





BDS: your learning guiding star

Big Dipper (Seven Guiding Stars) has been used as a pointer helping people to find the North Star. Our role is just like the Seven Guiding Stars, assisting our clients to reach their final goals with the latest I.T. solutions. Our energetic and creative teams always do research on the latest technology, including mobile & web development, augmented reality, virtual reality, motion sensing, etc. Helping them to visualize the ideas into a fun and interactive user experience.

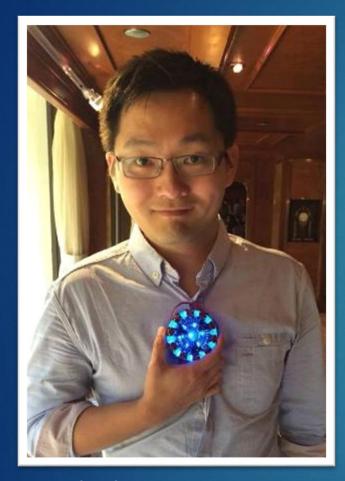


BDS Vision

We focus on the technology development, however, we are more concern on how to <u>use</u>
the technology to solve
the real-life problems.

Technology is just a tool, we use it to create things that can change the world. This is the job that we are doing everyday.





William Chan **Founder**

Education:

Honors Bachelor of Mathematics, Operation Research, Co-op, Minor in Computer Science at University of Waterloo, Canada

Achievements:

Starwish Little Prince Studio















Big Dipper Studio













Other Activities:

- 6 times School-Company-Parent Program Instructor
- e-Learning Consortium Executive Committee member
- Hong Kong ICT Award Best Student Invention Award Judge
- Asia Pacific Robot Competition 2015 (Hong Kong Region) Judge

BDS Milestone



JUL 2015 BDS was invited to visit Fuzhou NetDragon Headquarters

JUN 2014

BDS started operation



Participated in the Tainan Education Festival

NOV 2015

Founder William Chan was invited by Cyberport and the University of Waterloo, Canada to share in "Wearable Technologies and Startup"



DEC 2016

WSA

Won the World Summit Awards (China Region) Learning & Education Gold Award

OCT 2016

Won the WITSA Global ICT Excellence Awards Digital Inclusion Merit Award

JUL 2018 Participated in Russ **RISE Summit** Won the SME's Youth



Participated in China International Education Equipment (Shanghai) Expo

DEC 2017

Participated in The 73rd China **Educational Equipment Exhibition**

NOV 2018 Participated in GIES

JAN 2020 Join BETT Show

with AiTLE & Hong Kong teachers

APR 2019

Participated in The 76th China Educational **Equipment Exhibition**

OCT 2019

Participated in

The 77th China

Educational

Equipment

2020

DEC 2014

Join the Cyberport CCMF

數碼港 AUG 2015

Join the Cyberport **Incubation Program**



Won the HKICT Awards Best Lifestyle Grand & Gold Awards









DFC 2016

Participated in Asia Pacific ICT Awards

OCT 2016

Founder William Chan was the first 100 young entrepreneurs participated in MEET organized by **OUR HONG KONG FOUNDATION**

