



Proposal Of National Secondary School Programming Contest 2026 (NSSPC 2026)

1. NSSPC Background

The National Secondary School Programming Contest and Hackathon for Secondary School Students 2026 (NSSPC 2026), now entering its sixth edition, is a national-level, project-based co-curricular programme designed to cultivate collaborative and operational thinking among Malaysian secondary school students. Through structured team-based participation, the programme develops effective communication skills, strategic integration of team resources, and mutual support within a collaborative environment. It further promotes shared responsibility, collaborative peer learning, and collaborative problem-solving skills in line with the requirements of 21st-century learning.

In 2025, NSSPC engaged a total of 547 lower and upper secondary school students nationwide through a phased implementation model. The programme integrated an online learning portal, interactive sessions, collaborative group projects, online project presentations, and Hackathon-based challenges, enabling students to apply knowledge, work effectively in teams, and articulate ideas clearly. The participation of overseas student observers reflected the programme's growing acceptance and recognition at the international level.

With official recognition and approval from the Ministry of Education Malaysia through PAJSK accreditation under the categories of "Pelibatan II Peringkat Kebangsaan dan Pencapaian Peringkat Kebangsaan", NSSPC serves as an additional national platform that supports effective academic development. The programme is further strengthened through guidance and mentorship provided by lecturers from National Taiwan University (NTU), Universiti Tunku Abdul Rahman (UTAR), as well as industry partners. Overall, NSSPC remains committed to strengthening 21st-century skills and nurturing competitive digital talents capable of contributing to the nation's technological advancement.



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2. NSSPC Organization

The operations team consists of the Alumni Association of National Taiwan University Malaysia (AANTUM), National Taiwan University (NTU), and Universiti Tunku Abdul Rahman (UTAR). The guiding committee is composed of experts in related fields, as listed below:

Guidance	Expertise Unit		
National Taiwan University (NTU)	Professor Chou Cheng-Fu (Jawatan : Ketua Pengarah, Pusat Rangkaian Komputer dan Maklumat) Professor Huang, Shang-en (Professor: Jabatan Sains Komputer dan Kejuruteraan Maklumat) (Kepakaran Penyelidikan: Algoritma Graf dan Struktur Data, Algoritma Graf Selari dan Teragih)		
Universiti Tunku Abdul Rahman (UTAR)	Prof. Ts Dr. Liew Soung Yue (Dean: The Faculty of Information and Communication Technology, FITC) Ts Dr. Goh Hock Guan (Deputy Dean of R&D and Postgraduate Programme, FICT)		
	<table border="1"><tbody><tr><td>Ts Dr. Chai Tong Yuen Ts Dr. Saw Seow Hui Ts Dr. Phan Koo Yuen Ts Mr. Yong Tien Fui Dr. Tan Joi San Dr. Teoh Shen Khang Dr. Jasmina Khaw Yen Min</td><td>Ms. Tan Lyk Yin Mr. Tan Chiang Kang Mr. Sor Kean Vee Puan Azlinda Binti Abdullah</td></tr></tbody></table>	Ts Dr. Chai Tong Yuen Ts Dr. Saw Seow Hui Ts Dr. Phan Koo Yuen Ts Mr. Yong Tien Fui Dr. Tan Joi San Dr. Teoh Shen Khang Dr. Jasmina Khaw Yen Min	Ms. Tan Lyk Yin Mr. Tan Chiang Kang Mr. Sor Kean Vee Puan Azlinda Binti Abdullah
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Penasihat	Teoh Boon Hai (Advisor, Deputy Chief Inspector of School MOE, Retired) James JM Buu (Deputy Head, Mission of Taipei Economic and Cultural Office in Malaysia) Liao, ChienHsu (Director, Overseas Community Affairs Division of Taipei Economic and Cultural Office in Malaysia) Mr. Chang Ting Cheong (Eksekutif Korporat Kanan, Pemilik Ladang Pertanian, Pakar Inovasi dan Teknologi)		

3. Mission

The mission of NSSPC 2026 is to provide a structured national co-curricular platform that nurtures team-based thinking, effective communication, and collaborative problem-solving through programming education. By integrating academic expertise, industry perspectives, and experiential learning, the programme fosters lifelong learning attitudes while equipping students with competencies aligned with 21st-century learning contexts and Malaysia's scientific and technological advancement.



