stripe

Stripe Young Scientist & Technology Exhibition 2027

Entry details
Wednesday, 6 Jan–Saturday, 9 Jan 2027
at the RDS in Dublin

Introduction

The Young Scientist & Technology Exhibition (YSTE) was founded in 1963 by two physics researchers from University College Dublin: Rev. Dr. Tom Burke and Dr. Tony Scott. Their vision to generate excitement in young people about the power of science and its ability to improve our world comes to life every year in YSTE: a national STEM competition for secondary school students across Ireland.

YSTE is run under the guidance and ownership of a charity by the same name. It is governed by a Board of Directors and was founded in 2003 to protect and promote the YSTE. The overarching vision of the charity is "To be recognised globally for generating excitement in young people about the power of science and its ability to improve our world." This vision is supported by a clear purpose:

"To spark curiosity through the next generation."

Stripe

The story of YSTE is woven into Stripe's DNA. Both our cofounders Patrick and John Collison were YSTE participants in 2005, with Patrick winning the overall award. Now, Stripe is honoured to champion the next generation of Irish innovators and problem-solvers through our title sponsorship of YSTE.

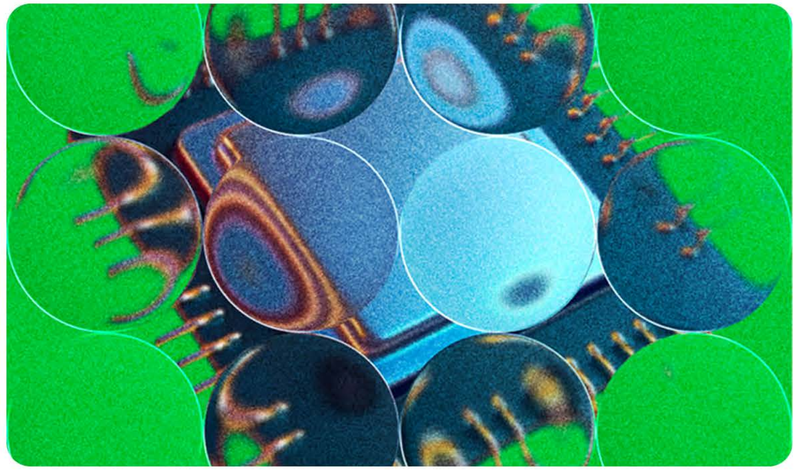
At Stripe, we've always believed that the most groundbreaking solutions emerge from those willing to ask, "What if?" and challenge conventional wisdom. This spirit is at the heart of YSTE, where students from across Ireland—supported by their teachers and parents—explore new possibilities and tackle real-world problems.

The Stripe Young Scientist & Technology Exhibition will run from 6 to 9 January 2027 and is open to ideas from all students across the entire island of Ireland.

What to expect

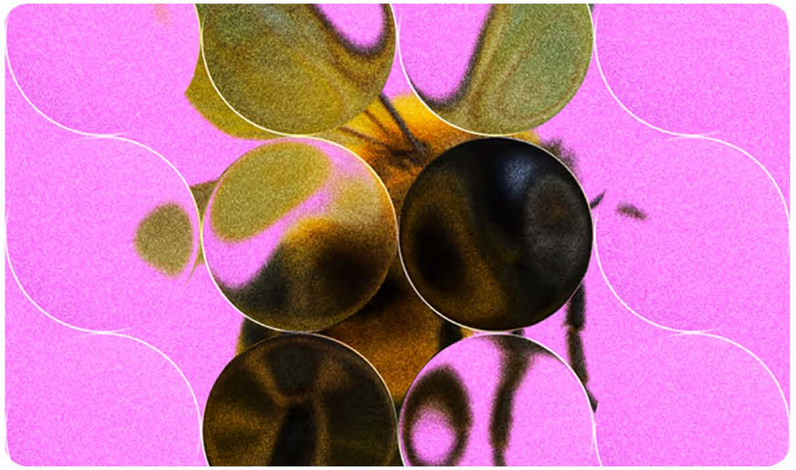
The Stripe Young Scientist & Technology Exhibition is a launchpad for Ireland's brightest minds. Each year, thousands of students submit proposals, with only about 500 projects selected for display at the 4-day exhibition in Dublin. During the event, students present their work to panels of judges and the public.

They get to experience live demonstrations, interactive zones, and stage talks. The exhibition culminates in an awards ceremony, where prizes are distributed and one team or individual is named the overall Stripe Young Scientist & Technologist of the Year.



Indulge your curiosity

Run that big experiment that's been on your mind. Prototype, fail fast, and learn faster. Try real R&D, outside the classroom.

