Skill media highlights

Skill number	Skill name	Key times to visit	Getting the perfect shot	Unique story	Contact
		When would be the most ideal days and times to have photographers and videographers at your skill? What will they see?	In addition to capturing the Competition in action we would like to set up controlled photos for our Official Photographer to get closer shots, set up proper lighting, and capture eye contact with some Competitors. Is there a best day and time to do this?	Tell us about the unique stories connected to your skill at WSC2026 such as: • Test Project elements • Changes in what you are testing • Competitor and Expert specific stories • Industry trends • Partner collaborations	Who should the media, photographers and videographers contact for any questions?
01	Industrial Mechanics				

02	ICT Network Infrastructure	Key filming windows: C4, 11:30–11:50 (Module D, single-core stage 2, 20-minute speed test) and 13:45–14:00 (Module D, single-core final stage, 15-minute speed test) — a tournament-style event ideal for capturing speed, precision and tension as competitors race to splice fibre. For broader context, C3, 09:00–12:00 (Module A) shows competitors building the network infrastructure.	**C4, 11:30–11:50** (Module D, single-core stage 2, 20-minute speed test).	Behind every AI service is physical infrastructure, and this skill builds the connections that make it work — data centres depend on high-performance fibre and copper cabling. The Test Project goes beyond cable installation to include IP address design, software configuration and infrastructure monitoring, testing both hands-on installation and system verification. The optical-fibre splicing challenge runs as a tournament culminating in a final, showcasing speed, accuracy and focus. Much of this infrastructure is normally invisible. The competition puts the people and skills behind it in the spotlight, reinforcing that the AI era depends on skilled people building reliable physical networks.	Takuo Kikuchi scm.ict.network.infrastructure@worldskills.org

03	Intelligent Security Technology	C1: 10:30–12:30 (Module B) and 14:00–15:30 (Module A), device installation and configuration. C2: 10:30–12:30 (Module C), device installation and configuration.	Every morning at **08:30**, an expert–competitor briefing offers a good photo opportunity.	Two female Competitors — from Zambia and Mexico — are competing in this skill, offering a strong personal story angle.	Josué Emmanuel Reynoso Villanueva scm.intelligent.security.technology@worldskills.org

04	Mechatronics	Most visually engaging moments: C1, 13:35–14:35 — Module A finishes (30% of a production line, built from a known station) C2, 14:30–15:30 — Module B finishes (60% complete, combining C1's system with new modules/stations) C3, 14:30–15:30 — Module C finishes (full production line, combining C2's stations with new parts) C4, from 12:45 — Module D evaluation, optimisation of the production line C1 and C2, 09:45–12:00 — a 15-minute team task	**C2** at **16:00** and **C4** after evaluation **17:00**.	Mechatronics sits at the intersection of IT and automation for the digital age. The most compelling moments are competitors assembling unfamiliar production lines and programming/optimising them, including building an HMI that pulls data from multiple sources. Competitors work in pairs, and many communicate almost wordlessly after years working together. A notable story from 2015: a German Competitor fell ill mid-competition; his partner was allowed to continue alone and still reached 22nd place, earning a Medallion of Excellence for both. Since 2022, Experts have built a closed-WLAN communication system letting competitors ask questions and get answers transparently and fairly, in real time, for everyone in the skill.	Michael Linn scm.mechatronics@worldskills.org

05	Mechanical Engineering CAD	C1–C3, after 14:30: 3D modelling, animation and rendering. C1, after 16:00: 3D printing. C2, 10:00: 3D scanning. C4, 09:00–10:00: 3D scanning.	Flexible. Filming works any day, **C1–C4, from 09:00** onward.	Highlights include 3D-printed parts, 3D scanning and generative design. Several former Competitors have gone on to become Experts.	Dário Pinto – SCM Jeremy Braiwaite – CE scm.mechanical.engineering.cad@worldskills.org

