

As of 31 Aug 2021



數碼港STEM教育方案 引領學習新趨勢

Driving New Learning Trend by Cyberport STEM Education

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數碼港
Cyberport



VISION

Cyberport aspires to be the hub for digital technology, creating a key economic driver for Hong Kong



Over 1700 Cyberport Digital Community Members

808 On-site

98

Office
Tenants

651

Smart-Space
Companies

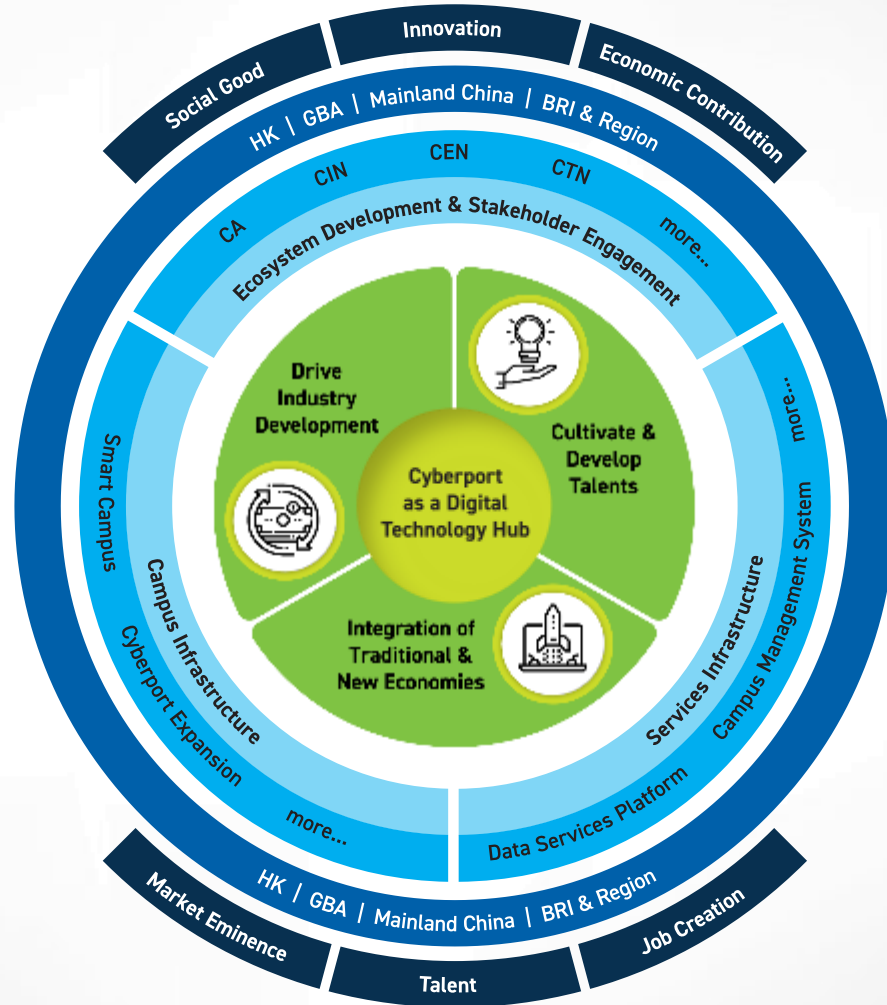
59

Incubatees



All figures as of 31 July, 2021

數碼港 Cyberport

