22 Cyberport EdTech start-ups participate in the Learning and Teaching Expo
Promoting STEAM education and offering technology solutions to enhance self-directed learning

Hong Kong, 8 December 2021 – In recent years, using digital technology to cultivate students' ability to learn independently and integrate interdisciplinary knowledge has been a focus for the education sector. Presented by Hong Kong Education City and supported by the Education Bureau, the "Learning and Teaching Expo 2021" took place at the Hong Kong Convention and Exhibition Centre from 8 to 10 December. At the event, Cyberport introduced community start-ups' EdTech solutions to principals and teachers and promoted self-directed learning and STEAM (Science, Technology, Engineering, Art and Mathematics) teaching.

EdTech promotes self-directed learning
22 Cyberport EdTech companies participate in the Expo in order to showcase diverse technology solutions that align with trends in educational and social development. While the companies' solutions largely focused on e-learning with the aim of cultivating self-directed learning and STEAM education programs, there were also game experience and immersive learning solutions as well as digital school management systems, which cater for the differing needs of schools and students and promote teaching and learning.

Eric Chan, Chief Public Mission Officer of Cyberport, said, "Cultivating self-directed learning has become more important because one-dimensional teaching is no longer sufficient for the new generation, especially post-pandemic. Using EdTech to promote blended learning helps to stimulate innovative thinking and allows students to learn anytime; it also enables teachers to understand students' progress and adjust their teaching plans accordingly. As Hong Kong's digital technology flagship, Cyberport is home to over 150 EdTech start-ups which offer various types of technology solutions using artificial intelligence (AI), augmented reality (AR), virtual reality (VR) and other technologies. These solutions can enrich the learning experience, improve students' abilities in self-directed learning, and enable them to master multiple knowledge fields in the rapidly changing digital era. In the longer term, they will also be prepared to respond to changing demands and to seize opportunities in the workplace and in society."

AI helps to plan personalised learning
Understanding students' progress and weaknesses and adopting suitable teaching methods are the keys to improving learning performance. With the help of AI, students and schools can plan personalised learning to improve its effectiveness. Start-up **Find Solution AI** uses AI technology to identify learning difficulties by analysing students' expressions, reactions

and starring time on questions. This allows teachers to adjust teaching methods and question levels according to students' needs, and to keep the students motivated. Another start-up, **OneEd**, has developed a learning platform that provides a wide range of exercises to help senior secondary students in preparing for the public examinations. The platform's current focus is mainly on providing Mathematics exercises, but it will add more subjects in future. **Bean Ng, Founder of OneEd,** said, "Many self-learning platforms offer students inadequate analysis and follow-up. The OneEd platform uses AI and machine learning to automatically generate over 10,000 new math questions for students to practice. The system can also analyse students' learning needs based on their performance, including answer speed, frequent mistakes, and where to give up answering. It will provide students with relevant advice and teaching videos, helping them to reduce repeated mistakes; it will also avoid undermining their confidence and will maintain their motivation to practice."

STEAM education cultivates students' ability to integrate diverse knowledge
In addition to independent learning, integrating interdisciplinary knowledge in order to tackle practical problems is an indispensable ability for the new generation. The government and the education sector spare no effort in promoting STEAM education through interdisciplinary learning to cultivate students' innovative and problem-solving skills. Related education technology can provide students with more compelling learning scenarios and increase their interest in learning. Start-up **Big Bang Academy** offers a series of inspiring science videos and corresponding STEAM learning kits covering chemistry, biology, astronomy, physics, ecology and engineering, with interesting themes for kindergarten and primary school students. For example, a video on making "dinosaur teeth" helps students to understand the functions of different tooth shapes, inspiring them to think from multiple angles. Another start-up, **Smarthon**, provides programming learning kits, allowing students to build smart city models and construct an Internet of Things (IoT) system. As well as learning coding, the students learn to leverage technologies to upgrade quality of life and promote sustainable development.

EdTech benefits both teachers and students
Many EdTech solutions increase students' motivation through enhancing interaction. Cyberport start-up **AESIR** has developed the Silk Road touch wall, which projects images of the Silk Road and historical figures on the wall. When students wave their hands in front of these images, a sensor on the projector detects their actions using depth detection technology and automatically plays related teaching audio, offering students a novel learning experience while growing their historical knowledge.

EdTech also reduces teachers' workloads. Some teachers have reflected that administrative work, especially managing information about students with special learning needs (SEN), consumes a lot of time, reducing their communication with students. Start-up **Snaildy Education** offers a SEN student information management platform to help organise SEN students' information including background, status records, past activity records, counselling experience etc, allowing teachers to better understand SEN students' situations and learning
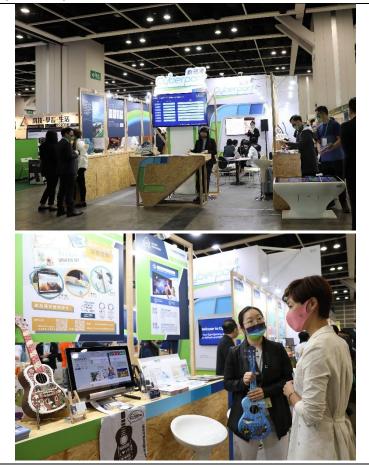
needs and carry out more effective follow-up actions.

From time to time Cyberport organises events connecting EdTech start-ups with schools. In addition to matching suitable technology solutions, these events create a win-win situation for both the education and technology sectors and lay a solid foundation for cultivating future innovation and technology talent.

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For high-resolution photos, please download via this link.

Cyberport participates in the "Learning and Teaching Expo 2021" from 8 to 10 December, showcasing its community's EdTech solutions for educators.

Dr Choi Yuk-lin, the Under Secretary for Education (lady in red in the back row), visits the Cyberport pavilion and engages with EdTech start-ups.

Eric Chan, Chief Public Mission Officer of Cyberport, says cultivating self-directed learning is becoming more important. EdTech can enrich students' learning experience and improve their abilities in self-directed learning.

Bean Ng, Founder of OneEd, explains that their platform uses AI and machine learning to analyse learning needs and provide relevant suggestions for exercises that suit students' abilities.

Media associates interested in interviewing with the participating start-ups or other Cyberport start-ups, please contact:

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About Cyberport

Cyberport is an innovative digital community with around 800 on-site 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.

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