06	CNC Turning	Shift 1 (C1–C3): competitors plan from 8:45, begin programming at 9:00, start on the CNC machine at 9:45, and finish their workpiece around 12:45–13:00 — a good time to shoot the finishing process. Shift 2 (C1–C3): same structure in the afternoon, finishing around 16:45–17:00. C4 — Team Challenge: competitors split into two international teams racing to finish the same task first. Good photo moments: 8:45–9:00 (team draw), 9:00 (pairing/planning), 9:30 (start), 11:00–11:30 (results and award ceremony).	**Afternoon only, around 17:30**.	Former competitors regularly return as Experts — this year's Experts include past competitors from Germany, Mexico, Singapore, Thailand and Vietnam. Long-standing partners DMG-Mori, Mastercam and Mitutoyo have supported the skill for over 20 years. Each year the Test Project evolves with industry trends; this year, teams will build a one-metre-tall model of the Oriental Pearl Tower, later donated to WorldSkills. The Team Challenge turns competition rivals into teammates working toward a shared goal.	SCM or CE Gernoth Dolinar scm.cnc.turning@worldskills.org

07	CNC Milling	C2, 14:00–16:00; C3, 11:00–12:00.	**C2, 14:00–16:00; C3, 11:00–12:00**.	CNC milling shapes everyday life — roughly a third of a modern car's weight is plastic, and every plastic part needs an injection mould made with CNC milling. Beyond automotive, it's essential for aerospace, medical devices, consumer products and toys. For Shanghai 2026, Competitors will manufacture parts using 5-axis machining for the first time, reflecting current industry practice. Modern manufacturing pairs advanced CNC machines with CAD/CAM software, integrating design, programming, simulation and production, showing how digital ideas become high-quality physical parts. A story worth noting: Alan Quiterio, Expert (UAE)

08	Mobile Applications Development	C1, 14:30 — Competitors are deep in tablet-based game development, programming game logic, debugging interfaces and testing touch interaction: ideal for capturing focused, hands-on work. C3, 14:30 — the Sponsor Zone showcases finished games, with visitors' playtesting them on tablets: a good shot for public engagement and industry partnership.	**C1–C4**: close-ups of Competitors' focused expressions. C3: visitor reactions playtesting games in the Sponsor Zone.	Hardware has moved from phones to tablets, matching real-world large-screen development. AI-assisted coding is increasingly built into the workflow — a direction the industry is unlikely to reverse.	Chief Expert

09	Software Applications Development	C4, 13:45 — Speed Programming Challenge: a 30-minute, mostly mathematical task (not part of official marking) shown live on screen, designed to draw in visitors with a fun 'race'. C2–C4, 08:30 and 17:15 — the skill's traditional warm-up and warm-down (see Competitor/Expert stories). C3 — best day to explain the theme and Test Project, once four sessions are complete and milestones are clearer.	Any day/time should work, barring unexpected issues.	The Test Project has 7 independent sessions, written by an external team and developed to support the local industry for sustainability; each session opens only 15 minutes before it starts, keeping things fair and transparent. It's tradition to open and close each session with a physical activity — kept secret in advance, like the Test Project — to ease stress, give everyone a chance to move, and draw in visitors. Industry focus this year is on AI in application development. Main partner: Neusoft Corporation (www.neusoft.com).	Claudio Violi claudio.violi@lienta.ch Two ITPD team members are also available for interview.

10	Welding	C3 afternoon / C4 morning, during pressure testing on the pressure vessel.	Any competition day.	Module 1: weld test coupons, as used in industry, radiographed for internal defects. Module 2: a scaled-down pressure vessel, including a hydrostatic pressure test as part of marking. Module 3: stainless steel structure. Module 4: aluminium structure. Six former international competitors are now Experts, including SCM, CE and Expert Leads. The skill also features female Expert Leads and competitors in a male-dominated industry.	SCM, CE, Expert Leads. Chinese Expert.

11	Software Testing	Best filming window: 30 minutes into each module, once Competitors settle into a steady rhythm and their screens show rich, visual output — designing test cases, writing/debugging scripts, running tests and analysing defects on dual monitors, mirroring a real tester's workflow.	Module C (Functional Testing), competition day **C3**, roughly 1–1.5 hours in — real-time test execution and automation code on screen, with Competitors in a focused, photogenic rhythm.	A brand-new skill for WSC2026 (not featured at WSC2024) — every Competitor's effort here is writing its first chapter, with plenty of stories still to come.	Chief Expert / Skill Competition Manager / Workshop Manager
12	Wall and Floor Tiling				
13	Autobody Repair				
14	Aircraft Maintenance	10:00 – 15:00 — all Competitors will be engaged in their test tasks.	**C1 - C3 10:00 – 15:00**; see Modules C and D.	Five test modules: A — inspecting two helicopters. B — structural repair (less photogenic). C — Competitor working inside an aircraft fuselage (excellent close-up/video). D — Competitor working on an engine mounted to the aft fuselage (excellent close-up/video). E — Competitor working inside the forward fuselage.	Skill Management Team: SCM, Chief Expert or Expert Leads.

