



The First Real Virtuality Control Car!

Formula Square is the pioneer in putting the virtual car racing world into reality. Formula Square puts you in the gaming chair to experience the real stimulation of a professional racer. This innovative and inexpensive way of car racing gives you more immersion into real driving experience, while creating a joy of fantasy.



ABOUT FORMULA SQUARE

Founded in 2018, Formula Square is a startup company in Hong Kong that combines both e-sports development and digital entertainment. We are committed to adopting various software and hardware tools to develop all kinds of new technologies. Through a diversity of channels, our scope of cooperation may extend to e-sports centres or series of related by-products. With the fusion of reality and virtual world, we hope to change the general insights of e-sports.

ABOUT RV CONTROL

Real Virtuality Control (RV Control) is the next generation driving experience that put virtual car racing world into reality. Players drive through a real world generated on a computer screen as if you are seated in a real car and you interact with other opponents and the road infrastructure in a very realistic but also safe way. It creates the realism and excitements to the players.

With virtual technologies and real driving skills, Formula Square allows players to take control of the car in a physical way. The racing simulator is equipped with a variety of sensors, so that the model car moves through the world, controlled by the steering wheel and pedals of the player.

LOOKING AHEAD...

Formula Square will continue to develop more new technologies including Ocular Reflex G-Force Simulator (ORGS), a method to enhance first-person-view experience and Smart Phantom System (SPS), systems and methods for driving guidance.

GAME CHAIR ON MOTION PLATFORM



CONTROL HEADSET

HIGH SPEED WI-FI



STREAMING MEDIA



RC CARS



AUDIENCES



FS Academy



電競方程式控股有限公司

你的未來從這裡開始
Your Future Starts from Here



01

簡介

FS Academy (電競方程式學院) 是隸屬Formula Square (電競方程式控股有限公司)。本學院宗旨以培育多元化的FS STEAM精英，為年輕一代提供不同行業的技能培訓、導師交流和STEAM RV Racing大賽，讓年青人及早找到他們擅長的技能和規劃好人生方向，成為新一代的多元化FS精英培訓學院，邁向卓越、有系統的國際化學院。

Formula Square (電競方程式控股有限公司) 是一家舉辦「實景虛擬」模型汽車比賽的平台，於2019年初正式營運，平台以機械人工程為技術骨幹，讓參加者透過模型汽車的鏡頭，傳送即時映像於系統上作賽。

02

願景

成為香港、亞太地區至全球，具領袖地位的精英培訓學院，培養優秀的新一代，發展卓越及有系統的國際性學院。

03

使命

1. 培育精英，成為未來STEAM的棟樑。
2. 提供優質導師及師生交流計劃，互相成長，發揮所長。
3. 提供有系統的STEAM RV大賽，提升學生學習動機，促進學生自主學習能力。
4. 加強與本地及海外學校、教育或其他機構合作，提升教學及精英培訓質素。

「學院培養學生積極及自主學習能力，學生可參與本地及國際性**FS RV STEAM**錦標賽，擴闊視野及眼界。」 —FS Academy



04

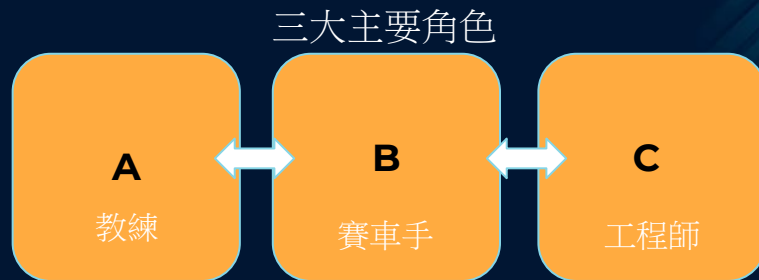
課程資料及計劃

FS Academy

一般資料 - 課程

- 每堂時間：大約1.5小時
- 每堂人數：20 人
- 課堂形式：分4組 (5人一組)
- 教授方式：STEAM實驗及問題導向學習(PBL)
- 課程內容：

- a. 教練(主要 - 角色A)
- b. 賽車手(主要 - 角色B)
- c. 工程師(主要 - 角色C)



- 其他輔助科技: 3D Printing、VR、AR
- 其他額外元素: 主持人、攝影(現場直播)、燈光、音樂

課程制度

- 分級別
- 會派發證書給每一組別(銅銀金)
- 半年內完成課程，並獲得所有初中高級的證書後，才可以合資格參加7月份舉辦的 STEAM X RV Racing 大賽。



初級者

將嘗試參與概括了所有角色(A, B, C)的課程，尋找自己最感興趣及最擅長的技能，並好好發揮。完成初級課程後，可得銅牌證書。



中級者

透過初級的訓練知道自己的長處後，報讀指定角色的課程，進行深入的自主學習及探究。完成中級課程後，可以得銀牌證書。



高級者

完成中級訓練後，才可以有資格參加高級訓練，高級學生將成為領導者，懂得帶領他人探究。完成高級後，可以得金牌證書。

三大主要角色



5G遠程控制 RV賽車體驗課(1堂)

課程簡介

課程主要透過動手製作及實驗，不但能讓學生學習機械工程、STEAM及跨學科的知識，並懂得如何在日常生活中應用相關的科學知識；也能提升學生創新思考、自主學習、自行解決問題、增強領導能力及發揮團隊合作精神。

