IEEEXtreme is a global challenge in which teams of IEEE Student members – advised and proctored by an IEEE member, and often supported by an IEEE Student Branch – compete in a 24-hour time span against each other to solve a set of programming problems.

This year’s competition took place on 19 October 2019. The competition was represented by 809 universities from 73 countries. In total, there were 4,134 teams registered to participate with up to 3 members per team. All 809 participating schools can be found on the IEEEXtreme Website.

We’re excited to announce that the global winner was a team from the University of Illinois - Urbana, Team: TheCornInTheFields from Region 4. This was a very tight match between 1st and 2nd place with the winning team pulling out the “W” by only a small margin. All participants, judges, and proctors had visibility into the scoreboard and all were watching intently as the top 10 teams battled it out.
To view the rankings Globally, per Region, Country & School please visit our website.

About IEEEXtreme

IEEEXtreme was created in 2006 by Marko Delimar and Ricardo Varela who, at the time, were with the IEEE Student Activities Committee. The first IEEEXtreme 1.0 competition was held in 2006 with the global participation of 44 teams and 150 contestants. The numbers more than tripled the second time it was held, in 2008, to 130 teams with 500 participants. For this, the 13th edition, with 9,300+ Participants, plus Proctors, Student Ambassadors and Judges from around the globe, IEEEXtreme has grown to more than 11,000 members.

IEEEXtreme 14.0

Follow us on Facebook, Twitter, Instagram or Collaboratec for up to date news on IEEEXtreme 14.0. The executive committee starts planning for the annual event beginning in January. Registration opens at the beginning of August and the event takes place in mid-October. Announcements will be posted on our social channels. Those interested in volunteering, please email ieeextreme@ieee.org.