AUG 2017

Entrepreneurship Award

Participated in the Tainan Education Festival

AUG 2018

Participated in the Tainan Education **Festival**

OCT 2017

Participated in MEET organized by **OUR HONG KONG FOUNDATION**



DEC 2018

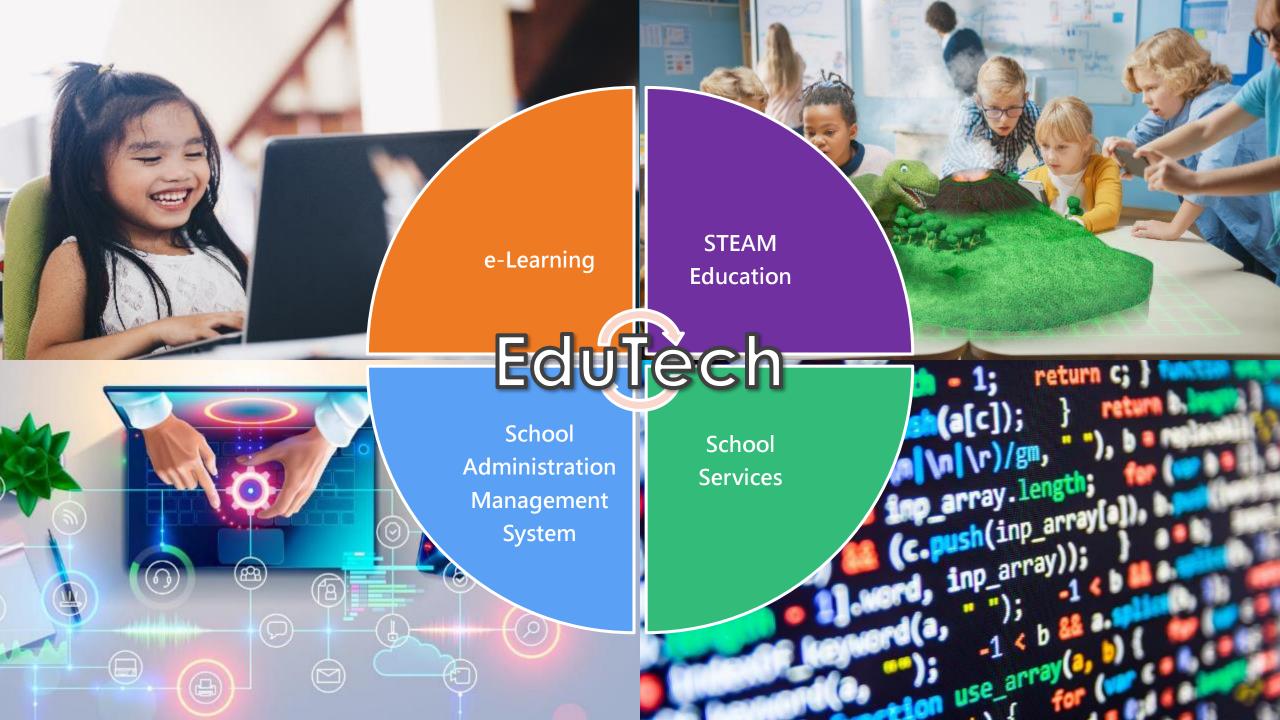