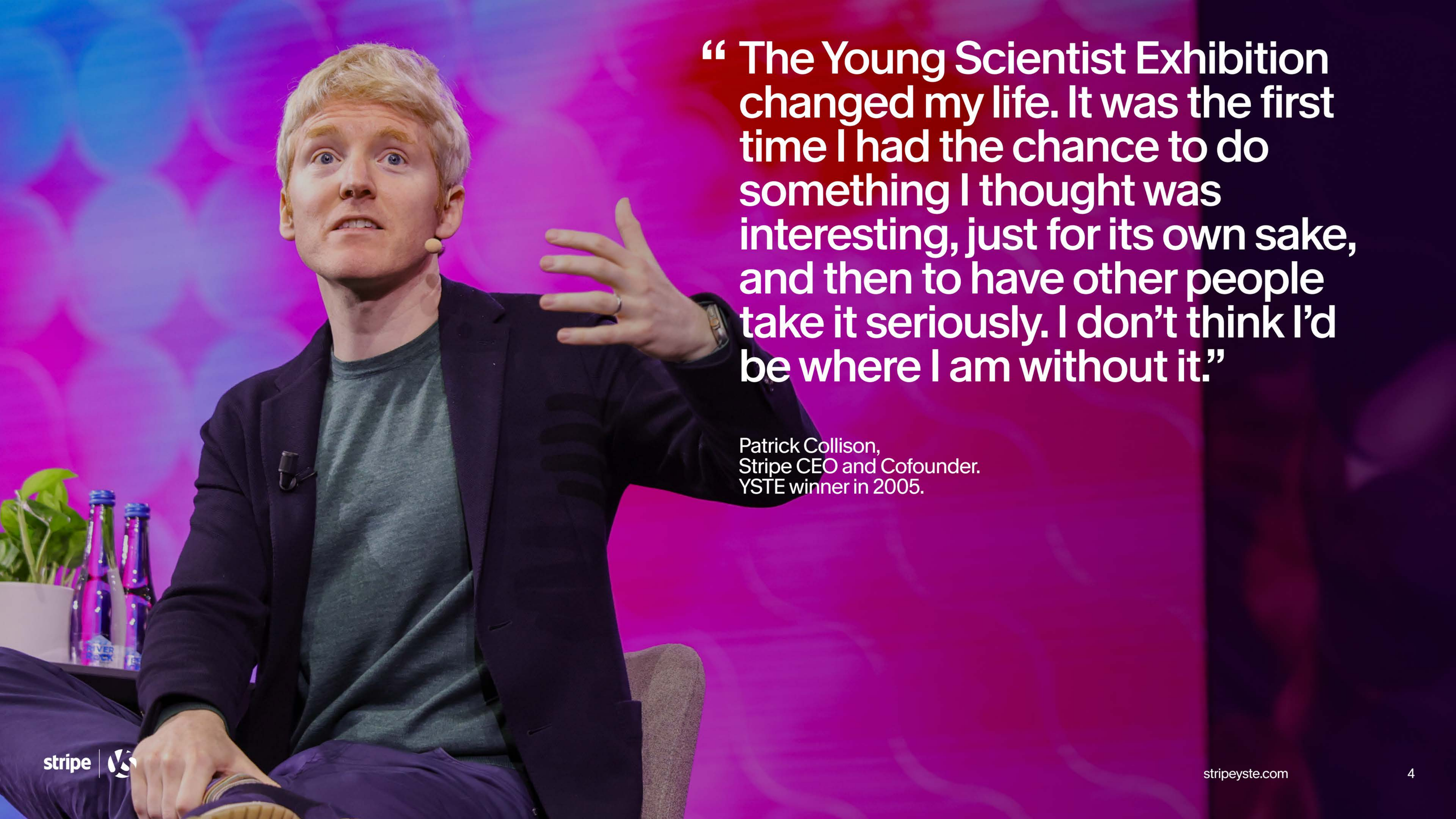


Grow your tribe

Discover an island-wide community that shares your passion and curiosity. Swap notes and make memories with hundreds of fellow coders, chemists, and thinkers. Carry your school's crest on the national stage.

Stand out early

With an overall prize fund of €74,000 and more than 200 awards up for offer—including a top award of €10,000—add a valuable line to your CV and set yourself up for whatever comes next.



“ The Young Scientist Exhibition changed my life. It was the first time I had the chance to do something I thought was interesting, just for its own sake, and then to have other people take it seriously. I don’t think I’d be where I am without it.”

Patrick Collison,
Stripe CEO and Cofounder.
YSTE winner in 2005.