15	Plumbing and Heating	C2 features a sponsor speed test; every day includes some animated activity toward the end.	**C1–C4** all work well.	The C2 module links with Carpentry and Joinery to build a handwash station.	Grant Stewart.
16	Electronics	C1: Hardware Design.	**C1** — the Hardware Design and Embedded System Test Projects are highly visual and well suited to filming.	C-2 is a familiarisation day for Competitors, giving a good look at the competition space's infrastructure. Happy to arrange a conversation with the media team that day.	Stephen Williams (SCM) scm.electronics@worldskills.org

17	Web Technologies	C3, 17:35 — the end of most Test Project modules, and the most emotional moment of the skill, as stress releases and Experts/delegates congratulate competitors. C4, 12:30–13:30 — team presentations.	**C3, 17:20–17:40**: final minutes of the sixth and last heavy-marks module — Competitors intensely focused, then an emotional release at 17:35 as most marked work concludes. C4, 08:45: full skill group photo (Experts, Competitors, SMT, WM, delegates). **C4, 12:30–13:30**: ten teams present their work publicly.	This skill has a strong sense of legacy. The Skill Advisor was CE when it launched in 2001/2003; current SCM Thomas Mak competed in 2003 (bronze). CE Mr Ryu acts as an ambassador, helping new countries join the skill, and the Expert Lead/ESR bring years of industry experience. Built on the internet and open standards, the skill naturally narrows global gaps, and Experts are known for being collaborative. Looking ahead, the skill sits at the edge of the AI era: generative AI can handle much of the coding, making human skills such as communication and understanding client needs more important than ever. New this year: local AI in one module and centralised custom AI in the team module, alongside Expert-led gen-AI experiments feeding	SCM Thomas Mak, and CE, Mr Ryu.

into the skill's 2028
Technical Description.

18	Electrical Installations	One project develops across all four competition days; each Competitor wires and commissions the task in their cubicle. Best filming depends on whether you want to see the build progress over time or the finished result: C1: install wireways and equipment C2: complete wireway/equipment installation, begin cabling, plus a surprise task added mid-competition (to be finished by end of C4) C3: finish all cabling and connect equipment C4: finish the project, programme building automation and motor control. Competitors work at their own pace but must hit daily milestones for marking on C2–C4.	The cubicle is tight (1.6m deep, 2.2m opening), so getting close for action shots could interfere with the competitor — coordinate access with the CE in advance.	The Test Project covers planning, installation, wiring, testing, programming and commissioning of electrical systems for homes, commerce and industry, plus a surprise task revealed on C2. Industry trends reflected include building/home automation, PLCs, EV chargers and energy-efficiency monitoring. Partners: Siemens, Stanley Black & Decker, KNX, Fluke, Autodesk.	CE - Harald Haugen

19	Industrial Control	Best days: C2 and C4. Day 2 — the industrial system is fully assembled on the wall and wiring/connection work begins, making the project easy to follow. Day 3 is rushed due to safety reporting and not recommended. Day 4 — Competitors move to programming, bringing the automation to life.	**C2 and C4** for controlled close-ups and eye contact. The skill shows strong visual progression — the wall goes from empty to a fully working machine by C4. Note: many manual hand tools are in use inside an enclosed workstation, so there's a safety risk if a Competitor moves suddenly; outside the workstation is fine anytime, but access inside during risky work needs care. Day 2 (wiring-focused) and Day 4 (programming-focused) are safest; avoid close-up access on Day 1, when Competitors are cutting and sawing.	This year's Test Project simulates a clean-energy industrial process, reinforcing the skill's sustainability theme (including efforts to reduce material use). The biggest change is a redesigned finish: rather than Competitors trickling out at staggered times, work is pulled forward so most finish on C3, with a final shared one-hour module on C4 afternoon ending around 16:40 — everyone finishing together for a shared celebration moment, open to media. Several Experts are former gold medallists coaching the next generation: Heejae (Korea, gold 2011), Lucas (gold 2017), Chen (Chinese Taipei, competing since Calgary 2009) and Hakan (Sweden, with the skill since Shizuoka 2007) — a strong 'experience meets new talent' story. Long-time partner Siemens supplies industry-	Adelino Santos (PT) and the Expert Lead.

