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LET'S PLAY WITH

HarmonyOS

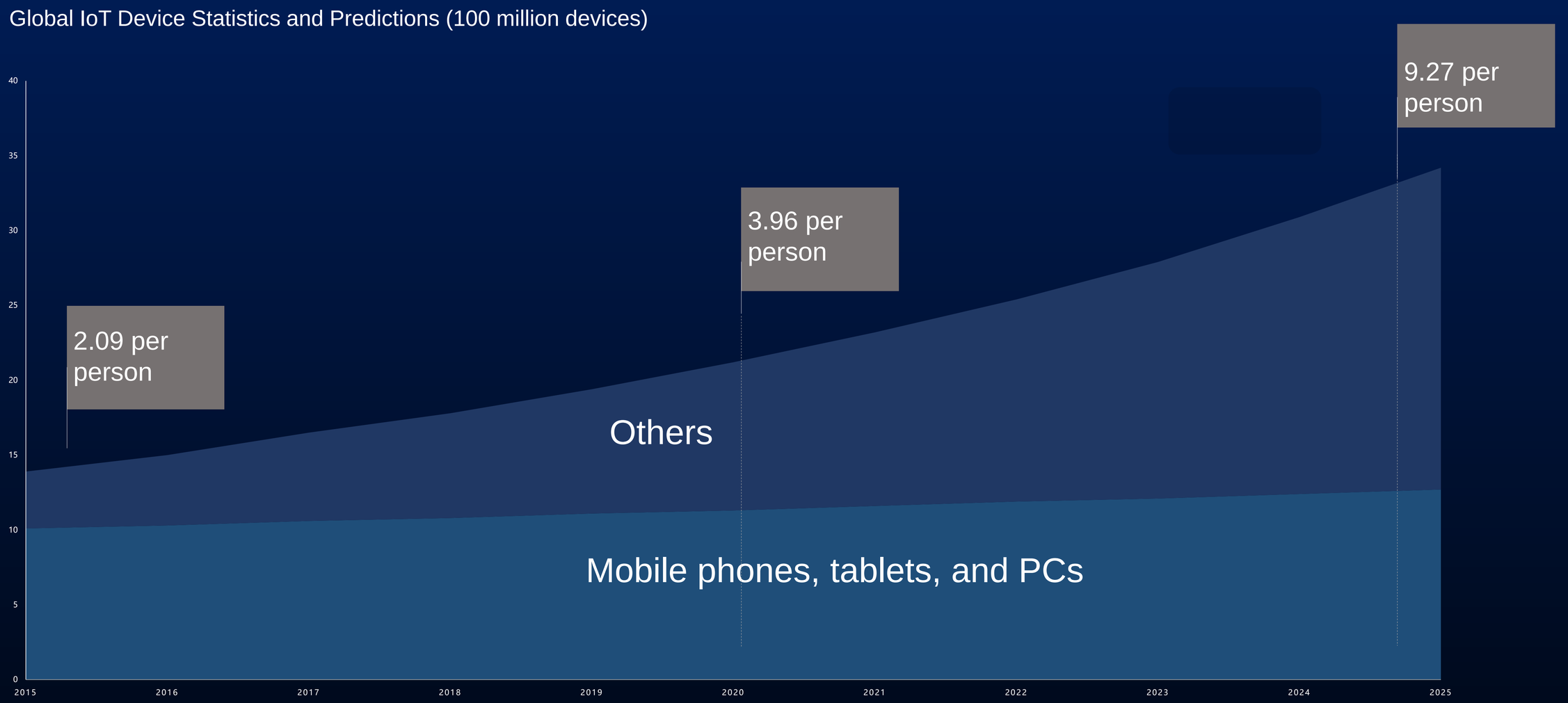
"Greater Bay Area - Starting Line to a Bright Future"

Clement Fong

Dec 14, 2021

- Challenges of the Existing OS
- HarmonyOS Brief Introduction
- User Experience

All-Scenario Experience Is Key to Winning the Future



Data source: iot-analytics.com and www.researchgate.net

What OS Can Meet the Requirements?