Participated in Yidan Prize Summit

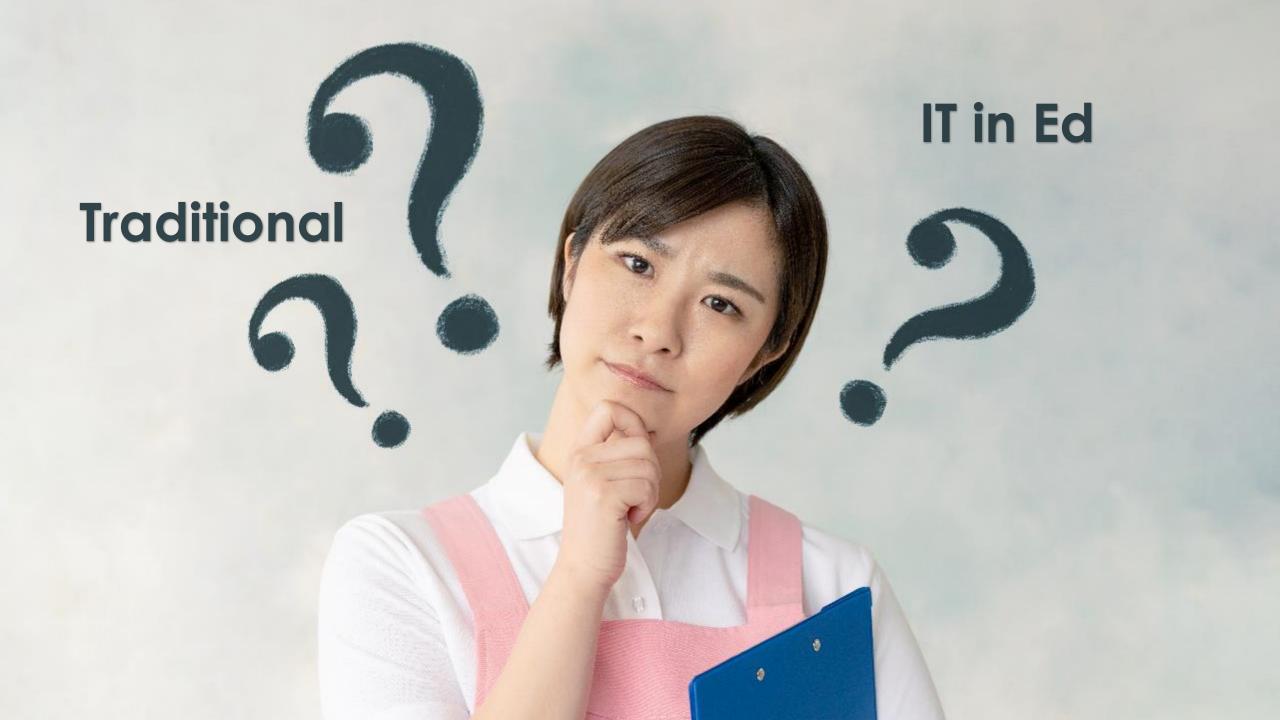
> Exhibition **DEC 2018**

Participated in Cross-Strait Maker Education Forum

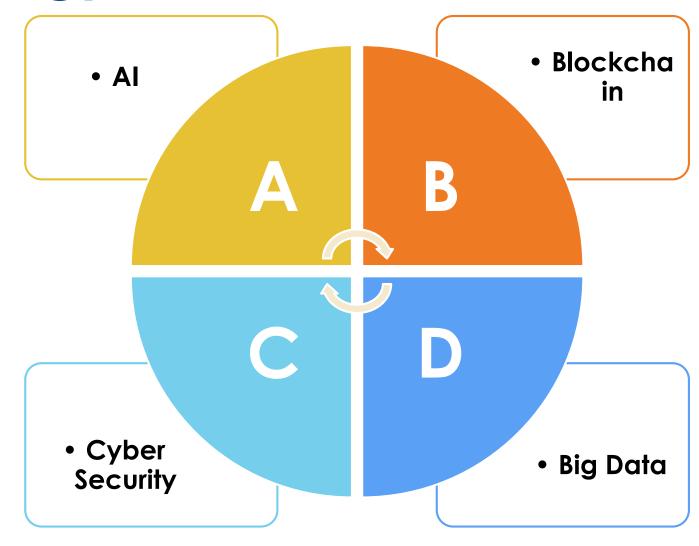
JAN 2018 Join BETT Show with AiTLE & Hong Kong teachers