				standard automation kits, bringing authentic industrial equipment and conditions into the competition.	
20	Bricklaying	The final two days of competition, especially the last hour, when projects are near complete and highly visual.	Any day before the competition for setup, except C-2 (familiarisation day).	Several Experts are former Competitors who can share their journey. The Test Project design balances industry trends with traditional skills and the host country's style. Bricks are supplied by a Chinese supplier; levels by Stanley.	CE Rene Letoile SCM James Cronin
21	Plastering and Drywall Systems	Middle of C2, media can see the build of the project. Middle of C3 some of the finish/plastering applied.	**C2 and C3, 14:00 - 15:00**	The test project is split into 4 skills sets. Two days of building the project, one day of applying plaster and finish coatings. One day that covers three other skills. Heritage works fitting, plaster mouldings, a decorative textured coat and then freestyle. This is an opportunity for the Competitors to show off their skills	Chief Expert

22	Painting and Decorating	Day 2 afternoon — speed mural competition.	C4, 09:00–11:00am.	The move to HVLP spray means the competition now uses four purpose-built spray booths with clear Perspex fronts, letting the public safely watch Competitors apply spray coatings.	SCM or CE
23	Autonomous Mobile Robotics	Any time, any day.	**C1 – C4, 16:30–17:00**.	For 2026, the format shifts from all Competitors doing the same task simultaneously to a rotation system — five teams working on different modules at the same time.	SCM - Johan Benade CE - Erhard List

24	Cabinetmaking	C4 (final day), ideally during the last working session — projects are nearly complete, with final fitting, surface prep and finishing underway, showing the full design and craftsmanship.	**C4** morning — projects are well advanced but Competitors are still working: ideal for portraits, close-up craftsmanship detail and action shots.	Chinese cultural references feature throughout: a 3D-printed handle inspired by symbols of harmony, prosperity and longevity, and veneer tied to the Year of the Horse. The project blends traditional handwork with CNC, laser cutting/engraving and 3D printing, combining veneer, leather and acrylic/glass. Notable story: Tony from Chinese Taipei, bronze medallist at WorldSkills 1967.	Christian Notley Chief Expert
25	Joinery				
26	Carpentry	C3–C4.	No specific recommendation.	The Test Project combines Carpentry with Joinery and Plumbing, and the finished piece will go into the WorldSkills Museum in Shanghai.	Allen Hill

27	Jewellery	All four days offer strong photo/filming opportunities: C1 (Wed 23 Sep): initial concepts and four sketches, then bench work 10:20–17:05 C2 (Thu 24 Sep): ideas refined into two sketches, manufacture continues 08:50–16:35 C3 (Fri 25 Sep): developed drawings translated into a physical element in 18-carat yellow gold, final drawing submitted; 08:50–16:35 C4 (Sat 26 Sep): final assembly and finishing, 08:50–15:35 — the key media day, as all finished pieces can be viewed together before assessment.	The full four-day arc — sketch, refinement, manufacture in gold, finished piece — makes the strongest visual story. Close-ups are possible during drawing, forming, fabrication, soldering, laser welding, assembly, filing and finishing, but controlled photography must be arranged in advance with Competition Management so it doesn't interrupt Competitors. Competitor interviews need prior approval and can only happen during Competitor's scheduled break or after their working day ends — daily interview windows by group are available on request.	One brief, one piece of gold, many outcomes. Over four days, every Competitor works from the same client brief and mood board — sketching, refining, then manufacturing a piece in 18-carat yellow gold. About 90% of the Test Project is identical across Competitors; the creative element is where individual interpretation shows. For the first time, Competitors will use laser welders, reflecting current industry practice alongside traditional bench skills. One of the two External Assessors — a former French Competitor from WorldSkills Kazan 2019 — also designed this year's practical Test Project, a strong interview angle. The final display lets media compare technically similar pieces with very different creative responses to the same brief.	Anupam Karmakar (IN) ESR for Media WorldSkills Shanghai 2026

