|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| The International Teleocmmunication Union - Connecting the World. | | **International telecommunication union**  **Telecommunication Standardization Bureau** | |  |
|  | | | Geneva, 15 April 2025 | |
| **Ref:** | TSB Circular 44 | | **To:**  - Administrations of Member States of the Union;  - The State of Palestine (Res. 99 (Rev. Dubai, 2018));  - ITU-T Sector Members;  - ITU-T Associates;  - ITU Academia  **Copy to:**  - The chairs and vice-chairs of ITU-T study groups;  - The Director of the Telecommunication Development Bureau;  - The Director of the Radiocommunication Bureau | |
| Tel: | +41 22 730 5893 | |
| Fax: | +41 22 730 5853 | |
| E-mail: | [quantum@itu.int](mailto:quantum@itu.int) | |
| **Subject:** | **The Future Leaders in Quantum (FLIQ) Global Hackathon**  **(Virtual, 16-20 May 2025)** | | | |

Dear Sir/Madam,

1 It is my pleasure to invite you to participate in [The Future Leaders in Quantum (FLIQ) Global Hackathon](https://aiforgood.itu.int/the-future-leaders-in-quantum-hackathon/) co-organized by the International Telecommunication Union (ITU) and the [Quantum Coalition](https://www.quantumcoalition.io/about-us) in celebration of the [International Year of Quantum Science and Technology 2025](https://quantum2025.org/) (IYQ 2025).

2 The FLIQ Global Hackathon aims to attract students, early-career professionals, and pre-university students aged 16 and above with an interest in quantum science and technology. It will foster collaboration with industry to co-create solutions for social good, while promoting innovation, interdisciplinary teamwork, and creative approaches in quantum technology.

3 The Hackathon will feature four thematic tracks (each offering two challenges) designed to engage participants with a variety of interests and skill sets:

* **The Science Track** will offer participants hands-on experience with the quantum technology stack and is best suited for those with a background in STEM or a strong interest in quantum research. It will provide an opportunity to solve technical challenges using software and tools provided by the challenge curators, while also allowing industry partners to showcase their platforms, methodologies, and research priorities.
* **The Education Track** will focus on developing accessible learning resources such as tutorials, visualizations, and interactive tools. It will encourage participants to find innovative ways to explain complex quantum concepts, particularly to audiences with limited technical backgrounds. This track will be ideal for those seeking to lower the barriers to entry into the field of quantum information science including educators and curriculum developers.
* **The Innovation Track** will focus on practical, real-world applications of quantum technologies with an emphasis on social impact. It will be well suited for participants interested in entrepreneurship and interdisciplinary problem-solving, including those exploring how quantum can drive innovation across industries and help address global challenges.
* **The Art Track** will focus on using creative and intuitive expression to communicate the mystery and complexity of quantum mechanics to wider audiences. It will emphasize the importance of artistic interpretation in scientific communication and invite participants to explore quantum concepts through mediums such as visual art, music, or storytelling. This track will be well suited for individuals with an interest in science communication and creative disciplines, including those with little or no technical background.

4 The Hackathon will officially open on **16 May 2025** with a virtual launch event featuring keynote speakers and mentor introductions. The hacking period will run from **16 to 18 May 2025**, during which time the teams will be supported by expert mentors and have access to resources from leading quantum organizations.

5 In preparation, a series of virtual workshops began on **14 March and will continue until 14 May 2025**, providing participants with foundational knowledge, practical tools, and guidance across all four tracks, as well as opportunities for team building and orientation on the challenge themes.

6 Participation in the FLIQ Hackathon is free of charge and open to students, early-career professionals, and pre-university students aged 16 and above. **Pre-registration is now open**, and participants are encouraged to sign up early [**here**](https://aiforgood.itu.int/the-future-leaders-in-quantum-hackathon/) to stay informed and access the preparatory resources.

Challenge problem statements will be released on **16 May 2025**. However, draft descriptions will be available by **7 May 2025** allowing participants to register for specific challenges and begin preliminary preparation ahead of the event.

Final pitches and judging will take place on **19 May 2025**, with the possibility of an extension until **20 May 2025** depending on the volume of submissions. Winners will be announced shortly thereafter and recognized both online and during the Quantum for Good track at the [AI for Good Global Summit](https://aiforgood.itu.int/) taking place in Geneva, Switzerland from 8 to 11 July 2025.

7 The Hackathon offers a total prize pool of USD 10,000, awarded across three categories:

* **Community impact awards:** Two prizes of USD 1,000 each will be awarded to individuals or groups with the most impactful outreach such as organizing local events linked to the Hackathon or driving participant registration.
* **Individual challenge winners:** Eight winners (one per challenge) will each receive USD 500.
* **Overall track winners:** The best overall solution in each of the four tracks will receive USD 1,000.

8 In addition to the cash prizes, select winners will receive travel grants to attend the Quantum for Good track during the AI for Good Global Summit. Selected participants will benefit from:

* Exclusive networking and mentorship opportunities with global quantum industry leaders.
* A platform to present their projects to an international audience of experts, policymakers, and researchers.
* A visit to CERN, offering a behind-the-scenes view of cutting-edge physics research.

Recipients will be selected by the Hackathon’s judging panel based on the impact, innovation, and relevance of their solutions—subject to funding availability. More details will be available on the Hackathon’s webpage.

9 Information relating to the FLIQ Hackathon, including the timeline, format and proposed problem statements, will be available [here](https://aiforgood.itu.int/the-future-leaders-in-quantum-hackathon/). Please check the webpage periodically for updates.

10 For additional information and questions relating to the Hackathon, please contact Ms Gillian Makamara at [quantum@itu.int](mailto:quantum@itu.int).

Yours faithfully,

A black text on a white background

AI-generated content may be incorrect.Seizo Onoe  
Director of the Telecommunication  
Standardization Bureau