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4. Objectives

- 4.1. To foster secondary school students' interest in computer programming and strengthen their understanding of current programming concepts by applying their knowledge to real-world industry problem-solving.
- 4.2. Improve students' communication and reading skills to develop logical thinking, enhancing their problem-solving abilities and industry readiness.
- 4.3. Promote cross-school and cross-stream collaboration by facilitating mixed-team participation involving students from different schools and academic streams, ensuring that all participating teams engage in inter-school collaborative activities throughout the programme.
- 4.4. Bridge the gap between urban and rural schools by facilitating software and hardware exchanges, fostering ethnic unity and integration.

5. Goals

- 5.1. Maximise student participation by securing approval from KPM, JPN, and PPD to promote the contest nationwide across diverse regions of Malaysia.
- 5.2. Ensure equitable access by offering a free programming platform and pre-training online sessions on team presentations, proposal writing, and beginner skills, allowing students meeting self-study standards to form teams and progress to preliminary and final rounds.
- 5.3. Engage academia, industry, and the community by involving experts from NTU, UTAR, and other industry professionals, allowing students to gain insights into future skills and career requirements through direct interaction.
- 5.4. Celebrate student achievements with a discussion forum and award ceremony during the finals, providing opportunities for dialogue on programming, learning, and career prospects, while motivating continued engagement and skill development beyond the contest.

6. Targeted Registrants

All students currently enrolled in Malaysian secondary schools and oversea students are eligible to participate. College students are not eligible to ensure fair access. The **NSSPC Official Website:** <https://nsspc.io>.

7. Programming Languages and Question Languages

The contest will feature the following **programming languages: C, C++, Java and Python**. All contest questions will be presented in English.



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8. Registration Period

- 8.1 Students will be required to register before the contest. Registration will be open from 01th March 2026 to 13th May 2026. After registering, students will need to log in to the learning platforms to begin their guided instruction, online learning, and self-directed practice to ensuring that participation does not interfere with their formal school curriculum.
- 8.2 To enhance student participation, the NSSPC organising committee will take the initiative to attend meetings of the National Association of School Principals for promotional and briefing purposes. These sessions aim to introduce the NSSPC contest, including its benefits and expected learning outcomes, to participating schools.

9. Schedule and Study Execution of Contest

9.1 Online NSSPC Educational Portal

The NSSPC Educational Portal provides online broadcasts led by UTAR lecturers and industry professionals. Students are required to attend the online classes and may subsequently access course materials at their own pace and convenience.

9.2 Self-Learning Programming Platforms

To support students learning, three programming platforms will be provided:

- Sololearn (<https://www.sololearn.com/>)
- CodeChef (<https://www.codechef.com/>)
- Codeforces (<https://codeforces.com/>)

9.3 Hackathon

The Hackathon is specifically designed to further strengthen students' technical and interpersonal skills, covering topics such as Artificial Intelligence (AI), Green Energy, and the Sustainable Development Goals (SDGs). Students will participate in teams and receive additional mentorship from UTAR between June and August 2026, practising prompt engineering, data interpretation, and statistical visualization in preparation for advancement to the final stage.

9.4 Team-Based Participation Model

- 9.4.1. Students are required to work collaboratively in teams, with responsibilities distributed among team members.
- 9.4.2. Teams consisted of three students, and members did not need to be from the same school. Cross-school teams were encouraged.



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- 9.4.3. There was no limit on the number of registrations for the competition. However, during the finals, each school could register a maximum of 3 teams (if all three members were from the same school, they would be considered a single school team). There was no limit on cross-school teams.
- 9.4.4. To encourage participation from Form 3 or below grade students, each school was allowed to register 2 additional teams consisting of junior students from the same school.