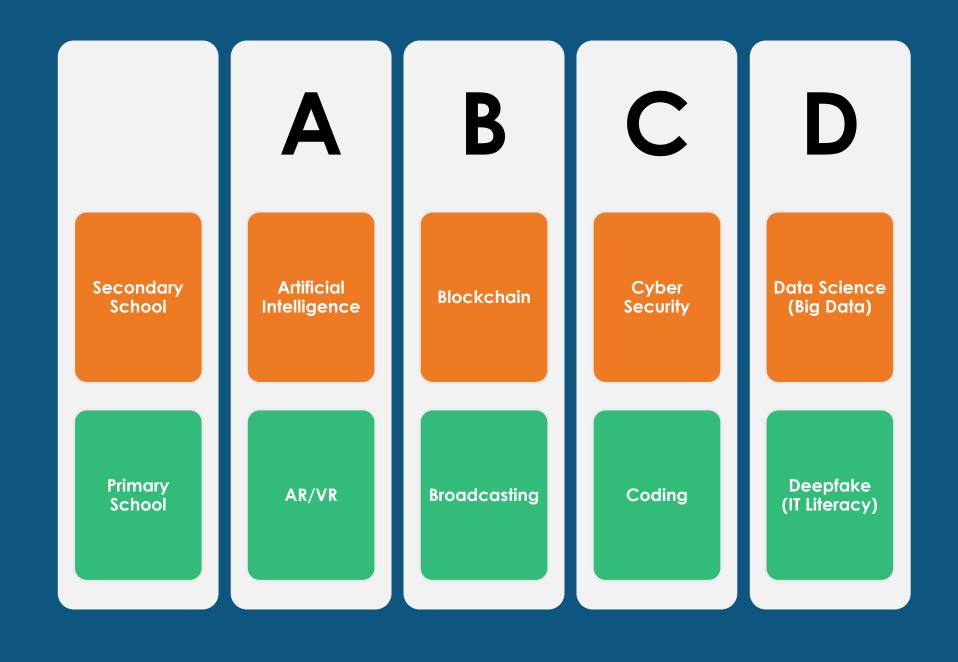


Technology ABCD









Coding

Software

Hardware

Machine Learning (AI) Cloud Computer

VR/AR

Game Development

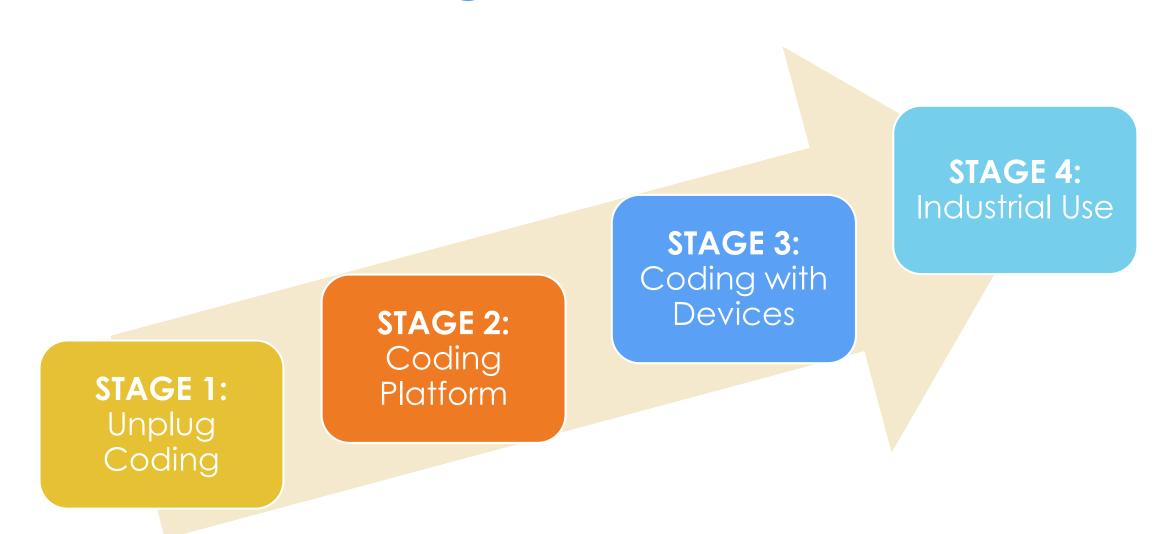
more ...

Al Robot

iOT

more ...

All about Coding





e-Learning





iFloor: Interactive Floor Learning Platform to engage students in classroom learning













