Cyberport GBA Young Entrepreneurship Programme 2024 Focusing on AI Development Trends Collaboration in GBA to Lead the Wave of I&T

Hong Kong, 30 April 2025 – Cyberport is committed to helping young innovative talents realise their entrepreneurial dreams in the Greater Bay Area (GBA) while actively promoting youth innovation and technology (I&T) exchange and cross-boundary collaboration. The **"Cyberport GBA Young Entrepreneurship Programme 2024"** (the Programme) showcased the innovative entrepreneurial power of the GBA by selecting eight outstanding teams (please refer to the list on following page) after a series of entrepreneurship training and evaluation activities.

The Programme organised both online and offline entrepreneurship training for 156 participants from about 48 universities and tertiary institutions across Guangdong-Hong Kong-Macao. This included a boot camp at Shenzhen Galaxy Incubator, where participants exchanged entrepreneurial experiences with industry leaders and experts, and visited various technology companies to gain in-depth exposure to the GBA's business culture and innovation environment. Each of the eight selected teams will receive a seed fund of HK$100,000 from the **Cyberport Creative Micro Fund (CCMF)**, along with a six-month mentorship programme and comprehensive support. Graduates will also be eligible to apply for the Cyberport Incubation Programme (CIP) for rapid growth and funding assistance.

To align with the rapid development trends of artificial intelligence (AI), this year's boot camp uses AI as the core of its curriculum, covering topics such as policy discussions, technological evolution, and business applications that integrate various industries and scenarios, providing participants with multidimensional knowledge and insights into AI trends. The boot camp also includes entrepreneurship knowledge, roadshow training, and visits to leading enterprises, offering participants a comprehensive learning experience.

The launch ceremony of the Entrepreneurship Boot Camp took place on January 10 in Shenzhen. Attendees included representatives from the organiser, **Alice So, Head of Entrepreneurship at Cyberport**, and representatives from co-organisers such as **Lyu Hui, Secretary General of Guangdong Software Industry Association**, **Deng Xiaokun, President of The Shenzhen-Hong Kong Union For Promoting Science and Technology and Executive Director of PKU-HKUST Shenzhen-Hong Kong Institution**; and **Josephine Tse, Representative of Macao Young Entrepreneur Incubation Centre and Da Heng Qin (Hong Kong) Company Limited**.

Alice So, Head of Entrepreneurship at Cyberport, said during the ceremony, "AI, as a core driver of global I&T, has become a key direction for youth entrepreneurship in the GBA. The Programme has now entered its 14th year since its launch in 2011. This year's response was overwhelming, attracting 392 student applications from the GBA, of which over 48% were female applicants. This reflects the increasing participation of women in I&T and entrepreneurship. As a flagship digital technology hub and incubator for entrepreneurship, Cyberport remains committed to nurturing technology talent and will continue to support GBA youth in realising their entrepreneurial dreams."

Cyberport first launched the "Cyberport Hong Kong-Shenzhen ICT Young Entrepreneurship Programme" in 2011 and expanded it to Guangdong in 2012. In 2019, the Programme was upgraded to the "Cyberport GBA Young Entrepreneurship Programme" to encompass all cities in the GBA, including Macao. Since its inception, the Programme has attracted approximately 4,800 applications with over 2,800 of them participated in the boot camp, generating 627 innovative projects. Among these, 196 project teams received a total of HK$19.6 million in funding support from the CCMF, with many teams subsequently accepted into the CIP, achieving rapid growth, securing financing, and winning awards.

The Programme have received staunch support from the governments of Guangdong Province, Hong Kong SAR, and Macao SAR, as well as from industry entities, innovation and entrepreneurship organisations, youth associations, incubators, and higher education institutions. Looking ahead, Cyberport will continue to actively promote integrated I&T development in the GBA by facilitating youth entrepreneurial collaboration, deepening cross-boundary technology exchange, and providing comprehensive resource support. This will help more young innovators realise their entrepreneurial dreams and establish the GBA as an international I&T hub.

Overview of Eight Successfully Selected Teams:

1. **Learning In Tech**
Learning In Tech is dedicated to enhancing intelligent teaching in colleges and universities. Through highly customised designs of embedded modules, small programmes, and apps, it provides high-quality tools for students to ask intelligent questions, teachers to engage in intelligent teaching, and colleges to manage operations intelligently . The project's core technology features an accurate RAG&LLM retrieval method, which is based on multi-layer fine-grained screening (currently under application for a national invention patent). At present, Learning In Tech has begun collaborations with universities in Shanghai.
2. **EchoLens**
EchoLens is an innovative memoir platform that seamlessly integrates artificial intelligence ("AI") with a professional writing team to deliver efficient, cost-effective, and emotionally resonant memoir services. By leveraging AI technology, EchoLens significantly reduces

production costs and enhances content generation efficiency, making it possible for everyone to preserve their precious life stories while fostering family heritage. The platform has already established a stable customer base and successfully completed multiple high-quality memoir projects.

