

**Call for Applications for 2017/18 Enriched IT Activities Programme
List of Participating Schools**

School Name	Project Title
Baptist Lui Ming Choi Secondary School*	VR & AR Interactive Game Design for Learning
Belilios Public School*	Application of AR/VR Technology in Learning & Teaching Activities
BTCFS Yeung Yat Lam Memorial School*	Immersive SELF creature with AR
Buddhist Mau Fung Memorial College*	Effective learning and experience through immersive inquiry by VR
Buddhist Sum Heung Lam Memorial College	Experience ecology 360; Protect nature 7/24
Buddhist Tai Hung College*	VR AR cross-curriculum Learning Project
Buddhist Wong Fung Ling College	Hong Kong's Past and Present
C&MA Sun Kei Secondary School*	AR2VR - Computer System
CCC Rotary Secondary School	Using EduVenture VR to develop eLearning Material on EP
CCC Yenching College*	Experiencing and Creating virtual field trips on "Outside Classroom" Activities
Chang Pui Chung Memorial School	Harnessing VR to enjoy the beauty of the campus
Cheung Chuk Shan College	Bringing Tai Hang History and Culture to Life with Virtual Reality Technology
Chinese YMCA College	Enhance language learning, literature and cultural awareness via AR Reading Scheme
Christ College*	Sustainable Cities
Christian Alliance College	Creating a link between Virtual world to Real World for introducing information processing

School Name	Project Title
Cotton Spinners Association Secondary School	Using VR to create a "CSA Home" Learning App
Fortress Hill Methodist Secondary School	Developing AR materials for introducing the school environment
Fukien Secondary School*	Effective Learning and Experience through immersive inquiry by VR
Fung Kai Liu Man Shek Tong Secondary School*	VR Application in Education of Integrated Science for Secondary Form 1-3 Students
G.T. (Ellen Yeung) College (Secondary Section)	Production of Mixed Reality Field Trip in Tseung Kwan O
GCCITKD Lau Pak Lok Secondary School	Using VR to create a story that provides multiples reading angles to readers
Good Hope School	Developing authentic learning experience through the use of AR/VR
Henrietta Secondary School*	AR & VR ~Flying in Henrietta
Heung To Middle School (Tin Shui Wai)*	VR game design and coding workshop with App Inventor 2, TinkerCAD and Co-space VR
HKTA Tang Hin Memorial Secondary School	Use of AR/VR to enhance Geography field studies
HKTA The Yuen Yuen Institute No.1 Secondary School	Unfolding the Life of Captive Animals
HKTA The Yuen Yuen Institute No.3 Secondary School*	Virtual School Campus Tour
Hong Chi Lions Morninghill School*	Experience VR without Boundaries
Hong Kong True Light College*	Create our own educational virtual world with AR and VR
Islamic Kasim Tuet Memorial College*	Hong Kong's Past, Present and Future
Ju Ching Chu Secondary School (Yuen Long)*	To promote the use of VR technology in subjects Geography & Liberal Studies

School Name	Project Title
Kiangsu-Chekiang College (Shatin)	Learning Chemistry through adopting the technology of VR and AR
Kowloon Technical School	VR Editor Study
Kwun Tong Government Secondary School	Enhancing student's coding skill through making VR games
Lai King Catholic Secondary School*	To investigate the heritage of architecture of Catholic Diocese of Hong Kong through Virtual Reality (VR)
Lee Kau Yan Memorial School*	Virtual Trip, Real History
Lingnan Hang Yee Memorial Secondary School*	Learning Chinese History through adopting the technology of Virtual Reality
Lions College	101 on Green Energy
LLC E Wun Secondary School	Geology of Hong Kong and its effects on the coastal landform
LLC M H Lau Secondary School	Create our own virtual world for Teaching and Learning
LST Ku Chiu Man Secondary School	Trace the tracks of the Emperors of the Song Dynasty in Hong Kong
LST Leung Kau Kui College*	The connection of Virtual Reality and Reality: 360 video production and AR / VR in life applications
LST Yu Kan Hing Secondary School*	Understanding our communities, Hong Kong and the mainland through VR
Ma Kam Ming Charitable Foundation Ma Chan Duen Hey Memorial College*	The Integration of VR Technology and Professional Outdoor-Rowing Training for the School's Indoor Rowing Development
Ma On Shan St. Joseph's Secondary School*	Create our own educational virtual world with AR and VR
Marycove School	Learning Chinese history and Chinese Language to adopt the Virtual Reality