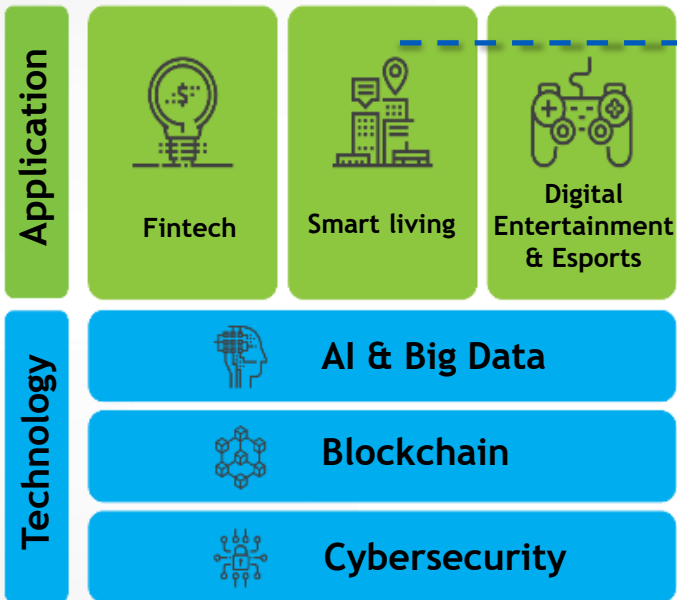


- Impact Generated
- Key Enablers
- Strategy Focus
- Aspiration








Industry Development

Application + Technology Clusters

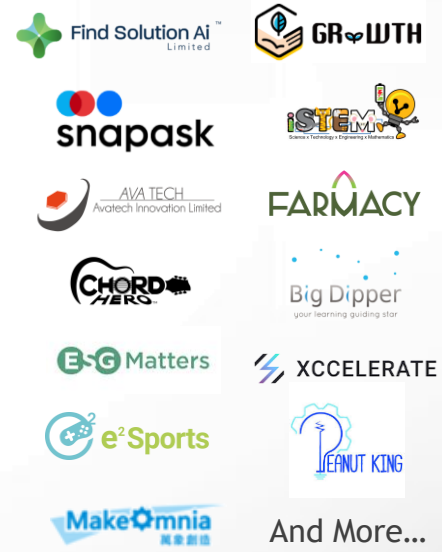


Cyberport EdTech Portfolio

-  Game-based and Immersive Learning Solution
-  Educational Equipment
-  Management System
-  eLearning Technology and Solution
-  Smart Campus Solution

140

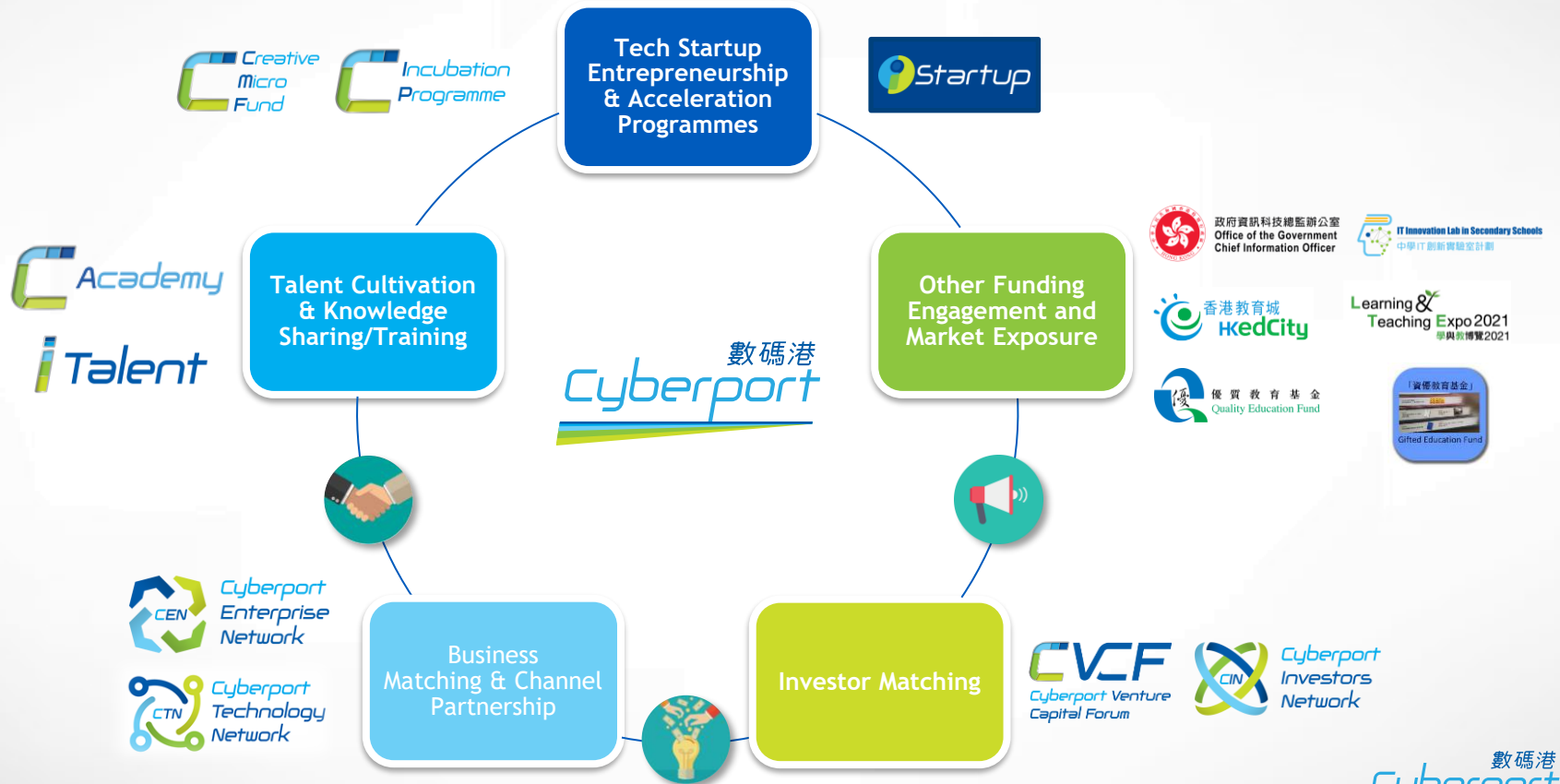
Cyberport EdTech Community Members



And More...