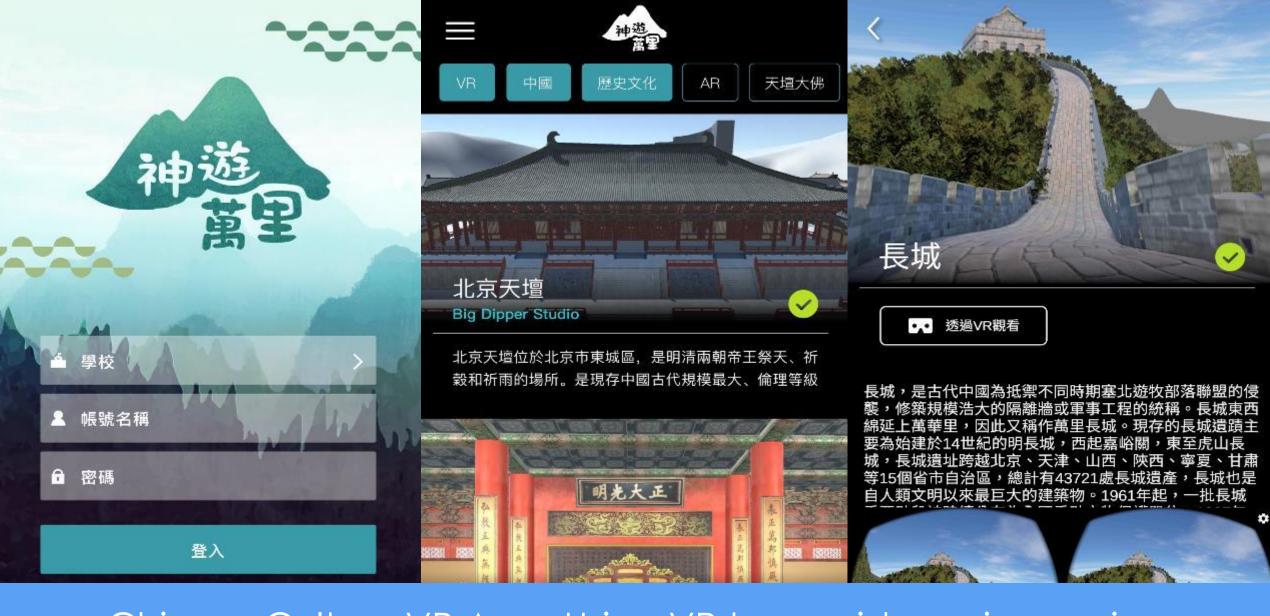




■ 知識問答▶

由随唐時代發明,經過數個朝代技術上的改進, 而後發展至宋代,雕版印刷技術上已經相當成熟 ,雕版印刷在印刷技術、印刷品質、印刷數量各 方面都達到了輝煌成就,加上精良的造紙和墨色 技術,使本時期的印刷品趨於完美足以成為後世 典範,兩宋時期也為我國雕版印刷的黃金時期, 因此宋本書也成為一種珍貴的版本。但是雕版印 剧卻有一個缺點,就是需要花費相當長的時間, 才可以將一本書籍雕刻完畢。對於生產速度、出 版書籍及知識流通上,對其發展是一個重大障 的印刷術以取得更便捷的方法,活字版的發明就

Chinese History AR App: Using AR to let the students to explore our history in a fun way



Chinese Culture VR App: Using VR to provide an immersive environment to understand the beauty of the Chinese culture.