How to get involved

Stripe YSTE is open to second-level students from the entire island of Ireland, who are between the ages of 12 and 19 on 31 October 2026. Entries are organised into three age groups:

Junior

1st and 2nd Year (Republic of Ireland)
Year 8, 9, and 10 (Northern Ireland)

Intermediate

3rd and 4th Year (Republic of Ireland)
Year 11 and 12 (Northern Ireland)

Senior

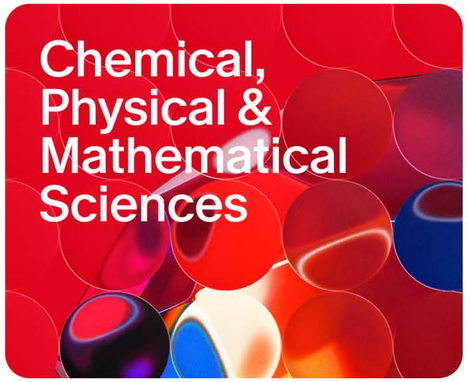
5th and 6th Year (Republic of Ireland)
Year 13 and 14 (Northern Ireland)

You can participate in the exhibition individually or as part of a group. Groups may consist of no more than three people. If you want to collaborate with fellow innovators from different age categories, you should enter in the group of the oldest participant.

Categories

Students can enter projects in one of five categories:

For a project to be accepted into this category, it must have a biological or ecological focus and investigate aspects of animal, human, microbial, or plant biology. Typically, projects deal with the following areas of study: agriculture, anatomy, animal science, biochemistry, biodiversity, biotechnology, botany, conservation, disease, ecology, environmental science, enzymology, food science, forestry, genetics, horticulture, marine biology, medical science, metabolism, microbiology, molecular biology, nanotechnology, physiology, physiotherapy, plant science, sustainability, or veterinary science.



For a project to be accepted into this category, it must be based on chemistry, physics, mathematics, applied mathematics, engineering, computer programming and language, or electronics. Projects based on earth and space sciences such as meteorology, geophysics, geology, astronomy, advanced materials, and nanoscience are also eligible.

For a project to be accepted into this category, it must incorporate the study of attitudes and behaviour in relation to health, mental health, nutrition, work, leisure, sport and exercise, living habits, and well-being. The study of culture, civil engagement, community, economic development, environmental quality, housing, skills, social connections, and quality of life and work will also be eligible.

For a project to be accepted into this category, it must cover social and behavioural sciences; economic, geographical, psychological, or sociological studies of human behaviour, attitudes, and experience; or social analysis of environmental factors, demography, learning, or perception. Projects on consumer affairs, effects on society, social anthropology, and political science are also eligible—provided they involve the use of scientific methods.

For a project to be accepted into this category, a project must use technology in a new or improved way, such as enhancing efficiency, solving problems, or introducing innovation. This includes areas such as robotics, computing, cybersecurity, biotech, machine learning, VR/AR, and automation. Students should also understand the basic science behind their technology.

Your idea

Take a look at the world around you. What changes would you like to see, and what positive impact would you like to have?

What's a problem that you face in your life?

What are you curious about?

Get creative with your project idea.

The world only improves when someone like you asks a hard question, and then answers it with research and rigour. Do some research to learn about your chosen topic, then narrow it down to clearly define a research question. Plan your research timeline to lead up to the exhibition.

Visit yste.ie/project-finder for inspiration from past year's projects.

Prepare a 1-page proposal of no more than 500 words, and refer to the stripeyste.com website and the Stripe YSTE handbook for more information.

How to enter

Entries must be submitted online, in English or Irish, by 25 September 2026 for students and 28 September 2026 for teachers. Visit stripeyste.com for all the information.

Your application must include the following:

- Entry form
- Project details form
- Teacher assessment form
- One-page proposal
- Entry fee of €20/£18

Your one-page proposal will be considered by a panel of judges, and you will be notified whether your project has qualified or not qualified in late October 2026.

Accommodation grants are available for DEIS schools and for schools journeying over 70 km to the RDS.

Advice from the Stripe YSTE judges

Start your project early. Research rarely follows a linear timeline.

Deep dive into your research—don't leave things to chance or guesswork. Ensure you are prepared to answer questions about your project with reviewed facts and data.

Document every win, every fail, and every "aha!" moment in your project diary for judges to see your journey.

Integrity and accuracy are important in science. If your facts aren't airtight, your whole project is just an opinion.

Your project title is your first impression. It needs to be catchy enough to grab attention, but scientific enough to tell a judge exactly what you're testing before they even read your board.

Find a "why" that matters to you and stand out from the crowd.

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