Press Release
For Immediate Release

Cyberport STEAM Week for Educators Kicks Off Today
Start-ups Showcase EdTech Solutions to Enhance Learning and Teaching for Primary and Secondary School Principals and Teachers

Hong Kong, 29 November 2021 – Organised by the Cyberport Academy and supported by the Education Bureau and the Office of the Government Chief Information Officer (OGCIO), STEAM Week for Educators kicks off today at Cyberport. The five-day event will introduce the latest teaching developments in STEAM (Science, Technology, Engineering, Art and Mathematics) to around 100 primary and secondary school principals and teachers. Cyberport start-ups will also showcase innovative EdTech solutions. OGCIO representatives have taken this opportunity to introduce their "IT Innovation Lab in Schools" programme and "Knowing More About IT Programme" to principals and teachers. Cyberport will help to match the schools with appropriate EdTech solutions in order to enhance efficiency in learning and teaching and increase students' learning motivation.

EdTech improves teaching & learning and fosters innovation and technology talent
Eric Chan, Chief Public Mission Officer of Cyberport, said, "The younger generation, known as 'digital natives', is inseparable from digital technology. STEAM education, which focuses on cultivating students' innovation and problem-solving skills, has become a major education trend. Making good use of EdTech can help students become familiar with technology applications and equip themselves at an early stage. As Hong Kong's digital technology flagship, Cyberport is committed to promoting digitalisation across various sectors. EdTech start-ups from Cyberport's community offer a wide range of innovative solutions that can meet different needs within the education sector, creating a more compelling learning process and improving teaching and learning efficiency as well as learning experience. This will establish a solid foundation from which to cultivate future innovation and technology talent."

Professor Joseph Koc, convenor of STEM+E Consortium, said, "On one hand, STEAM Week for Educators focuses on connecting schools and start-ups to help the schools adopt suitable technology solutions. On the other hand, it allows the start-ups to better understand schools' needs in order to develop relevant technology solutions that will meet these needs and help to promote STEAM education. This creates a win-win situation for both the education sector and start-ups."

Tong Wun Sing, principal of La Salle College, said, "With funding from the government, secondary schools have more resources with which to develop STEAM teaching. In addition to technological equipment, schools are looking for comprehensive education technology solutions that can increase students' knowledge and help teachers master the latest technology to facilitate teaching. STEAM Week for Educators is an excellent opportunity for

us to have in-depth exchanges with start-ups, and to identify suitable and innovative EdTech solutions for schools."

STEAM helps students understand social development from multiple perspectives
STEAM education is a form of "interdisciplinary education". In addition to instilling subject knowledge in students, it emphasizes enhancing their ability to integrate knowledge in order to solve problems and practice innovative thinking. EdTech can provide students with new learning experiences so as to develop their ability to think independently and take multiple perspectives on different topics. For example, Cyberport start-up **Farmacy** provides schools with smart hydroponic planting machines, teaching students to use Internet of Things (IoT) technology to remotely manage plants' growth environments and collect relevant data. This not only helps students understand how plants grow; it also allows them to better understand agricultural science and technology as ways to solve food crises and promote sustainable development. Another start-up, **ESG Matters**, has designed a noise graphic generation course, allowing students to input environmental data such as traffic flows into software which calculates decibels and displays them in different colours on a map. Students can learn to analyse noise situations and to understand the impact of noise pollution on the ecosystem.

The combination of artistic creation and technology has been a popular technological category in recent years, and non-fungible tokens (NFT) are rapidly emerging. Start-up **AESIR** offers programming courses in which students can experience generative art and convert artworks into NFTs in order to understand concepts such as blockchain and tokens.

Interactive learning enhances students' interest
EdTech can also enhance interactive learning and arouse students' curiosity as well as improve learning effectiveness. Cyberport start-up **Big Dipper** has developed an AR interactive floor where students can select answers by stepping on options projected onto the floor. Using depth measurement technology, a sensor recognises students' movements and determines whether the answer is correct. Another start-up, **Ask Idea**, offers robot and drone programming courses. In addition to gaining programming knowledge, students are highly motivated to learn and are given chances to improve their problem-solving skills through competitions.

