

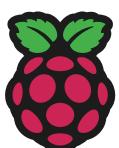


Coolest Projects

2025

Impact report

Raspberry Pi Foundation Impact Report



Raspberry Pi
Foundation



Coolest Projects

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Introduction

Introduction

Coolest Projects is a celebration of young digital creators and the amazing things they make with technology. The annual global Coolest Projects showcase takes place online and in-person. Coolest Projects events are held in several countries. In 2025, alongside our in-person events in India, Ireland and the UK, we were delighted to run a Coolest Projects event in the USA again.

To understand who takes part – their backgrounds, where they're from, and the difference Coolest Projects makes to their lives – we run an evaluation study every year.

For 2025, we collected data through multiple sources to answer these questions.

In-person events

- Surveys with young creators: 49 in total
 - 9 in Ireland
 - 17 in the United Kingdom
 - 3 in the United States
 - 20 in India
- Feedback cards for young creators to complete: 175 in total
 - 6 in Ireland
 - 39 in the United Kingdom
 - 20 in the United States
 - 110 in India
- In-person interviews with young creators: 19 in total
 - 7 in Ireland
 - 6 in the United Kingdom
 - 6 in the United States

Online showcase

- Surveys completed by young creators and mentors for their teams: 29 in total

10 mentor surveys

19 young creator surveys

- Surveys completed by visitors to the online showcase gallery: 38 in total

4 mentor surveys

12 young creator surveys

- Group interviews and questionnaires with mentors and young creators: 5 in total

2 mentors through a group interview

2 young creators through a group interview

1 mentor through a questionnaire

About the creators

About the creators

Coolest Projects online showcase

11,980

creators

(a 57% increase on last year) participated in
41 countries

1,357

young people were
repeat participants from
Coolest Projects 2024

The Coolest Projects livestream has
been watched **over**

2,300 times

to date, with 900 views on the day

Creators were aged from 7 to 18
years old, with the **average age of**

13

years old

Coolest Projects in-person events

113

creators from 71 teams attended **Coolest Projects UK** (a 68% increase from last year), plus 58 young people from local Scout groups

84

creators from 69 teams attended
Coolest Projects Ireland

Creators had an **average age of**

13 years old

258

creators from 118 teams attended
Coolest Projects India

37 creators

from 27 teams attended **Coolest Projects USA**

Championing accessibility and diversity

Coolest Projects continued its commitment in 2025 to providing a diverse group of young digital creators from around the world a platform to showcase their projects.

- Many early-stage creators participated, with 55% of in-person survey respondents indicating it was their first time making a digital project.
- This year, 66 creators from the UK were from areas with high disadvantage according to national statistics¹ (compared to 41 attendees last year).
- 92% of creators who submitted projects to our online gallery were from LMIC² and LIC³ countries, and 51% of them identified as female.
- At in-person events, 63% of creators in India, 50% in the US, 39% in Ireland, and 37% in the UK identified as female.



¹ Their locations were in 40% most disadvantaged areas according to The Index of Multiple Deprivation in England

² Low and Middle-Income Country, as classified by the World Bank

³ Low-Income Country, as classified by the World Bank

Impact

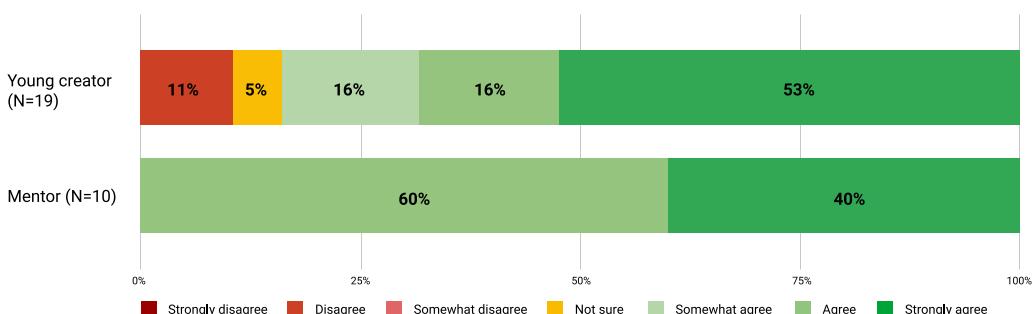
Impact

Overall, Coolest Projects in 2025 was able to achieve its intended outcomes of increasing young people's confidence, building their sense of belonging in computing, and inspiring them to continue learning and participating.