3. Project Angel

Project Angel is an innovative AI-powered mental health support platform aimed at addressing the mental health crisis among youth in Hong Kong. The solution integrates a fine-tuned Large Language Model ("LLM") with professional psychological expertise to provide 24/7 confidential mental health support in 26 languages, including Cantonese. The team has already completed their first prototype and is currently conducting clinical evaluations with mental health professionals.

4. Xinglin Yuan

Xinglin Yuan is an educational game designed for upper primary and junior secondary students that combines gamified learning and digital technology to promote Traditional Chinese Medicine ("TCM") culture. By integrating TCM's "Four Diagnostic Methods" (inspecting, listening, enquiring, and palpating) with Cantonese herbal tea culture, the game aims to spark students' interest in TCM while enhancing their appreciation for Chinese heritage.

5. Tactile-VisionX

Tactile-VisionX is a robotic end-effector platform that integrates visual-tactile perception for efficient multimodal data acquisition, addressing the high costs and insufficient sensing capabilities in robotic manipulation. The system features two innovations: 1) A force-feedback data collection module based on the Fast Universal Manipulation Interface ("fastUMI") gripper, which enables real-time interaction and high-efficiency data capture; 2) A low-cost tactile sensing solution with a three-layer structure (including a CMOS sensor array, controllable light sources, and soft silicone support).

6. SMAPET

SMAPET aims to transform the pet care industry with a multifunctional smart collar designed to address key concerns of pet owners. Its mission is to provide a holistic solution for pet safety, health, and communication through cutting-edge technology. The collar offers real-time GPS tracking, allowing pets can be easily located if they go missing—a major worry for pet owners. Additionally, SMAPET includes health monitoring capabilities and features a unique pet language translation function, providing a fun and interactive way for pet owners to understand their pets' needs and emotions.

7. AI Photographing

The team behind AI Photographing innovatively uses a "multi-modal large model" solution to quickly and accurately identify scene and character attributes, as well as providing

reasoning output from professional large models, to offer users with better shooting assistance and advice on composition, posture, angle and, other aspects.

8. EnerLink AIOS

EnerLink AIOS envisions achieving 100% utilisation of renewable energy and stable grid operation through AI-driven optimisation of the entire energy supply chain to promote a global transition to a zero-carbon energy structure. It is the world's first AI power dispatch operating system that covers all aspects of "source-network-load-storage-market", providing a one-stop low-carbon energy management solution for power generation groups, grid companies, and industrial parks.

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The "Cyberport GBA Young Entrepreneurship Programme 2024" attracted a total of 392 applications, and 156 students from 48 universities and tertiary institutions across Guangdong-Hong Kong-Macao were selected to participate in the entrepreneurship boot camp held at Galaxy Incubator in Shenzhen. The launch ceremony was attended by representatives from co-organisers, supporting organisations, and participating schools.

Alice So, Head of Entrepreneurship of Cyberport, said during the ceremony, "AI, as a core driver of global I&T, has become a key direction for youth entrepreneurship in the GBA."

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About Hong Kong Cyberport

Wholly owned by the Hong Kong Special Administrative Region (HKSAR) Government, Cyberport is Hong Kong's digital tech hub and AI accelerator, with a vision to empower industry digitalisation and intelligent transformation, to promote digital economy and AI development, and to foster Hong Kong to be an international AI, innovation and technology (I&T) hub. Cyberport gathers over 2,200 companies, including 5 listed companies and 7 unicorns. One-third of onsite companies' founders come from 26 countries and regions, while Cyberport companies have expanded to over 35 global markets.

Cyberport, with Hong Kong's largest AI Supercomputing Centre and AI Lab as the engine, has been building the AI ecosystem with industry-leading AI companies and over 350 AI and data science start-ups. Through development of tech clusters, namely AI, data science, blockchain and cybersecurity, Cyberport empowers industries across smart city and government, banking and finance, digital entertainment, culture and tourism, healthcare, education and training, property management, construction, transportation and logistics, green environment and more, while hosting Hong Kong's largest FinTech community. Commissioned by the HKSAR Government, Cyberport has implemented proof-of-concept and sandbox schemes, subsidisation for digital tech adoption, industry tech training and start-up incubation, to drive technology R&D, translation and commercialisation, thus propelling digital transformation and intelligent upgrade across industry and society.

Also as Hong Kong's key incubator, Cyberport supports entrepreneurs with funding and office space, extensive networks of enterprises, investors, technology corporations and professional services for business growth and expansion to Mainland China and overseas markets, all-round facilitation for landing in Hong Kong, talent attraction and cultivation, ready as a launchpad to take start-ups in any stages of development to the next level.

For more information, please visit https://www.cyberport.hk/en.