

Assignment:

Establish a crisis scenario and develop a solution that helps protect nature and/or people, maintain essential societal functions, or return society to normal operations more quickly.

Address the following:

- What has happened, and what problem are you trying to solve?
- Which civilian technology are you building upon?
- How can the technology be adapted and used in a new way?
- Who needs to collaborate to make the solution work?

We are looking for a solution that is creative but also realistic and feasible. You do not need to describe every technical detail. The most important thing is that we understand the idea, how it works, and why it could make a difference.

We value original thinking and want to see solutions that you have developed and refined yourselves.

Option 2:

The technology creators

Technology is advancing rapidly, and countries around the world are competing for the skills, ideas, and innovations that will shape the future. If Norway is to remain competitive, we cannot only be good at adopting technologies developed by others. We must also create them ourselves.

In the years ahead, Norway will need more sources of growth to create economic development and new jobs. This depends on people who understand technology, recognize new opportunities, and can turn ideas into solutions. To secure this expertise in the future, interest in technology must be sparked early in childhood.

However, many children experience technology primarily as something they simply use. They play games, watch videos, and communicate through ready-made solutions without necessarily understanding how the technology works, who creates it, or that they themselves could help shape it.

How can we give children an earlier and more creative, hands-on encounter with technology, regardless of gender, background, or where in the country they grow up?

Assignment:

Develop a concept that inspires curiosity, confidence, and technological understanding among children and young people.

The solution should allow children to explore, build, test, or solve something using technology. It could, for example, be a physical experience, a digital tool, an educational programme, a game, a construction kit, or a combination of several elements.

The case description continues on the next page.

Please describe the following:

- Provide an overall conceptual description of your idea.
- What will the children experience or do?
- Which technology is central to the solution?
- How does the concept make technology understandable, relevant, and fun?
- How will you engage children with different interests, abilities, and backgrounds?
- How can the solution be made available to children throughout Norway?
- Reflect on how the solution could potentially be integrated into the education system.

You do not need to develop a complete solution. We are looking for a clear and engaging idea that demonstrates how more children can move from being users of technology to becoming curious creators of it.

The goal is not for everyone to become technologists. The goal is for everyone to have the opportunity to discover that they could.