

Press Release
For Immediate Release

“Student Mentorship Programme on Innovation and Technology” Orientation-cum-Aspiration Day

15 Primary and Secondary School Teams Paired with Cyberport start-ups to Enhance Project Design and Foster Entrepreneurship

Hong Kong, 19 March, 2024 – The “**Student Mentorship Programme on Innovation and Technology**” jointly organized by Cyberport and the Education Bureau was officially launched today. The Programme enables students to collaborate with Cyberport start-ups in designing and implementing smart living solutions using STEAM knowledge, skills, and design thinking. This aims to deepen students' understanding of innovation and technology development and foster entrepreneurship among the next generation. Earlier, students had developed preliminary solutions addressing various social issues under the theme of “**Innovative Technologies and Ideas for Better Living**”. Following the Orientation-cum-Aspiration Day, the shortlisted teams will be paired with Cyberport start-ups and enter a three-month mentorship programme to refine and enhance their solution designs. The improved solutions will be showcased at a public exhibition scheduled in July.

The Orientation-cum-Aspiration Day of the Programme took place today at Cyberport, attracting more than 100 participants. The event brought together primary and secondary school teachers, student representatives, Cyberport start-up representatives and education professionals involved in the 15 shortlisted proposals. Alongside showcasing the 15 shortlisted proposals, several participants also engaged in the panel discussion session to share their perspectives on STEAM education and the Programme. **Mr. SZE Chun Fai, Under Secretary for Education**, was also invited to speak at the opening ceremony.

Mr. SZE Chun Fai, Under Secretary for Education said during his speech: “To cooperate with the nation's ‘Strategy of Invigorating China through Science and Education’ and facilitate Hong Kong’s development into an International Innovation and Technology Hub, the HKSAR Government has intensified its efforts in promoting the STEAM education in primary and secondary schools. Apart from fostering students' interest and proficiency in mathematics, science and innovative technology, the HKSAR Government also actively nurtures students with potential in STEAM. The Membership Programme attracted over 100 solution submissions. These inventions not only showcase students' creativity and their innovative application of interdisciplinary knowledge, but also encompass elements of humanistic care, utilising technology to enhance the life of the underprivileged. We hope that with guidance from Cyberport start-up experts, the students’ inventions will achieve breakthroughs and be elevated to new heights.”

“Student Mentorship Programme on Innovation and Technology”

Participants of the “Innovative Technology Student Mentoring Scheme” are categorized into primary school, junior secondary school and senior secondary school levels. Students are required to use “**Innovative Technology and Ideas for Better Living**” as the theme, and

focus on urban development, urban management, quality of life or sustainable development as the design objective, while integrating STEAM-related elements to create physical objects, prototypes or software programmes. The programme will pair selected solutions with Cyberport start-ups, assisting students in refining their STEAM project plans in terms of cost, practicality, performance and functionality and providing suggestions for project commercialization. Last November, the Programme received approximately 100 solution submissions, and after two rounds of screening, 15 proposals were ultimately selected.

Ir. Eric Chan, Chief Public Mission Officer of Cyberport, said during his speech, “As Hong Kong’s digital technology flagship, Cyberport brings together around 770 smart living start-ups within our community. We have been committed to connecting the education sector with start-ups, strengthening and popularizing innovation and technology education and application, as well as promoting a learning atmosphere for I&T. Following last year’s ‘Professional Development Programme on Innovation and Technology for STEAM Co-ordinators of Schools’, teachers have incorporated various examples of technological innovation and related elements into their teaching. This year, we are very pleased to cooperate with the Education Bureau to launch the ‘Student Mentorship Programme on Innovation and Technology’. Based on social pain points and everyday challenges, start-ups will directly guide students through the process of commercialization, cultivating future talents in innovation, technology and entrepreneurship.”