Support for EdTech Innovation Start-ups





EdTech Ecosystem

A comprehensive ecosystem

Government Authorities & Funding



NGO Partners



Major I&T Enterprises



Tech Startup Solutions



Tertiary Education



Secondary Schools and Primary Schools





Exhibition in Learning & Teaching Expo



- Participated Since **2013**
- Featured **45+** companies participated
- Organized **250+** school meetings (2019)
- Bring **Innovative & Practical** Products & Solutions to Schools

Co-organising Edventures GBA Summit



- **Esperanza** - Cyberport Venture Capital Forum 2020 EdTech Ecosystem Partner
- Introduced **20** EdTech Companies to global EdTech educators & investors

Previous Events

Previous Achievement



A training series for driving inspiration, innovation and collaboration between teachers, startups and educators, for advocating the solutions for Future on Education



STEM+E Summit X EdTech Demo Day 2021



Featured **20+** EdTech & STEM Education Solutions & Products to **70+** schools



Introduced funding support of **OGCIO IT Innovation Lab**



Arranged **70+** solutions matching meetings with schools



STEM Education Empowered Dynamic (SEED)

Tentative Plan 2021

Packages for OGCIO IT Innovation Lab

創科夢之旅 Cyberport Tech Education Tour
AI & Coding / Tech Innovation Workshop 101

SEED-Robotic
Coding, Drone
Coding

SEED-IoT Coding,
Digital Game Design
and Development

SEED-GreenTech,
AgriTech

SEED-Virtual
Realty (VR) /
Augmented
Reality (AR)

Drone Coding
Workshops

RoboMaster
Robotics
Competition

5G x Car Racing

Mobile AgriTech
Course
x ESG
x Green Tech

AR/VR
Gamification &
learning

#Knowledge Sharing #Award Ceremony #Certificate Presentation





無人機Code to Fly競技發展計劃

適合中一至中四級

體驗班人數：約120人 (每班2小時)

特訓人數：15-20人

全國無人機青少年挑戰賽(香港站)

競技特訓活動

15小時 編程避障訓練

15小時 群飛表演訓練

RoboMaster 青少年挑戰賽 (香港站) 備戰特訓

適合中二至中五級

體驗班人數：約120人 (每班2小時)

特訓人數：15-20人

15小時 青少年挑戰賽競賽特訓
(涉及基本機械工程及程式應用+
PID 控制與編程)



Project Name:

No. of Target students / level:

(1) Primary 3-6; and (2) Secondary 1-3

Learning Outcome:

1. Inspire students with interesting and practical car racing technical knowhow
2. Learning the basics of electrical, mechanical and programming
3. Train up the manner and soft skills as an individual or as a team

Key Contents:

20 Training Hours

Competition: (1) racing tournament; and (2) car body & racing track design

(50 schools, 200 students for final tournament)



Project Name: “Grow for Future” Program

No. of Target students / level: 200 secondary students

Learning Outcomes:

- **Indoor Farming Operations** : learning and practicing the basics of our indoor farming operating model and how to run an indoor farm
- **Knowledge of Greens** : discovering the characteristics of various edible herbs and flowers in our green knowledge bank
- **AgriTech & Future City** : exploring agriculture technology and addressing how it contribute to the sustainable future smart cities





Project Name: “Grow for Future” Program

Key Contents:

- **Science & Business based**
 - **Theory & Knowledge-based Classes** : current agricultural landscape, innovation and community involvement
 - **Workshops** : introduction of indoor farming operation basics, farm machine components, machine operation and monitoring
- **IT based**
 - **Theory & Knowledge-based Classes** : farming machine as a demonstrated example, Introduction of IoT, Cloud and edge device, IoT development, IoT application in real life
 - **Workshops** : farming data visualization
- **Additional Services:** STEM hands-on workshop, visit, talk





Project Name: AR Belt & Road

No. of Target students / level: 30 Students F2-F4

Outcome:

- Enrich history learning and develop sense of belonging towards China
- Apply Religious Studies, Language and History Learning to AR Artifact STEM Creation



Key Contents:

- 2.5 hrs Training/Workshop
- Competition in an annual EdTech Challenge 2022

Stay Tunned with Us!

For anyone is interested in the funding about EdTech & STEM Education!

FREE Industry Newsletter!

FREE Solution Matching Service!

FREE Educators Visit Programme to Cyberport!



Enquiry: youth@cyberport.hk

Website: <https://www.cyberport.hk>