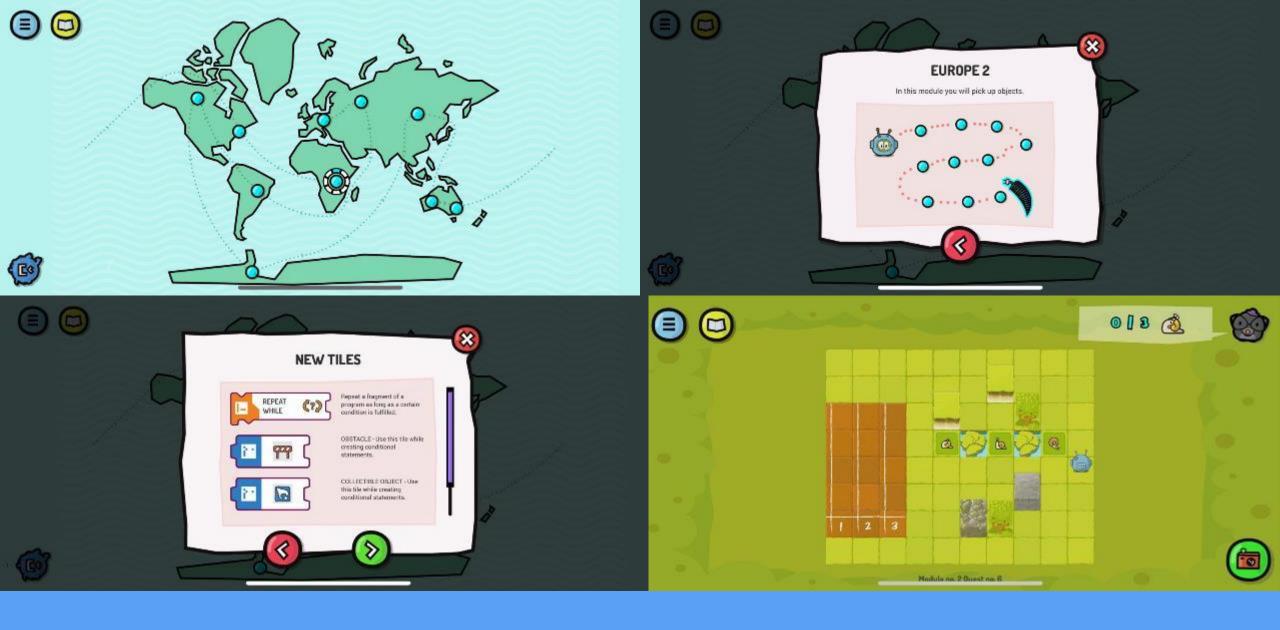
STEAM Education



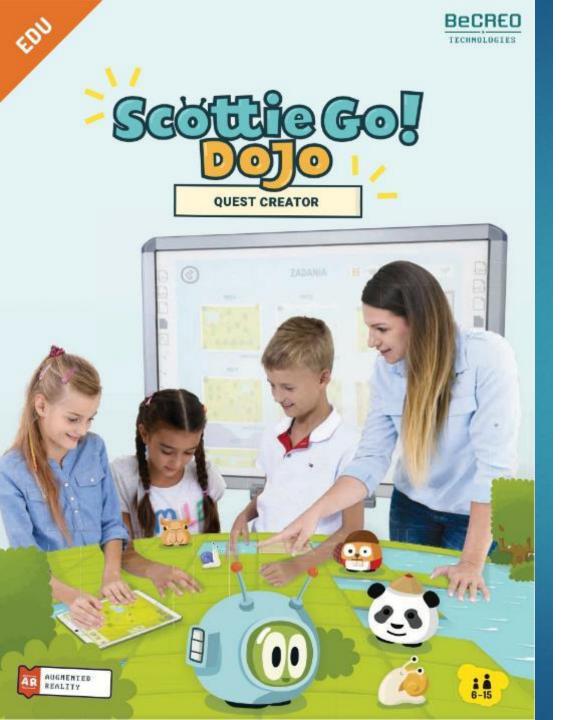




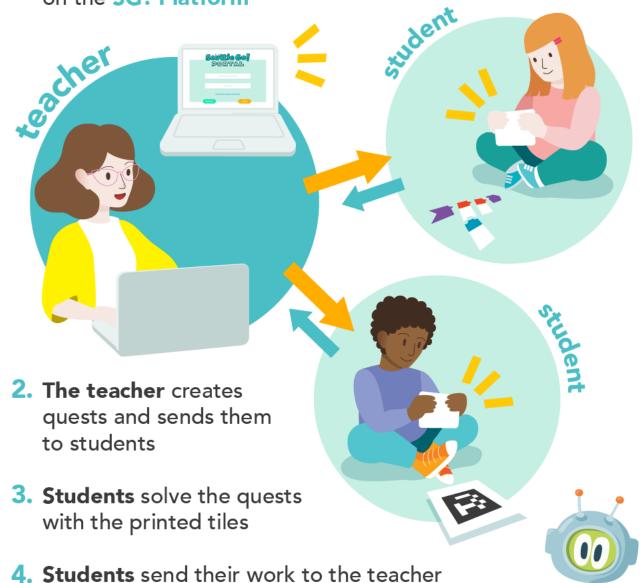




Select different levels and learn the coding concept step by step.



 A teacher manages access to the application on the SG! Platform





Scottle Co.

QUEST WIZARD

SCAN QR

QUESTS

CREDITS





Students can create their own coding quest and challenge others.