Confidence in digital making

In surveys completed by participants for the online showcase, 100% of mentors and 72% of young people agreed that their team's confidence in coding and making things with computers increased. The impact on skills was rated even higher, with 89% of young people reporting improvements in coding skills and digital making.

After taking part in Coolest Projects my / my team's confidence in coding and making things with computers has increased.



At in-person events, young creators told us that they appreciated how participating in Coolest Projects helped them learn about technology in a hands-on way, which they found to be more impactful than other passive ways of learning. Some young people were surprised by what they were able to accomplish with their projects, pushing themselves further than they thought possible. This sense of achievement and self-discovery was a key part of their experience.

“...It’s the journey on which I go through to create the robot. And through that journey, I seem to learn much more than say if I were to watch a YouTube video and not do anything practical with it. I learn much more if I physically get hands-on with robotics encoding.”

Young creator at Coolest Projects UK

"I honestly, I didn't know I could push myself this far to like complete six full hours of coding and post a whole repository and create 100 plus lines of code and beyond."

Young creator at Coolest Projects USA

The introduction of the AI category successfully encouraged participants to engage with new technologies, with many repeat participants getting involved.

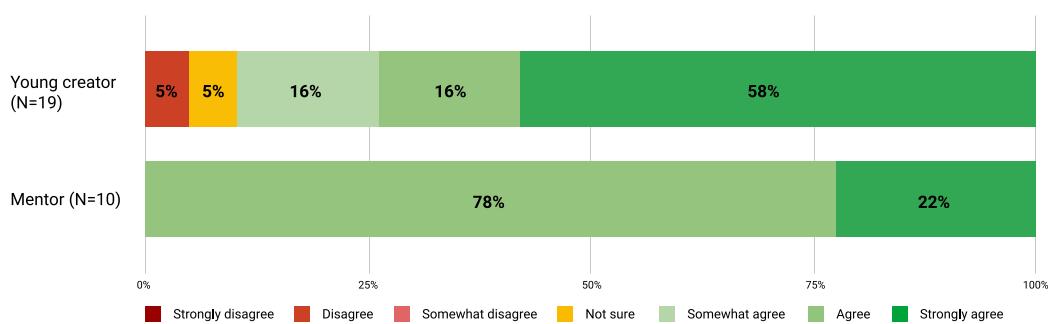
"And the thing is, this year, I wanted to especially show the AI aspect of my new robot because AI, it's like a new revolution across the globe."

Young person at Coolest Projects UK

Sense of belonging

Engaging with a global community of creators makes young people feel like a part of something bigger. In surveys afterwards, 74% of young creators and 100% of mentors reported that participating in CP helped them/their team feel a sense of belonging in computing. Additionally, in the online gallery survey, 8 out 10 young creators (80%) agreed that seeing projects from around the world helps them feel part of a bigger community of digital makers.

After taking part in Coolest Projects my team / I feel part of the computing and digital making community.



Showcasing their work to other people also brought a sense of pride. In surveys, 52% of young creators reported that they wanted to participate in Coolest Projects because they were proud of what they had made and wanted to show it to the world.

“It feels like I’m being noticed!”

Young person at Coolest Projects UK

“I enjoyed presenting my project and seeing so many creative ideas from others. It inspired me and made me feel proud to be part of the event.”

Young creator at Coolest Projects India

While for some the events are a chance to meet other like-minded young people in the wider community, for others they present an opportunity to form deeper connections with peers at their own schools.

“We [my friends and I] thought it was a really great opportunity and idea to make a project that we could all work on together and it’s been really awesome getting to know these girls and working together, fixing whatever code that we made... it’s been awesome!”

Young creator at Coolest Projects USA

Inspired to continue learning and participate

83% of young people and 100% of mentors reported that participating in Coolest Projects online inspired them/their team to continue to learn and participate in computing and technology. At in-person events, many young people told us that they appreciated the opportunity to get inspired not just from other project ideas, but also to learn about other creators' experiences of making their projects.

"The first time I joined the livestream, it was like a wonder for me that more than 5,000 students were participating. It was my first time interacting with so many students and so many projects with great innovative ideas. So, yeah, for me the experience was great."

Young creator from India

"It's nice to see all the different projects people have made."

Young creator at Coolest Projects Ireland

"Every single time I come here, I learn something new."

