



STEAM INNOVATION LEAGUE

2.0

*World's Biggest AI and Robotics Competition
focused around Innovation*

Think Big • Build Bold • Compete Global



Powered by



SIL 2025

SIL 2025 was not just a competition, it was a celebration of innovation and imagination! With an incredible 3000+ footfall, hundreds of projects, and nationwide participation from Grades 6-12, SIL 2025 became one of India's biggest creativity and Innovation events. From Tech Talks and Cultural Performances to revolutionary STEM, Robotics and AI projects, students showcased their brilliance across every zone.

A GRAND SUCCESS STORY



The overwhelming success of SIL 2025 has paved the way for SIL 2.0 — bigger, stronger, and truly global.

3000+
FOOTFALL

5000+
PROJECTS

5000+
TEAMS

26
STATES

SIL 2.0

BY STEMROBO TECHNOLOGIES

SIL 2.0 is a global innovation league designed for students from Grades 1–12, bringing together ArT, Robotics, Machine Learning, IoT, STEM, sustainability, problem-solving, and hands-on creativity on one powerful platform. After the record-breaking success of SIL 2025, this year's edition is set to engage 5,000 schools, 30,000–50,000 students, and nearly 10,000 teams worldwide. The competition unfolds through a Virtual Round, followed by State Rounds hosted by partnered schools, and culminates in a grand National and International Championship welcoming participants from 8–10 countries. More than a competition, SIL 2.0 is a movement inspiring schools to encourage students to innovate boldly, parents to embrace future-ready learning, and young minds to grow into the creators and problem-solvers of tomorrow.



Theme for 2026: Building sustainable futures through innovation

INNOKIT MAKER LEAGUE

Create, build, and innovate with hands-on robotics & DIY projects.
Grade 1-9



HACKATHON

Solve real-world problems through rapid prototyping and innovation sprints.

COMING SOON



COMING SOON

COMPETITION CATEGORIES



INNOSDG QUEST

Design impactful solutions inspired by real-world Sustainable Development Goals.
Grade 6-11



VIRTUAL ROBOTICS

Compete in simulation based robotics challenges with coding + logic.
Grade 6-11

THE SIL 2.0 JOURNEY

Virtual Round ► State Rounds ► National & International Grand Finale

VIGYANAYAN

THE OFFICIAL SIL CHRONICLE

Vigyanayan is the official chronicle of the STEAM Innovation League 2025, documenting 200 outstanding student projects shortlisted for the National Round. Curated across two dedicated volumes, Volume 1 features innovations by students from Grades 6–8, while Volume 2 showcases projects by students from Grades 9–11. Each project is aligned with one or more United Nations Sustainable Development Goals (SDGs) and reflects student creativity, problem-solving, and real-world application of STEM concepts—making Vigyanayan a lasting record of India's next generation of innovators and a source of inspiration for future SIL participants.



AWARDS, RECOGNITION & STUDENT BENEFITS

Participation in STEAM Innovation League (SIL) 2.0 offers students a holistic innovation journey that goes far beyond competition. The league is designed to nurture future-ready skills through hands-on learning, global exposure, and expert mentorship.

STUDENTS GAIN



1:1 Global Mentorship from industry experts and innovation leaders



6-Month Robotics & AI Internship for winning teams



Exciting Prizes



Trophies



Certificates

ABOUT STEMROBO TECHNOLOGIES

STEMROBO provides 'End-To-End Solution to K-12 Schools' for 'Nurturing Innovation & 21st Century Skills' among young students of age 6-18 years across the globe. We offer young students an opportunity to explore, experience and bring innovation through a world class STEAM, Artificial Intelligence, IoT, Robotics, Coding, AR & VR curriculum integrated with our unique & affordable 'Technology Products and Solutions' delivered in an online or hybrid model; thereby enabling and empowering students to be able to become Creative - Thinkers and Problem - Solvers.

Together, let's unlock the potential within each student, ignite a passion for Innovation, Creativity & Learning, and pave the way for a brighter tomorrow.

TRUSTED BY

5000+
Schools

2+ MN
Students

30+
Countries

**SENIOR
CATEGORY
WINNER**



**JUNIOR
CATEGORY
WINNER**



GLIMPSE OF SIL 2025





STEAM INNOVATION LEAGUE

2.0

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