28	Floristry	First module ready by 12:00 on C1. Each day has two modules (morning and after lunch); finished work is displayed beside Competitors after each module. New this year: a Flower Market Place, where Competitors must buy their own flowers and materials for each module, much like in real life — a strong photo opportunity.	Any module is fine, as long as filming doesn't distract Competitors.	The Test Project always incorporates elements tied to the host country, encouraging new solutions and perspectives while letting Competitors show their own skills. This year the skill will also collaborate with another skill.	The CE
29	Hairdressing				

30	Beauty Therapy	Six modules covering typical spa/salon treatments, split across four Competitor groups completing all modules over four days. C1–C3: Module 1 — men's grooming (2h30); Module 2 — body contouring/massage (3h10); Module 3 — eyebrow shaping, lamination, tinting, lash extensions (3h); Module 4 — men's sports hair removal (2h30); Module 5 — classic French nail design (2h30). C4 (finale): Module 6 — fantasy make-up and nail art mystery box (3h15).	Familiarisation day: group photo. Each competition day opens with a warm-up/dance session. Daily Test Project windows: **C1–C3, 10:00–12:00**; **C4, 10:00–12:30**. C4 Finale (from 12:15) is the highlight — a make-up extravaganza with costume design and a runway parade. Group photos are also taken at the end of competition.	The Test Project, designed by two independent designers, is revealed to Experts and Competitors only on C-2, and independently verified this year by retired CE/SCM Sue Simpson. Competitors will use Chinese brand REVACL products (skin, body, hand and foot treatments), with REVACL also supplying branded towels and headbands. For the first time, all treatments are performed on live models rather than mannequins. A number of surprise elements and secret items are only revealed on the day, raising the difficulty and pushing Competitors to train across the full skill standard rather than only past Test Projects. Key sponsors: Revacl, Lan Mei, Color Story and other leading Chinese brands.	Menna Kleine (best contact, as Experts will be judging throughout) and Chief Expert Vaishali Shah.

31	Fashion Technology	C1, 09:45–10:30: draping module with fabric on the mannequin, several designs. C2, 13:30–15:45: skirt construction, same design for all Competitors.	**C3, 14:30–16:30**: bolero construction, each Competitor's own design.	Reworking the skirt to add an overskirt of their own design — new for 2026.	Contact the SCM, Donna
32	Pâtisserie and Confectionery	C1–C4, 3:00–6:30pm.	**C-2** (familiarisation), and C1–C4, 15:00–18:30pm.	The Test Project is now published six weeks before competition (previously three months). New countries competing this year include Poland, Georgia and Argentina. The skill also has a strong partnership network.	Chief Expert Alan Dumonceaux.
33	Automobile Technology				

34	Cooking	10:45–12:00, in both the Fusion Bistro and Fine Dining areas. Daily, 3–4pm: the Sensory Perception Laboratory module, using AI/AR glasses for ingredient identification and kitchen hazard perception testing.	Familiarisation Day **C-2** is ideal for staged dish photography — let the SCM know in advance what's needed. Official Photographers may also join live service in the Bistro and Fine Dining areas each day (**12:30–13:30**), with close-up access, after notifying SCM34 and SCM35 and following their direction on shot timing and placement.	Skill 34 reflects the evolution of the culinary profession, blending classical cookery with contemporary technique and a strong sustainability focus. Competitors are judged on technical skill, flavour, presentation, organisation, adaptability, food safety and resource efficiency, with greater emphasis on ingredient use, waste reduction and responsible sourcing. A new Culinary Perception Laboratory module uses AI to support (not replace) expert judgement on presentation, consistency, sensory quality and sustainable kitchen practice. For the first time, Cooking fully collaborates with Restaurant Service (Skill 35), integrating kitchen and front-of-house to deliver a complete guest experience and preparing chefs for a more sustainable, tech-enabled industry.	SCM Sean Owens or CE Sean Kettley— SCM/CE only