Future-oriented OS

From a single device to all scenarios

From separation to collaboration

From an isolated to a shared ecosystem

- Challenges of the Existing OS
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HarmonyOS Overview

What Is HarmonyOS

4 Key Technology Breakthroughs

HarmonyOS

A microkernel-based, distributed OS
for seamless AI life

- Decoupled OS and hardware
- Sharing capabilities between devices
- Smooth and low latency
- Develop once across devices

- Challenges of the Existing OS
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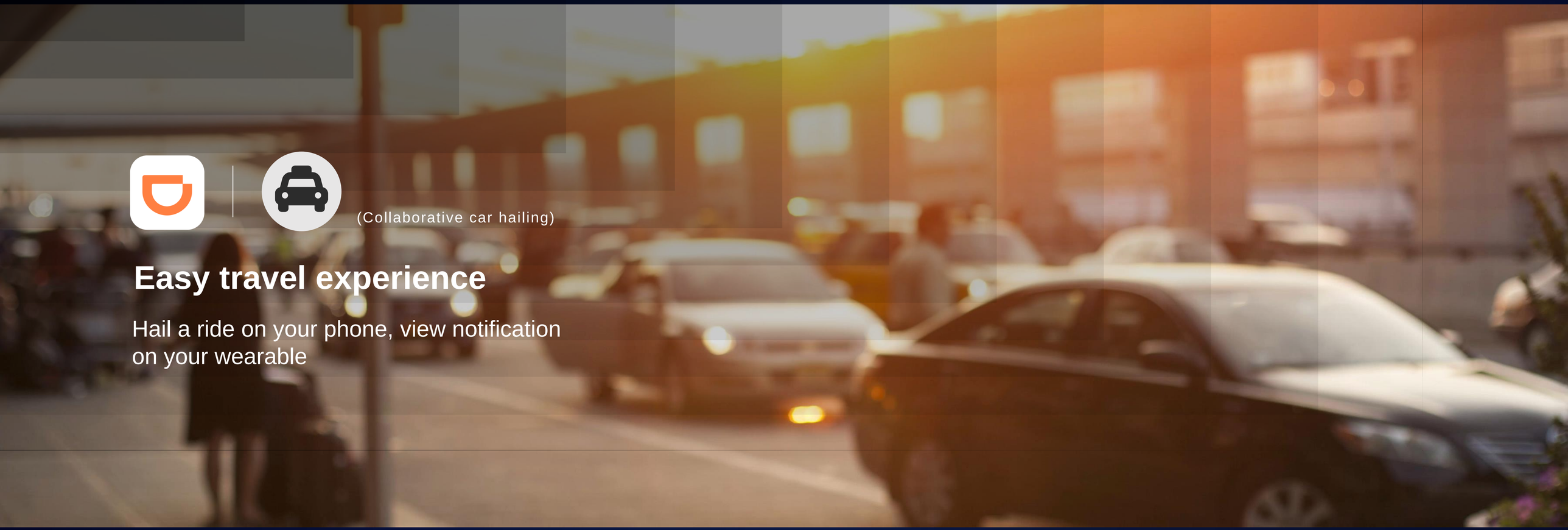


(Collaborative car hailing)

Easy travel experience

Hail a ride on your phone, view notification on your wearable

HarmonyOS × Cocos： Distributed games

视频演示

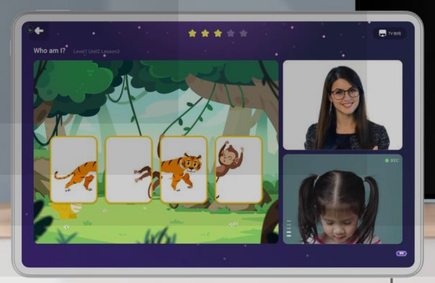
演示内容仅供示意，实际功能界面以应用上线为准

HarmonyOS × VIPKid: Distributed Education

Multi-screen collaborative classes

Communicate on large screen and interact on tablet

Immersive “in-class” experience



The content is for demonstration only. The actual UI pages prevail.

HarmonyOS × WPS: Distributed Office

Collaborative meeting spaces

Join meetings via QR code scanning

Multi-screen display

Real-time note-taking

The content is for demonstration only. The actual UI pages prevail.

Enabling Home Industry Digital Upgrade

Visible:

Get Device Status by One Touch

Communicative:

Device Control
Smart Reminder
Direct after-sales service

Upgradeable:

OTA（Over The Air）Upgrade
Continuous Upgrade

Expanding the Scope of the "Super Device", and Working with Partners to Add Value and Reallocate Benefits

Ecosystem partners

Provide wide-ranging FAs and HarmonyOS ecosystem devices.

Driven by new traffic and experiences, as well as high-value data

Provide more traffic and channels.

