

iseazyauthor

🏆 AWARDS 2026

Participation Rules



isEazy Author Awards 2026

Participation Rules

1. Purpose of the competition

The isEazy Author Awards were created to recognize and showcase the best learning content created with isEazy Author, rewarding creativity, instructional quality, innovation, and effective use of the tool's features.

Participation is free and open to isEazy Author customers and users who wish to submit their projects for evaluation by a panel of expert judges.

2. Entry period

The entry period will be open from the launch of the call for entries in September 2026 until **November 18, 2026, at 11:59 p.m. (CEST)**.

Entries received after this deadline will not be accepted.

3. Eligibility requirements

Content may be submitted if it meets the following conditions:

- Have been created using isEazy Author.
- Be existing content or content developed specifically for this call for entries.
- Be complete at the time of submission.
- Be available for review by the judges through online access.
- Be shared using isEazy Author's **"Direct link / Embed"** distribution option.
- Remain accessible throughout the entire evaluation process.

Each participant may submit a maximum of one project.

4. Submission of entries

To participate, the entry must be submitted by email to: community@iseazy.com

The entry must be submitted by **November 18, 2026, at 11:59 p.m. (CEST)**.

The email must include:

- Link to the content shared using the **"Direct link / Embed"** option.
- Project title.
- Brief description of the content.
- Learning objectives.
- Name of the author and/or participating company.
- Contact details of the person responsible for the entry.

The participant is responsible for verifying that the link works correctly and remains accessible throughout the entire evaluation process.

5. Categories and prizes

 **Best Learning Experience**

Recognizes the content that delivers the most comprehensive, effective, and learner-centered learning experience.

Evaluation criteria:

- Clarity of the learning objectives.
- Instructional structure and sequence.
- Ability to maintain learner engagement.
- Quality of the learning activities and resources.
- User experience and ease of navigation.
- Potential impact on learning.

Prize: €300 Amazon gift card.

 Best Design and Interactivity

Recognizes content that stands out for its visual quality and use of interactive elements that enrich the learning experience.

Evaluation criteria:

- Visual quality and consistency.
- Use of graphic and multimedia resources.
- Creativity in interactions.
- User experience.
- Suitability of the design for the target audience.

Prize: €200 Amazon gift card.

 Innovation Award

Recognizes content that stands out for presenting an original approach or for making especially creative use of isEazy Author's features.

Evaluation criteria:

- Originality of the approach.
- Creativity in addressing learning challenges.
- Innovative use of resources and learning dynamics.
- Advanced use of the tool's features.
- Ability to inspire other content creators.

Prize: €100 Amazon gift card.

 Judges' Special Mention

Recognizes a project that stands out for its overall quality or for a particularly noteworthy aspect, at the judges' discretion.

Prize: €50 Amazon gift card.

 Best Use of isEazy Author

Recognizes the content that best integrates and leverages isEazy Author's features to create an effective and differentiated learning experience.

Evaluation criteria:

- Variety of features used.
- Suitability of the features for the learning objectives.
- Natural integration of resources into the user experience.
- Creativity in the use of the available tools.

Prize: €50 Amazon gift card.

6. Judging panel

Entries will be evaluated by a panel of **isEazy Factory** professionals specializing in:

- Pedagogy and digital learning.
- Instructional design.
- E-learning content creation.
- Learning experience design.

The judges will evaluate the projects according to the criteria defined for each category.

The judges' decisions will be final and not subject to appeal.

7. Winner announcement

The winners will be contacted directly by the isEazy team and announced through the company's official communication channels on December 3, 2026.

The organization may request additional materials or information for communications about the winning projects.

8. Intellectual property and confidentiality

Intellectual property rights in the submitted content will at all times remain with the respective authors or companies.

Submitted content will be used exclusively for evaluation by the judges.

Any subsequent dissemination, publication, or use of the content by isEazy will require the prior express authorization of its owners.

9. Disqualifications

The organization may disqualify any entry that:

- Does not meet the requirements set out in these rules.
- Was submitted after the established deadline.
- Does not allow proper access to the content during the evaluation period.
- Includes content that infringes intellectual property rights, confidentiality obligations, or applicable regulations.

If a winning entry is disqualified, the prize may be awarded to the next highest-rated project as determined by the judges.

10. Acceptance of the rules

Participation in the isEazy Author Awards constitutes full acceptance of these rules.

The organization reserves the right to interpret, amend, or supplement these rules when necessary to ensure the proper conduct of the initiative.

Likewise, the judges may decide not to award any category if they consider that the submitted entries do not meet the expected level of quality.