The shortlisted Solutions Serve Different Audiences Including Pets and the Elderly

The 15 shortlisted proposals are submitted by 11 secondary schools and 4 primary schools respectively. Among them, **St. Joseph's Anglo-Chinese Primary School** proposed the "Intelligent Pet House", which takes care of the daily life, diet, and emotions of elderly or home-alone pets through the combination of a "chat robot mimicking the owner", automatic feeding device, and oxygen machine. The start-up **iRED Solutions**, which focuses on AI school administration and home-school platforms, will act as a mentor. **Tak Oi Secondary School**'s proposal "**Cookmate**" resolves the pain points of cognitive disability patients in cooking by using an AI reader to scan food labels and read the content, and its mechanical arm can automate the cooking process, making it easy for cognitive disability patients to cook. **Farmacy**, which focuses on developing intelligent mobile hydroponic planting system, will act as a mentor to improve and enhance the solution. The mobile application "Silver Meet" proposed by **Raimondi College** allows the elderly to meet like-minded friends, and users can also learn small technological knowledge through the programme, allowing the elderly to keep up with the pace of technological development. The plan will cooperate with **AESIR**, which produces interactive teaching materials using augmented reality (AR) and virtual reality (VR) technology.

Cyberport Fully Supports the Development of STEAM Education

Cyberport has been working hand in hand with the government to promote STEAM education. Last year, Cyberport and the Education Bureau jointly created the “**Professional Development Programme on Innovation and Technology for STEAM Co-ordinators of Schools**” for the first time. Through the diverse and grounded technology solutions of the Cyberport community's start-ups, it helps teachers understand innovative technology applications and trends, and incorporate various innovative technology examples and STEAM-related elements into teaching. About 600 teaching staff benefited from the entire

course series. This academic year will also launch a new round of innovative technology training courses covering different innovative technology themes, such as green technology, generative artificial intelligence, smart life technology, big data, etc. It will also include topics related to technology ethics and sustainable environmental development.

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For high-resolution photos, please download via [link](#).



The "Student Mentorship Programme on Innovation and Technology" Orientation-cum-Aspiration Day," jointly organized by Cyberport and the Education Bureau, was held at Cyberport today. The shortlisted solutions from 15 primary and secondary schools will be paired with representatives from Cyberport start-ups, who will serve as mentors and assist students in enhancing their solutions, and providing guidance on the project commercialization.



Mr. SZE Chun Fai, Under Secretary for Education, said during his speech that the "Student Mentorship Programme on Innovation and Technology" has attracted over a hundred project proposals. These inventions not only demonstrate students' creativity and application of interdisciplinary knowledge, but also incorporate elements of humanitarian concern, using technology to improve the quality of life for those in need.



Mr. Eric Chan, Chief Public Mission Officer of Cyberport, said in his speech that he was delighted to co-organize the "Student Mentorship Programme on Innovation and Technology" with the Education Bureau. Based on social and life pain points, the start-ups directly guide students to experience the process of commercializing research and development, cultivating future science and technology and business talents.



The Programme Orientation-cum-Aspiration Day showcased 15 shortlisted proposals under the 'Student Mentorship Programme on Innovation and Technology'.

Appendix: Shortlisted Proposal List

	School Name	Proposal Name	Matched Start-ups	Solution Highlights
1.	St. Joseph's Anglo-Chinese Primary School	Intelligent Pet House (智創寵物屋)	AI School Administration and Home-School Platform iRED	Intelligent Pet House designed for ageing pets, providing protection, care and companionship to pets left alone at home or old pets. Includes “chatbot mimicking owner”, automatic feeding device and oxygen machine.
2.	Alliance Primary School, Whampoa	APSW Drainage King (黃宣通渠王)	3D Printing and STEM Teaching Solution Platform Makeomnia	To prevent flooding and reduce losses, the design includes the use of AI concept detectors to monitor water levels in drains and identify types of rubbish. Additionally, IoT concepts are used for statistics to pinpoint blockage points and report these situations to the Drainage Services Department via email.
3.	Tak Oi Secondary School	Cookmate	Intelligent mobile hydroponic planting system Farmacy	Designed for patients with cognitive impairments, this device uses an AI reader to scan food labels and vocalize the content. It's also coupled with a robotic arm to automate the cooking process. Patients simply need to put ingredients into the device and mixer for easy cooking.
4.	Raimondi College	Silver “Meet”(銀「識」)	AR Interactive Teaching Platform AESIR	In response to the increasing aging population in Hong Kong, this mobile application has been designed to help senior citizens to connect with like-minded friends. Apart from improving their mental well-being, the app also incorporates IT tips as daily technology advice, making it easier for the elderly to understand. The app will be promoted through Community Centres across Hong Kong, helping to create a safer community for the elderly.
5.	YCH Law Chan Chor Si Primary School	FREE	Influencer Menu Map nnenu	A device and programme that allows students to exchange objects in campus, using AI technology to recognize items and generate exchange codes for later exchanges.