35	Restaurant Service	C2 and C3 is best, giving Competitors time to settle in. Five modules: Shanghai Banquet, International Fusion Bistro, Fine Dining Lantern Restaurant, and the Great Wall Barista Café/Bar (split into two modules). Fine Dining and the Cocktail Bar are the most visual: Cocktail Bar runs morning and afternoon; Fine Dining comes alive from 1:30pm with classical and modern service, wine decanting, skills tasks and flambé work, plus Competitors in national dress. Banqueting features champagne service and live dessert preparation; Bistro is a fast-paced garden-style service. Each area uses distinct colours and design to showcase Chinese history and culture.	Early morning, before guests arrive, for calm setup shots; during service for full action.	The Test Project recreates real five-star service as closely as possible, blending classical and modern skills. For the first time, Cooking (Skill 34) and Restaurant Service work hand in hand — chefs and servers collaborating directly, with all food served in the restaurants prepared by the cookery Competitors. This is a major step for Shanghai 2026, with a strong sustainability focus using local produce and a zero-food-waste goal.	Ray Cullen SCM Andrew Langford CE
36	Car Painting				

37	Landscape Gardening			
38	Refrigeration and Air Conditioning	Module A – Installation (C1), mid-morning/mid-afternoon, showing pipework, component fitting, electrical connections and specialist tools. Module D – Fault Finding (C3), mid-morning/mid-afternoon, showing diagnosis, measurement and testing. Module C – Brazing Speed Challenge (C4), morning only, ~2 hours) — fast-paced and highly visual, showcasing precision brazing under pressure.	Module A (C1, mid-morning) and Module D — Brazing Speed Challenge (**C4**, morning) offer the clearest views of tools, equipment and competitor engagement for controlled, close-up shots.	This skill is evolving fast alongside global sustainability goals and the shift to lower-GWP refrigerants and heat pumps. Highlights include installation, commissioning, testing and optimisation of systems; advanced fault diagnosis reflecting real service practice; precision brazing and fabrication; and digital measurement and energy-efficiency analysis — all showing the blend of traditional trade skill and modern technology today's technicians need.

39	IT Network Systems Administration	No particular day or time stands out — all work happens on computers, with no physical end product.	C4 is not a good choice. It's a short day with a busy troubleshooting task, no visible end product to be captured by photographers.	The Test Project runs across four daily modules. C1–C2: setting up virtualised servers for a customer using industry-standard software (Linux, Windows). C3: configuring network communications so servers can talk to each other, using Cisco technology. C4: acting as help-desk technicians, resolving simulated user errors and system failures.	SCM – Troy Pretty
40	Graphic Design Technology				

41	Health and Social Care	All 16 rooms stay open to audiences throughout, so live footage of Competitors can be taken during sessions. Audiences can watch Competitors carry out their Test Project with live patients across simulated Hospital, Home Care, Day Care and Residential Care settings. Recommend filming all 20 Competitors performing at least once.	Competitors wait their turn based on the workshop's time plan (a copy can be shared for planning). While waiting, willing Competitors can be photographed — comfort level varies by person — but Competitors must not observe each other's performance during a photoshoot. For Experts, filming works best either early morning before competition starts, late evening after the last session, or during live sessions.	The Test Project follows global industry standards. Modules have been reduced from 16 to 12, with each expanded by 15 minutes for a newer, more comprehensive format designed by external designers and validated by experts from across continents. The Expert team blends new (35%) and experienced (65%) members, combining fresh perspective with retained expertise. Major partners are from China, alongside VCOM.	Shubhada Vishwas Sakurikar, SCM
42	Dental Prosthetics	C1, C2 or C3 — intraoral scanning, 3D printing, CAD design and milling.	Any day or time works.	Dental Prosthetics is a new skill this cycle — all spectators are welcome to see what it involves.	Emmitt Miller scm.dental.prosthetics@worldskills.org
43	Retail Sales				