9.5 Qualifying Match, Preliminary Round and Final Round

- 9.5.1. Students are required to attend workshops conducted by UTAR professors and submit their learning outcomes via the NSSPC Educational Portal by 15 May 2026. Students who achieve the minimum required level will be eligible for the online preliminary round on 27 June 2026.
- 9.5.2. Students who participate in the Hackathon are required to submit their project proposals in physical or digital copy by 20 May 2026. Only teams whose proposals pass the proposal selection stage will be eligible to participate in the online preliminary round. Teams that successfully complete the preliminary round will advance to the final round and participate in a two-month mentorship programme led by UTAR professors. At the final round, the teams will present and explain their project implementation in the presence of other participants and peers, fostering interactive learning, peer support, and active student engagement.
- 9.5.3. The NSSPC & Hackathon Final Round will be held in person on 29 and 30 August 2026 at Wiwynn Technology Service Malaysia (5, Jalan Kargo 1, Airport City, 81400 Senai, Johor Darul Ta'zim, Malaysia)

10. Awards

- 10.1. Certificate
All participants who fully complete the contest programme will be awarded a Certificate of Participation. Prestigious Achievement Certificates, medals, and cash prizes will be presented to participants who attain the levels specified under Clauses 10.2, 10.3, and 10.4.
- 10.2. NSSPC Junior Excellent Awards
The top 6 teams in the final round of the junior school division (consisting of three team members from Form 3 and below grade) will be awarded certificates, medals, and cash prizes.



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10.3. To acknowledge the exceptional performance of participants, the following Excellence Awards for the NSSPC will be granted :

- Champion (per team): RM3000/=, certificates, and medals.
- Runner-up (per team): RM1800/=, certificates, and medals.
- Second Runner-up (per team): RM1500/=, certificates, and medals.
- Third Runner-up (per team): RM1200/=, certificates, and medals.
- Fourth Runner-up (per team, total of 6 teams): RM900/=, certificates, and medals.
- Junior Excellent Awards(per team, total of 6 teams): RM600/=, certificates, and medals.

10.4. To acknowledge the exceptional performance of participants, the following Excellence Awards for the Hackathon workshop will be granted :

- Champion (per team): RM2,400/=, certificates, and medals.
- Runner-up (per team): RM1,500/=, certificates, and medals.
- Second Runner-up (per team): RM1,200/=, certificates, and medals.
- Third Runner-up (per team): RM900/=, certificates, and medals.
- Fourth Runner-up (per team, total of 2 teams): RM600/=, certificates, and medals.

11. The technical and judging teams and procedures

The NTU and UTAR teams jointly directed the technical and judging teams for the NSSPC contest. The Judging Director handled problem selection and criteria, while the Operation Team Leader acted as Finals Chief Judge. Only the NSSPC operation team could modify the contest Policies and Procedures.

12. Expected Outcomes and Significance to Students

- 12.1. Enhanced programming competencies among secondary school students, strengthening technical proficiency, computational thinking, and problem-solving abilities.
- 12.2. Improved teamwork, communication, and collaborative skills through structured team-based competition, supporting logical reasoning, shared responsibility, and peer-assisted learning.
- 12.3. Increased interest and sustained engagement in technology and programming, fostering positive attitudes towards lifelong learning and encouraging students to pursue related academic pathways and future careers.
- 12.4. Meaningful exposure to academia and industry professionals, providing insights into real-world programming applications, evolving workforce requirements, and continuous skills development..
- 12.5. Broad nationwide student participation, fostering cross-school interaction, regional inclusion, and collaborative learning across diverse educational backgrounds.



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13. NSSPC Program Flowchart

No	Stage	Activities	Date
1	Registration opens	Register via the NSSPC Official Website: https://nsspc.io	01 March 2026
2	Learning Platform & Submit learning platform result	Access the NSSPC Learning Portal and platforms (Sololearn, CodeChef, Codeforces); submit results and complete assigned exercises and assessments.	Ongoing until 15 May 2026
3	Online Broadcasts & Workshops	Students will participate in live broadcasts and workshops conducted by UTAR expert panels and industry professionals.	Ongoing until 15 May 2026
4	Hackathon proposal selection	Submit Hackathon project proposals in physical or soft copy to the organizing committee	20 May 2026
5	Hackathon preliminary Round	Participate in the Hackathon online preliminary presentation	20 & 21 June 2026
6	Mentorship program	Participate in a two-month mentorship program led by UTAR professors to guide finalists in project development	June to August 2026
7	NSSPC Online Preliminary Round	Advance to the NSSPC Online Preliminary Round as teams upon completing the required courses	27 June 2026
8	Final Round of NSSPC and Hackathon	Finalist teams present implemented projects; award ceremony and discussion forum	29 & 30 August 2026