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HarmonyOS
atomic service platform
Data enablement platform
AI engine channels
and technologies

Provide easy-to-access services and targeted service experience.

Easy access, personalized services, convenient entry, and online and offline channels

Provide more daily active users (DAUs).

User

HarmonyOS ecosystem

Smart travel	Social networking & shopping	Smart education	Entertainment	Mobile office	Fitness & health	Smart home
Seamless continuous navigation Lossless music	Multi-screen price comparisons, multi-person shopping, real-time consulting, easy group purchasing	Remote learning on HUAWEI Vision and interactions on a tablet Classroom experience	Fitness live streaming Dual-view live streaming	Collaborative editing on multiple devices Convenient content sharing	Scientific fitness guidance Professional health consulting	Streamlined connections, visualized communications, and online service upgrade
Navigation / Music	Shopping and social networking / Finance and wealth management	Online education / Course coaching	Video / Live streaming	Document editing / Notes	Fitness guidance / Health consulting	Home / Life services
Phone+Wearable +Car head unit	**Phone+TV**	**Phone/Tablet +TV+Camera**	**Phone/Tablet +TV+Camera**	**Phone/Tablet +TV**	**Phone+Wearable +Fitness equipment**	**Phone+Wearable +Home appliances**

Developer community resources

< / >

App developer website

developer.harmonyos.com

Device developer website

device.harmonyos.com

Developer community

https://developer.huawei.com/consumer/en/

中環街市 CENTRAL MARKET

HarmonyOS

HarmonyOS Pop-up Store@Central Market opens now!

A creative collaboration between Huawei and Central Market to build a pop-up store, featuring new experiences in different life scenarios through the connection and collaboration of smart devices powered by HarmonyOS 2.

2/F, Central Market
93 Queen's Road Central and 80 Des Voeux Road Central, Central, Hong Kong
Opening hours: 11:00 – 20:00 Monday to Sunday

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Education Programs - "Greater Bay Area - Starting Line to a Bright Future"

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HKT

HKT Education全力支援學校 推行「中學IT創新實驗室」計劃

政府現推行「中學IT創新實驗室」計劃，在2020/21至2022/23這三個學年，向每所公帑資助中學提供最多100萬元的資助，以提升校內資訊科技設備和設施，以及舉辦與資訊科技相關的課外活動。

作為科技教育的先驅，HKT Education一直致力將最新科技與知識引入學界，提供了一系列不同的創新科技學習方案。

方案1：
3年計劃；包含網上/面授課程，以及資訊科技設備
學校可自由選擇以下其中3個單元

方案2：
1年計劃；包含網上/面授課程，以及資訊科技設備
學校可自由選擇以下其中1個單元

	課程	資訊科技設備 (必須)	資訊科技設備 (非必須，可自行選擇)
單元1	AI Bootcamp (提供錄影帶/網上直播課程)	—	Matepad
單元2	AI Bilingual (提供網上/面授課程)	Halcode Webcam AI Biligual license	Matebook
單元3	Coding AI (提供網上/面授課程)	Webcam Coding AI license	Matebook
單元4	IoT x AI (只提供面授課程)	IoT + STEM Equipment package*	—
單元5	AI App Builder (只提供面授課程)	Software License Matepad	Matebook/ Smartphone
單元6	Swift Basic/Advance (提供網上/面授課程)	Matepad Matebook	—
單元7	Drone (只提供面授課程)	Drone	—
單元8	VR Game Production (只提供面授課程)	Cardboard Pro VR viewer Mobile CoSpaces license	—
單元9	AR Game Design (只提供面授課程)	Matepad CoSpaces license	—

Course outline:
- AI Bootcamp
- Coding AI
- AI App Builder

Complexity:
- Elementary - Medium

Target Level:
- P4-S3

No. Student:
- 15~30 students.