Young creator at Coolest Projects UK

"I think Coolest Projects is a really great opportunity for, you know, anyone who's interested in coding, even if you're new to it. I'm a little bit newer, but I got to learn from other people and seeing how advanced other people can be, like, with all of the different categories we have, that's been really awesome to see the different projects."

Young creator at Coolest Projects USA

Other skills

During interviews, young creators highlighted how Coolest Projects is helping them develop a range of other life skills as well. Firstly, working on projects is an opportunity for them to showcase their creativity, outside of their technical knowledge. Secondly, the act of debugging errors and solving challenges when working on projects develops their problem-solving skills. Finally, the challenge of working on hard projects builds a sense of awareness and accomplishment, furthering a growth mindset.

“Basically while learning coding, the main skill which I learned was problem solving. Because as I was learning, as I said, we learned by ourselves – we created projects, we found errors, and then we repaired them. So the skill which developed in me was problem solving.”

Young creator from India

“I learnt that if I try enough, I can do it.”

Young creator at Coolest Projects USA

“Like, seeing it, like, work and, you know. Yeah, like, you can be like really creative with your imagination.”

Young creator at Coolest Projects UK

The Coolest Projects experience

The Coolest Projects experience

The best things about the online showcase

- Young creators felt proud seeing their projects displayed and available for others around the world to see
- When asked what their main motivation to participate was, the most frequent response was “Making something to be proud of and showing it to the world!”
- Mentors praised the new group codes feature, which significantly eased the process of registering multiple projects

“I will say it was fantastic. Literally, it was fantastic.”

Young person from India

The best things about the in-person events

- Creators loved the energy and sense of connection that came from being at a live event
- Young people frequently mentioned that the events were well-organised, and had a positive and encouraging atmosphere
- Creators appreciated how friendly and approachable the staff and judges were
- The additional engagement activities at events this year were much appreciated, such as the virtual reality and escape room at the UK event

“I like how friendly the judges are and how you can talk to them.”

Young creator at Coolest Projects UK

“People here are very nice, very welcoming. I can see that they come from different backgrounds, like very diverse, which I’m very happy about, especially in the tech area.”

Young creator at Coolest Projects USA

How are we making Coolest Projects better?

How are we making Coolest Projects better?

Drawing on successes and learning from 2025, we are planning improvements to Coolest Projects in 2026 to benefit more young people worldwide.

Expanding the reach of in-person events:

- We'll host a new Coolest Projects USA event in Georgia, in addition to Coolest Projects USA Minnesota, to enable more young people from across the United States to attend.
- We are working in partnership with amazing youth-focused organisations such as the Scouts and Kinia to increase participation in in-person events in India, the UK, and Ireland.
- We will work closely with partner organisations to host Coolest Projects events in more countries around the world. We plan to collect more data about these events so we can understand and support them better.

Growing young people's AI literacy:

- We'll offer support for young creators to experiment with AI through two updated artificial intelligence projects, with step-by-step guidance to suit creators at all levels.
- We will host workshops online and in person to support young people to create with AI.
- We're making it easier to enter AI and other projects to Coolest Projects online by submitting a direct link to the code.

Conclusion

Conclusion

This evaluation of Coolest Projects 2025 suggests that the program continues to make a positive difference to young digital creators. In 2025, the program had a notable 57% increase in online participation, reaching nearly 12,000 creators. And there was an expansion of our in-person events. Coolest Projects proved to be an entry point into digital making for many young people, reaching a broad global audience, with good overall female participation in both the online and in-person showcases.

The feedback collected suggests that participation improved the confidence of the young people who participated. Young creators valued the practical, hands-on process of making their projects, which they found far more effective than passive learning methods. Coolest Projects also likely inspired many participants, with 83% of young people feeling motivated to continue making things with computers. This inspiration is largely driven by the opportunity to see, learn from, and participate alongside a large global community of creators.

Furthermore, Coolest Projects also fostered a sense of belonging in computing. Creators felt recognised and proud to showcase their work. Young people also felt that they had to engage other important skills such as problem solving and expressing their creativity while working on their projects, which will help them more broadly in life.

Looking ahead to 2026, we are hosting more in-person events, with a new Coolest Projects USA event planned for Georgia, and expanding the AI category to allow more young people worldwide to get creative with artificial intelligence technologies.

**For details of how to be part of Coolest Projects 2026,
visit our website online.coolestprojects.org**



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