44	Visual Merchandising	C3 and C4.	Any day, C1–C4.	The competition has moved from a window-box format to a more industry-standard project: designing an interior retail space to promote specific products.	scm.visual.merchandising@worldskills.org
45	Digital Interactive Media Design	One hour after competition starts on C2 and C3 — Competitors working individually at computer workstations on Module B (graphic design/creativity: icons, posters, brand visuals) and Module C (video content: shooting, editing, effects). The process is quiet but intense.	Controlled sessions with the Official Photographer can be arranged within the same window (one hour after start, **C2 - C3**), capturing close-ups of design interfaces, colour grading and video editing.	This year's Test Project theme is 'Brand Communication and Market Operations'. Competitors complete a full 22-hour workflow from requirements analysis through graphic design, video production, and interactive media integration — mirroring real project delivery. The skill has drawn strong global interest, reflecting fast-growing demand in digital media design (websites, apps, VR/AR). For the first time, the competition raises the Performance Optimisation and Review module to 25% weighting, reflecting the industry's shift toward data-driven design.	Skill Competition Manager (SCM)

46	Concrete Construction Work	C4 to 11:30 (end of competition). Five modules: a concrete wall with openings, a garden bridge (in the style of Chinese gardens), a concrete furniture piece, a reinforcement cage, and a concrete image.	Formwork removal — seeing the finished result — and the moment the surprise opening assignment is revealed on the final morning. **C4 to 11:30**	By 11:30 on C4, the quality of each Test Project becomes clear, followed by an emotional close to the competition.	SCM Thomas Prigl
47	Bakery	End of each day's shift, when finished products are presented: C1 18:30, C2 16:00, C3 18:30, C4 16:00 — or action shots throughout the day as Competitors work.	**C1–C4**, action shots throughout the day.		Bakery SCM or ESR's for media

48	Industry 4.0	C1, 09:30–10:00: teams begin hands-on work at the physical stations. C4, 12:00–13:15: attractive visualisations on large screens as teams connect to the 'Central Factory' — a model factory representing modern connected smart production.	**C2, 12:00–13:15**: strong visuals as physical systems are augmented with virtual content on large screens per team — recommended for publication.	This skill tests how future professionals apply the latest technology to make production smarter, more reliable and more efficient — through AI, secure communication, transparent visualisation and production optimisation — connecting Operational Technology (shop floor, machines) with Information Technology (software, AI). For the first time, a large, realistic 'Central Factory' production system runs live in the workshop, giving all teams real industrial data and problems (e.g. data analysis, fault-finding) to solve. Industrial partners Festo and Siemens supply equipment and on-site technical support. China, the reigning 2024 Champion, is seen as the benchmark, with Switzerland and India (2024's 2nd and 3rd place) also building strong expertise.	Dr Stefan Kapp scm.industry.4.0@worldskills.org

49	Heavy Vehicle Technology				
50	3D Digital Game Art	C1, around 11:30am and 15:30; C2, 13:00 (Ubisoft Shanghai visit); C3, around 15:30; C4, around 11:30am.	**C2, 13:00** — Ubisoft Shanghai's MD and Creative Director visit.	The Test Project was designed by an Independent Test Project Designer from Ubisoft Shanghai and is based on a Ubisoft game, that was officially announced in late August; the title stays confidential until revealed to Competitors on C1 — a rare, direct link between WorldSkills and a major game launch. Ubisoft Shanghai's Managing Director and Creative Director will visit the workshop on C2 at 13:00, continuing Ubisoft's engagement after WorldSkills Lyon 2024. As one of the world's leading AAA game studios, Ubisoft's involvement showcases the skill to a wider audience and highlights the direct link between competition-level skill and professional game development.	scm.3d.digital.game.art@worldskills.org

51	Logistics and Freight Forwarding				
52	Chemical Laboratory Technology	C1–C3, 10:00–12:00 and 14:30–16:00 — Competitors carrying out reactions and purification steps.	**C-2** (familiarisation day), after 14:00, for controlled photos with Competitors and Experts.	Industry trends in focus: sustainability, green chemistry and the circular economy. The Test Project covers analysing food, soil, medicine and mineral samples, measuring what the eye can't see, and synthesising, extracting and purifying natural and synthetic substances.	Workshop Manager: Youli Wei Chief Expert: Hans-Thomas Schacht SCM: Marco Tulio Bornia