6.	St. Joseph's Primary School	Smart Tree	Robot Technology and STEM Education Platform Peanut King	The application can show the location of trees and alert users of dangerous trees by scanning QR code, thus avoiding accidents of tree collapse and making the public understand more about trees and the importance of environmental protection.
7.	TWGHs Ma Kam Chan Memorial Primary School	Bin	Material Conduction System hearing aid Dai3mimi	In response to the upcoming implementation of the waste charging scheme, a convenient trash bin has been designed. It utilises an AI camera to recognize the anti-counterfeit QR codes on the chargeable plastic bags, and automatically opens the trash bin after authentication. An ultrasonic distance measurement module is also incorporated to measure the amount of garbage inside of the bin.
8.	Wah Yan College, Hong Kong	Navigo	Holographic Image Mobile Device SyZyGy	Designed to enhance consumer experience, report restaurant queue situation in real-time, use AR technology to display mall maps and IoT to record parking location.
9.	St. Catharine's School for Girls	See your "voice "	Solar Smart IoT Monitoring System Prozparity	The intelligent shelf is designed to facilitate independent shopping for individuals with visual impairment. The device has an ultrasonic detector installed, which reads the details of the corresponding goods when the visually impaired person reaches out, allowing the visually impaired to enjoy an equal shopping experience.
10.	Pui Kiu College	iSmart Bit Pack	STEM Education Institution Vinci Analytics	The iSmart Bit Pack is designed in response to the overweight school bag problem of the students. It integrates features such as accelerometer from Micro:bit, the RFID Embedded Personal Assistant and Find my Bag GPS.
11.	True Light Middle School of Hong Kong	VIP Journey	Carbon Reduction Solution Platform Fortis Lab	The App is designed specifically for the visually impaired individuals, with features such as audio broadcasting the bus route numbers and directions, and real-time audio reminders for individuals with visual

				impairments, to enhance their bus-riding experience.
12.	Man Kwan QualiEd College	"Smart" Fit you (「智」Fit 你)	Virtual Sports Technology Product KellyJohn Studio	A web platform designed for correct fitness posture, with a 'calibration mode' to determine whether the user's posture is correct, real-time interactive games to increase the fun of fitness.
13.	Choi Hung Estate Catholic Secondary School	Coral Underwater Robot	Physical Virtual Racing Experience Provider Formula Square	An underwater robot replaces divers to explore the ocean floor, conduct ocean surveys, rescue and other high-risk tasks. At the same time, the underwater robot assists in equipping the camera to shoot corals and determine the degree of coral bleaching through programming.
14.	The Hong Kong Academy for Gifted Education	Foresee	Golf Practice Experience and Education Platform N1	A programme designed to enhance the quality of use of sports facilities, including AI analysis of slippery ground, usage situation, air quality, etc., to provide convenient choices for users and promote emerging sports with the programme.
15.	Aberdeen Technical School	Library Intelligent Borrowing System	Smart Building IoT Management Service and Crisis Management Platform Linked Technologies	A device that allows students to easily borrow books on their own, using RFID tags instead of barcodes to reduce borrowing time, a data visualization web page provides the preservation status of books, and a remote control programme views books available for borrowing.

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About Cyberport

Cyberport is Hong Kong's digital technology flagship and incubator for entrepreneurship with over 2,000 members including over 900 onsite and close to 1,100 offsite start-ups and technology companies. It is managed by Hong Kong Cyberport Management Company Limited, wholly owned by the Hong Kong SAR Government. With a vision to be the hub for digital technology, thereby creating a new economic driver for Hong Kong, Cyberport is committed to nurturing a vibrant tech ecosystem by cultivating talent, promoting entrepreneurship among youth, supporting start-ups, fostering industry development by promoting strategic collaboration with local and international partners, and integrating new and traditional economies by accelerating digital transformation in public and private sectors.

For more information, please visit <http://www.cyberport.hk>