Duration
- 4~20hours

Connect with Huawei
- Devices
- Harmony OS
- HMS Core

3

3Education積極推動智慧校園，致力提供各種5G智慧校園應用方案，以配合學校需求。

一站式學校支援

- 技術咨詢
- 項目管理
- 資助申請

協助學校申請OGCIO「中學IT創新實驗室」、「奇趣IT識多啲」計劃 或其他資助計劃

VR虛擬實境製作課程

課程重 **STEM x 樂齡科技** VR製作技巧，完成課程後, 學生可以設計出不同類型的VR應用軟件和遊戲。

課程大綱

1. 了解VR虛擬實境操作
2. 了解VR應用軟件的功能
3. 學習設計3D模型
4. 利用所學的知識，製作動畫

重點學習: 設計VR 3D 模型

- 基礎編程及動畫製作
- 設計VR格式
- 控制不同3D物件的流程
- 對物件加入指令
- 加入畫面控制及裝置輸入

適合年級：小四至中六

課程時數：1- 1.5小時 X 10節課

提供初階及進階課程，適合高小至高中學生

STEM x 樂齡科技

5G

產品體驗
STEM教育課程以智能拐杖「STICKu優杖」為教學基礎，讓學生親身體驗樂齡科技為長者所帶來的好處

學習
- 透過「優杖」了解如應用科技於日常生活
- 學習編程，訓練邏輯思維
- 探索與體驗不同科技，嘗試創新的組合應用
- 透過HarmonyOS 的特性，思考科技如何融入日常生活

體驗與理解
- 體驗樂齡科技如何幫助長者
- 站在使用者角度思考
- 建立同理心，學習設計思維
- 體現對長者的關懷和同理心

啟發思考
- 延續設計思維: 定義問題，構思解決方案
- 訓練創意思維，以新科技解決新問題

Course outline:
- VR design and production
- STEM

Complexity:
- Elementary - Medium

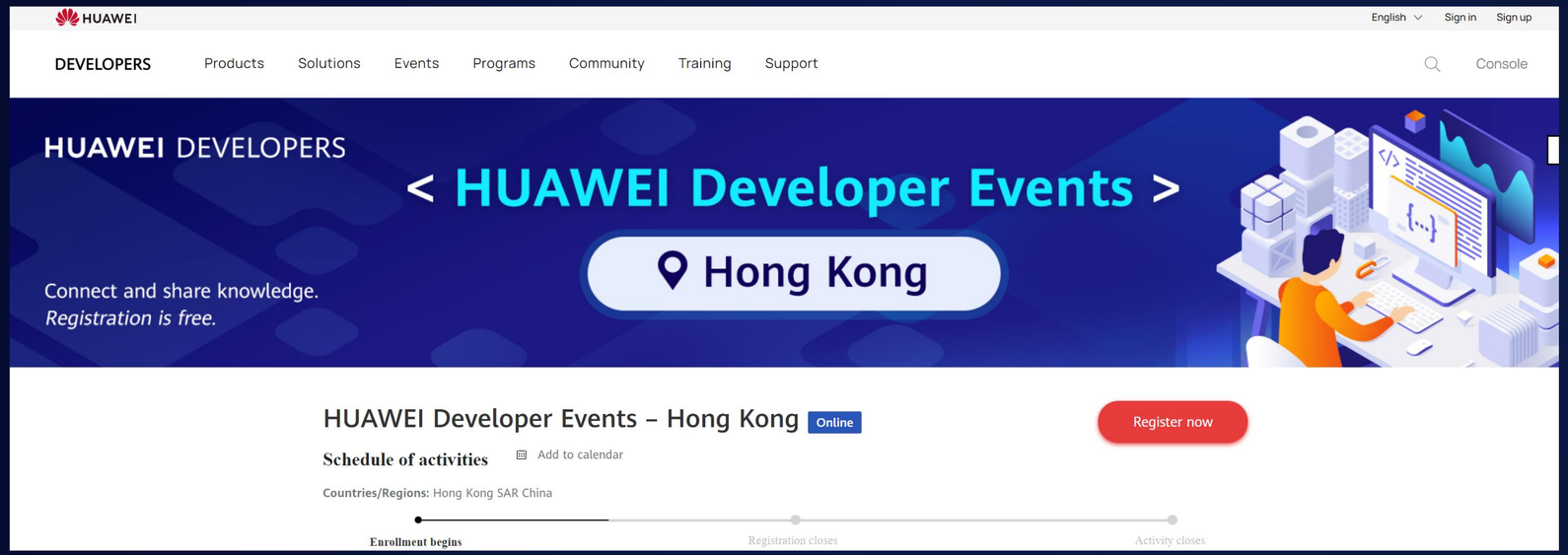
Target Level:
- P4-S6

No. of Student:
- 20 students

Duration
- 27 hours

Connect with Huawei
- Devices
- Harmony OS
- HMS Core

Huawei Developer Events



https://developer.huawei.com/consumer/en/activity/10163834371305099 7