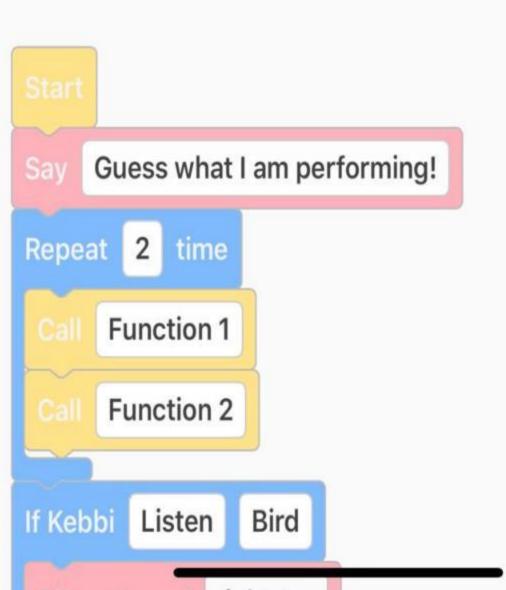


Heads Up



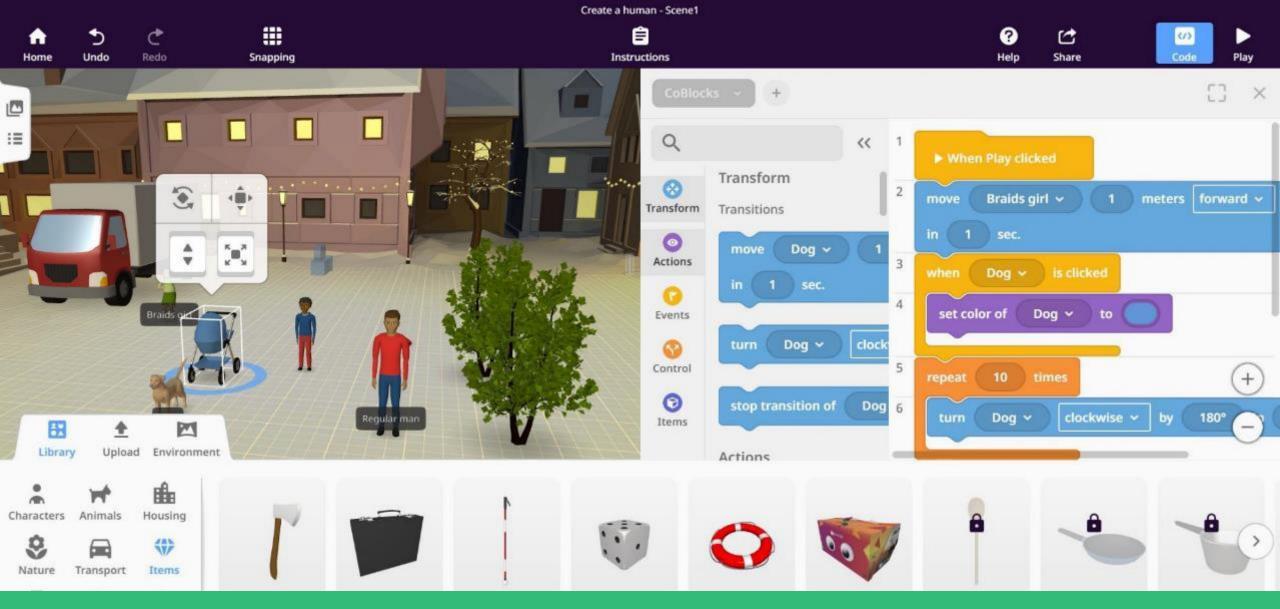












CoSpaces VR & AR













Library bound do or an amount of the restaured being on load do quarted being mind out to labore at above magnetaleur.

Duis auce intro dolor in reprehenderit in voluntate volir esse dillum dolore ou huzlat nulla pariatu.





Travel the world inside the classroom

用眼睛遊歷世界





LEADERSHIP

ASSERTIVENESS



School Learning Space













Smart touching projection with a new type education interactive device of science and technology

Smart learning by playing games

By using a large screen to learn naturally in the games Interactive learning to naturally absorb it in a happy atmosphere

Big Dipper

Product Applications







Movable Meeting

Edutainment

Theater Balcony





AR Campus

恒生一直致力栽培年輕一代。今次 與創新教育共享聯盟合作,為中小學生 帶來一個互動藝術創作計劃 廣STEM教育,讓學生們學習開發和設計 AR網站平台,以掌握數碼技術和應用, 並可曠闊視野,迎接未來的挑戰。













Colorful Journeys

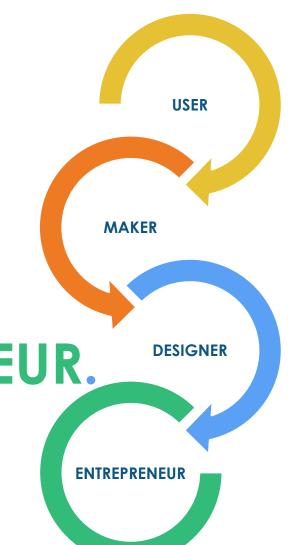
Augmented Reality | Client: IESA, Hang Seng Bank

Incubate students to transform from

1. a USER to a MAKER,

2. a MAKER to a DESIGNER,

3. a DESIGNER to an ENTREPRENEUR.



we visualize ideas into reality





Virtual Tour Production



Interactive Apps



VR & AR Apps



Robotics



Web Development



System Development



Design & Illustration





William Chan 9169 6110 william@bds.hk