School Name	Project Title
New Asia Middle School	Development and sharing of VR-based interactive teaching and learning resources for the subjects of Geography and Liberal Studies
Newman Catholic College*	Certificate in VR/AR Game Design and Development
Ning Po College	Using Technology in Learning Languages and History
Ning Po No.2 College*	Appreciating the natural and human landscape of Hong Kong via VR
PHC Wing Kwong College	Using Virtual Reality as a means of presentation
PLK Laws Foundation College	Using VR Technologies to Enhance Teaching and Learning in Geo-informatics and STEM Education
PLK Lo Kit Sing (1983) College*	VR Learning in multidisciplinary learning to foster students' IT competences
PLK Ma Kam Ming College*	Experiencing Different Cultures in VR
Pope Paul VI College*	Create our own educational virtual world with AR and VR
Pui Shing Catholic Secondary School	Creating English Learning AR App for SEN Students
Qualified College*	VR & AR in eLearning
Queen's College Old Boys' Association Secondary School	Learning Chinese History through Experiencing Virtual Reality
Raimondi College*	Immersive Learning using VR-Cave
Rhenish Church Pang Hok Ko Memorial College	Exploring the creation of VR video and AR cartoon
Shatin Tsung Tsin Secondary School	Experiencing immersive learning by adopting Virtual Reality (VR)
Shun Tak Fraternal Association Seaward Woo College	Students' training on AR/VR programming and apps development to enhance students' learning in multiple subjects

School Name	Project Title
SKH All Saints' Middle School*	STEM Project on Diversified Exploration of Virtual Reality through Cross-curriculum and Language Across the Curriculum
SKH Lam Woo Memorial Secondary School*	VR: Lesson enhancer
SKH St. Benedict's School*	Virtual Reality School / Community Tour
SKH St. Mary's Church Mok Hing Yiu College*	Virtual Field Trip to Living Environments of Different Social Groups in Hong Kong
SSY Ho Dao College	STEM Project on Diversified Exploration of Virtual Reality through Cross-curriculum and Language Across the Curriculum
SSY Ho Ngai College*	Life in AR & VR
SSY Ho Yu College and Primary School*	VRAR @ HOYU
St. Francis of Assisi's College*	VR Application in Education of Tourism and Hospitality Studies for Secondary F.4 to F.6 Students
St. Joseph's Anglo-Chinese School*	Creating a VR Courseware for learning F.2 Integrated Science
St. Mark's School	Geological Conservation with VR/AR
St. Paul's Secondary School	Virtual field trip to different types of industrial areas in Hong Kong
St. Peter's Secondary School	Using Virtual Reality to Improve Students' Learning Effectiveness and Motivation
St. Teresa Secondary School	Find Art
The Jockey Club EduYoung College*	AR Sound Project
Tuen Mun Government Secondary School*	Understanding different landscapes and landforms in Hong Kong by using VR
Tung Chung Catholic School (Secondary School)*	VR Tung Chung Eco-tour

School Name	Project Title
TWGHs Li Ka Shing College	New Experience on VR and AR Fields
TWGHs. Mrs. Fung Wong Fung Ting College*	Develop new tourist attractions in Shatin to promote cultural resources and local tourism
TYYI MFBM Nei Ming Chan Lui Chung Tak Memorial College*	VR in Chun Lui
United Christian College	To learn and experience the future the work through VR and AR
Valtorta College*	Experience virtual field trips on physical landforms for learning of Geography
YCH Lan Chi Pat Memorial Secondary School	VR 360 Video Shooting and Editing and AR Aurasma Lite Making
YCH Law Chan Chor Si College	Using VR to learn measuring angle and distance
YCH No.2 Secondary School	Application of VR on the study of urban and coastal landscapes
YOT Tin Ka Ping Secondary School	Enhancing the Learning and Revision of Biology, Chinese, Mathematics, and Computer Literacy with the Use of Virtual Reality Technology
Yu Chun Keung Memorial College No.2	Augmented Reality Visitor Centre
Yuen Long Merchants Association Secondary School	Be a VR Game Maker

sorted in alphabetical order of school names

* second batch