對象	人數	形式	課時
任何年齡	20人/班	分4組	1.5小時/堂

課程目標

RV賽車體驗課內容涵蓋所有STEAM的範疇：

S

科學

- 物理
- 機械學
- 力學
- 電學

T

科技

- 虛擬實境
- 擴增實境
- 實虛系統

E

工程

- 機械組裝
- 動手製作
- 工具運用

A

藝術

- 車紋形狀
- 車的款色

M

數學

- 加減乘除運算
- 速率
- 平均數

- 了解第5代移動通信技術(5G)
- 認識遙距通訊
- 剖析什麼是虛擬實境(VR)、擴增實境(AR)、實體虛擬(RV)系統
- 認識RV賽車的基本結構和部件功能
- 辨認車胎種類及其特性
- 領略磨擦力的基本原理

上課地點

貴校

授課語言

主要為粵語，附英文專業名稱
(可按特別要求提供全英語課程)

5G REMOTE CONTROL RV RACING CAR TRIAL LESSON (1 LESSON)

Introduction

The lesson provides STEAM experiments that allows students to learn the basic principles of STEAM, empowers them to think about how to apply the interdisciplinary knowledge into their daily life and enhances their innovative and creative thinking skills, self-learning abilities, problem-solving, leadership and team building mindset. There are several main characters such as coach, engineer, racer, timekeeper, just naming a few.

Target	No. of students	Format	Time
All age levels	20/class	4 groups	1.5hours/lesson

Lesson Goals

The RV Racing Car Trial Lesson covers all areas of STEAM as follows:

S

Science

- Physics
- Mechanics
- Electricity

T

Technology

- VR
- AR
- RV

E

Engineering

- Mechanical Assembly
- Hands-on experiments
- Tools Application

A

Art

- Car Tires Pattern
- Car design

M

Mathematics

- Addition
- Subtraction
- Multiplication
- Division
- Rate
- Average

- Understand 5th Generation Mobile Network (5G)
- Figure out how to control car remotely
- Distinguish the difference between Virtual Reality (VR), Augmented Reality (AR) and Real Virtuality (RV)
- Learn the basic structure and function of each part of RV racing car
- Identify the different types and features of car tires
- Master the basic principle of friction in physics

Venue

School

Languages

Mainly in Cantonese. Professional terms will be presented in English (English lessons can be arranged upon request)

RV RACING CAR INTERMEDIATE COURSE X TOURNAMENT (5 LESSONS)

Introduction

The lesson includes understanding the basic structure of a RV racing car, car tires, dampers and mechanics, RV driving skills and taking part in a tournament in the final lesson. Students not only learn how to install the 1:10 racing car and do the STEAM experiments, but also understand more about mechanics and interdisciplinary knowledge and know how to apply them in their daily life. The lessons enhance students' innovative and design thinking skills, self-learning, problem-solving, leadership and team-building skills.

Target	No. of students	Format	Time
All age levels	20/class	4 groups	1.5hours/lesson

Lesson Goals

The RV Racing Car course covers all areas of STEAM as follows:

S

Science

- Physics
- Mechanics
- Electricity

T

Technology

- VR
- AR
- RV

E

Engineering

- Mechanical Assembly
- Hands-on experiments
- Tools Application

A

Art

- Car Tires Pattern
- Car design

M

Mathematics

- Addition
- Subtraction
- Multiplication

- Division
- Rate
- Average

- Understand 5th Generation Mobile Network (5G)
- Figure out how to control car remotely
- Distinguish the difference between Virtual Reality (VR), Augmented Reality (AR) and Real Virtuality (RV)
- Learn the basic structure and function of each part of RV racing car
- Identify the relationship of car tires and friction
- Know the function dampers with mechanics
- Train how to drive RV racing car skilfully

Course Outline

1. The Structure of 1:10 Racing Car
2. Car Tires and Friction
3. Dampers and Mechanics
4. Driving Skills and Training
5. Tournament

Venue

School

Languages

Mainly in Cantonese. Professional terms will be presented in English (English lessons can be arranged upon request)

RV RACING CAR ADVANCED COURSE X TOURNAMENT (10 LESSONS)

Introduction

The lesson includes understanding the basic structure of a RV racing car, car tires, dampers and mechanics, the functions of different parts of a racing car, 3D design, RV driving skills and taking part in a tournament in the final lesson. Students not only learn how to install the 1:10 racing car and do the STEAM experiments, but also understand more about mechanics and interdisciplinary knowledge and know how to apply them in their daily life. The lessons enhance students' innovative and design thinking skills, self-learning, problem-solving, leadership and team building skills.

Target	No. of students	Format	Time
All age levels	20/class	4 groups	1.5hours/lesson

Lesson Goals

The RV Racing Car course covers all areas of STEAM as follows:

S

Science

- Physics
- Mechanics
- Electricity

T

Technology

- VR
- AR
- RV
- 3D Printing

E

Engineering

- Mechanical Assembly
- Hands-on experiments
- Tools Application

A

Art

- Car Tires Pattern
- Car Bell
- Car Body Design

M

Mathematics

- Addition
- Subtraction
- Multiplication

- Division/Measurement
- Rate/Average

- Understand 5th Generation Mobile Network (5G)
- Figure out how to control car remotely
- Distinguish the difference between Virtual Reality (VR), Augmented Reality (AR) and Real Virtuality (RV)
- Learn the basic structure and function of each part of RV racing car
- Know the relationship of car tires and friction
- Understand motors with electricity
- Make a 3D model with Tinkercad
- Train how to drive RV racing car skilfully

Course Outline

1. The Structure of 1:10 Racing Car
2. Car Tires and Friction
3. Damper and Mechanics
4. Suspension
5. Electricity
6. Motors
7. Air Resistance
8. 3D Printing of a Car Bell
9. Driving Skills and Training
10. Tournament

Venue

School

Languages

Mainly in Cantonese. Professional terms will be presented in English (English lessons can be arranged upon request)

合作超過**50**間中小學

Participating's Schools



合作伙伴



Massachusetts
Institute of
Technology



Thank you!

FS Academy



 Instagram



 Facebook



FS Website