53	Cloud Computing	C1, late morning — Competitors are deep into building cloud solutions with AI assistance, working, with the live scoreboard starting to show a gap opening between them. Expect intense focus across twin screens, colourful data dashboards and a live leaderboard updating behind them.	**C1**, late morning — Competitors are settled and absorbed, with the leaderboard glowing behind them; good for workstation close-ups and eye-contact portraits during a brief pause. Avoid the final hour of the day, when they're racing the clock.	Cloud Computing reflects the industry's biggest shift — AI — while keeping the focus on real human skill. Day 1 has Competitors use AI to help build solutions, mirroring how the industry works today; on C2–C3, AI is switched off and Competitors rely solely on their own expertise, ensuring the competition still tests genuine cloud skill. Tasks are based on real business problems, delivered with AWS, judged on smartness, reliability, efficiency and sustainability, with a live leaderboard adding drama. Exact challenge details stay secret until competition begins.	Lee Chit Boon, Skill Competition Manager scm.cloud.computing@worldskills.org
54	Cyber Security				

55	Water Technology	C1–C3, 09:00–17:00; C4, 09:00–15:00. Work alternates between computer simulation/process control of water and wastewater treatment, and hands-on pump maintenance and lab water-quality testing, across morning and afternoon sessions (the schedule rotates by day).	**C4, 13:00–17:00**, on the final day — Competitors will have finished all tasks by around 14:30.	Three in four jobs worldwide depend on water (UN Development Report, 2016), underlining the need to train skilled workers for the water sector — especially as most of the world's wastewater is still released untreated. The competition tests water-quality testing, process understanding and system maintenance. Official sponsor: Festo Adiro, supplying water management systems.	Liu Qishan (SCM) Hilmar Tetsch (CE)
56	Hotel Reception				

57	Additive Manufacturing	C2 or C3 — Competitors scanning Test Project parts and 3D printing.	After lunch during the competition.	For Shanghai 2026, Skill 57 introduces its first comprehensive, multi-part Test Project, developed with the ITPD to reflect the real day-to-day work of the profession: gathering customer requirements, creating a new additive design, running calculations, scanning parts, manufacturing prototypes, and assembling the finished project — with the possibility of last-minute requirement changes. Parts use different materials and must be assembled into a specified structure.	Chief Expert Prasanth Kumar
58	Digital Construction	C1, 11:00–12:00 (conceptual modelling, visualisation, rendering); C2, 10:00–12:30 (architectural modelling); C4, 13:00–15:00 (collaborative architectural design).	**C3, 15:30** (after finishing time); **C4, 14:00** (during and after competition).		Guoqing He (SCM) Larissa Schneiderbauer (CE)

59	Industrial Design Technology	C3 afternoon, around 16:00 — Competitors completing design prototypes.	**C4 around 15:30** — Competitors finish their module work and present results publicly; lighting can be set up and Competitors asked to stay at their workstation.	The skill introduces AI tools for the first time this year, to help improve the quality of Competitors' designs — following a broader industry trend.	Chief Expert
60	Optoelectronic Technology	C3, around 14:00 — Competitors building an LED billboard for a coffee shop. C2, around 11am — Competitors designing an LED screen for WorldSkills Shanghai advertising.	**C1, around 14:30**, at competition end.	Optoelectronic Technology combines light and electricity, spanning lighting, LED displays and optical sensors. For Shanghai 2026, the Test Project introduces a self-driving vehicle application using optical sensors, reflecting fast-growing trends in intelligent sensing and mobility. Global Partner VCOM has supported this skill across three WorldSkills Competitions, connecting it to real industry practice.	Tyler Chen – SCM scm.optoelectronic.technology@worldskills.org

61	Rail Vehicle Technology	C1–C4, 08:00–08:20.	C1–C4, 08:30–21:00.	Test Project: commissioning of a compartment door, vehicle bogie work, pantograph control, and vehicle repair.	SCM and CE
62	Renewable Energy				
63	Robot Systems Integration	The Test Project is a continuous build: Competitors add new elements to the robot cell each day. Day 1 morning starts empty; by day's end some elements are visible; by the final day, everything is installed. There's something new to see every late afternoon.	Late afternoon each day (**C1–C3**).		The Workshop Manager or Chief Expert or Skill Competition Manager
64	Unmanned Aerial Systems	C1 — drone building and flying. C3 — autonomous drone flying. C4 — programmed drone flying and final challenge.	**C2** — a slower day, giving more time with Competitors.	This is the skill's first year — drone technician is a job of the future, with 11 country Members competing.	Alan Ball - SCM Derek Murphy - Sponsor (Studica)