William Chan, founder of Big Dipper, said, "Schools help students adapt to face-to-face lessons through activity-based teaching after class resumption. However, many schools face challenges in finding suitable education technology solutions. The Cyberport network matches schools with start-ups to facilitate in-school teaching, which benefits everyone."
Clive Wan, founder of Ask Idea, said, "Schools hope to make good use of resources and adopt comprehensive technology solutions to improve the quality of STEAM education. EdTech start-ups provide comprehensive technology solutions and courses to enable teachers to learn innovative technologies and broaden their horizons so that they can guide students' learning more effectively."

Cyberport continues to promote innovation technology in the education sector

The OGCIO has launched its "IT Innovation Lab in Schools" and "Knowing More About the IT Programme" schemes to encourage schools to implement popular science education and to pave the way for nurturing local technology talent. Each secondary and primary school will be provided with $1 million and $400,000 in subsidies respectively, which will enable them to adopt digital technology solutions and equipment and organise events. Tony Wong, Deputy Government Chief Information Officer at the OGCIO, introduced the schemes in the kick-off ceremony.

There are nearly 150 EdTech start-ups in the Cyberport community, covering all major application areas within education technology including STEAM teaching, e-learning solutions, game experience and immersive learning, interactive technology and school management systems. Cyberport also matches start-ups and schools on education technology solutions to jointly promote the digitalisation of the education sector.

And finally, Cyberport will participate in the "Learning and Teaching Expo" organised by Hong Kong Education City on 8-10 December. There will be more than 20 Cyberport start-ups showcasing innovative education technology solutions.


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

Eric Chan, Cyberport's Chief Public Mission Officer, says that making good use of EdTech can help students become familiar with technology applications and equip themselves at an early stage. EdTech start-ups from Cyberport's community offer a wide range of innovative solutions that can meet different needs within the education sector, creating a more compelling learning process and improving teaching and learning efficiency as well as the learning experience. This will establish a solid foundation from which to cultivate future innovation and technology talent.

Tony Wong, Deputy Government Chief Information Officer at the Office of the Government Chief Information Officer (OGCIO), introduces the "IT Innovation Lab in Schools" and "Knowing More About the IT Programme" schemes to principals and teachers.
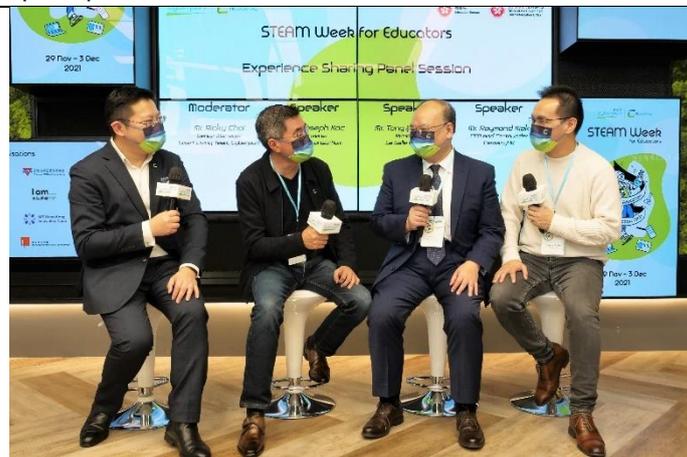
(2nd from left) Professor Joseph Koc, convener of STEM+E Consortium, Tong Wun Sing, principal of La Salle College and Raymond Mak, founder of Farmacy, share their views on the role of EdTech in cultivating innovative talent and improving the quality of teaching.

STEAM Week for Educators, hosted by Cyberport Academy, starts today at Cyberport and will run for five consecutive days. The event will introduce the latest STEAM (Science, Technology, Engineering, Art and Mathematics) teaching developments to about 100 primary and secondary school principals and teachers. Community start-ups also showcase innovative education technology solutions.

For media enquiries, please contact:

Cyberport	**Yuan Tung Financial Relations**
Erin Wong	Agnes Yiu
T: (852) 3166 3985	T: (852) 3428 5690
E: erinwongtl@cyberport.hk	E: ayiu@yuantung.com.hk

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.

For more information, please visit www.cyberport.hk