

Press Release
For Immediate Release

46 Cyberport Community Members Participate in the “Learning and Teaching Expo 2025”

Showcasing AI-Driven Personalised Education: Paving the Way for the Future of EdTech

Hong Kong, 2 July 2025 – The “Learning & Teaching Expo 2025”, Asia's premier education event, is taking place over three days (2-4 July) at the Hong Kong Convention and Exhibition Centre. As a strategic partner, Cyberport is leading 22 EdTech start-ups to showcase innovative education solutions powered by cutting-edge technologies, including Artificial Intelligence (AI), Blockchain, Quantum Technology, and Augmented Reality (AR) and Virtual Reality (VR) at the Cyberport pavilion, in addition to 24 Cyberport community members participated at the Expo, to enable educators to stay updated on the latest advancements in STEAM (Science, Technology, Engineering, Arts and Mathematics) education.

Eric Chan, Chief Public Mission Officer of Cyberport, said, "In alignment with the national strategy for digital education and to realise Hong Kong's vision of becoming an international I&T hub, the Education Bureau has strengthened the promotion of STEAM education in primary and secondary schools. As Hong Kong's digital tech hub and AI accelerator, Cyberport is dedicated to nurturing innovative talent. We collaborate with public and private institutions, primary and secondary schools, colleges, professional organisations, and start-ups to organise activities, seminars, competitions, and training programmes that inspire students' innovative thinking. This year, 46 Cyberport community members participated in the Learning and Teaching Expo, showcasing EdTech solutions and applications powered by cutting-edge technologies including AI and blockchain. This reflects our community's commitment to education and aims to enhance students' digital literacy, actively preparing them for the future."

The Learning & Teaching Expo 2025 adopts the theme “Education: A Shared Future for All”, bringing together educators, experts, government representatives, and innovators from around the globe to explore topics such as innovative teaching methods, technology applications, and teacher-student development through keynote speeches, seminars, workshops, and product demonstrations. During the “Greater Bay Area Science and Technology Education Forum”, Ricky Choi, Director of Smart Living at Cyberport, highlighted that Cyberport, as an incubator for entrepreneurship in Hong Kong, provides comprehensive support to start-ups and serves as a bridge to the international market. This helps attract mainland EdTech companies to Hong Kong, providing a diverse platform for innovation and application in related fields. Additionally, Cyberport community members also engaged in various sharing sessions focused on innovative approaches to supporting special educational needs and promoting core values through personalised education, demonstrating how technologies like drones and AR can enhance the learning experience.

Artificial Intelligence Facilitates Education and Training

The deep application of AI technologies in the education sector is set to bring transformative changes to learning and teaching in Hong Kong. [Vinci AI](#) showcased products such as its intelligent Robotic Dog and the AI language learning platform “LinguaSmart”, aimed at enhancing the educational experience; [Novalearn](#)'s intelligent adaptive learning system, “AI Mentor”, provides teachers and students with precise assistance through advanced analytics and personalised recommendations as well as curriculum development and learning support; [Laurry AI](#)'s “Eva Speak AI”, a language training platform that integrates AI and VR technologies to train users in English and Mandarin based on international assessment standards; [BioX](#) has developed interdisciplinary AI teaching solutions tailored to meet the needs of primary and secondary school curriculums, fostering students' innovative thinking.

Gamified Learning and Interactive Education

Interactive technologies are injecting new impetus into education, creating engaging learning experiences. [Canpanion Group](#) has developed an AI-powered educational and psychological ecosystem including 100 gamified SEN assessment and training programmes, AI digital teachers, AI administrative tools, advanced data analytics, and an upcoming 3D robotic solution to empower millions of children, enhance teaching efficiency and transform the educational systems; [ConnectAR](#)'s “DIY AR” allows students to virtually explore cultural heritage sites and learn about the costumes of China's 56 ethnic groups, enabling them to create their own content through 3D technology; [Toycloud Technology](#)'s “AlphaEgg Coding Bricks” combines AI with STEAM education to cultivate students' computational thinking in an enjoyable way; [Gump AI](#)'s generative AI “STEAM Comic Maker” allows students and parents to co-create photo albums and transform photos into anime-style artwork.

STEAM Education and Robotics Applications

Promoting the popularisation, enjoyment, and diversity of STEAM education and robotics is essential for building a solid foundation for students in the digital technology era. [MakeOmnia](#)'s portable “Mago 3D printer”, designed for STEM curriculum, enables students to practice their creativity anytime and anywhere, promoting 3D printing technology; [Molekiu](#)'s robotics education guides students to explore the application of AI and robotics through the use of robot – “Ohbot”, and combines knowledge of Google NotebookLM technology to cultivate students' computational thinking and creativity; Knobase by [Metalympics](#) helps schools stop guessing and start knowing, turning student conversations into the clear data needed to drive data-informed decisions and build a contextualised education that truly fits the school; [SpinQ Technology](#)'s portable quantum computers, the “SPINQ Gemini” series, provide higher education institutions with a quantum computing experimental platform, lowering barriers to learning and fostering talent in quantum technology.

Immersive Learning and Smart Campus Solutions

Immersive technologies are creating entirely new learning experience and enabling the development of smart campuses that transform traditional teaching and administrative practices. [Formula Square](#) combines racing technology with STEAM education, utilising VR to provide an immersive learning platform that helps students grasp mechanical principles and programming skills; [VisionARi](#)'s "AR+AI Interactive Science Learning Platform" merges AR and AI technology to provide primary school students with an exploratory science experiment experiences, with a bilingual AI tutor that analyses students' learning progresses and offer teachers with personalised teaching recommendations; [iREd Solutions Limited](#)'s "Smart Learning Suite" supports students with special educational needs by integrating health monitoring and sports data collections to provide tailored learning support; [OneChain](#)'s innovative platform "CertLedger", leverages blockchain and Zero Knowledge Proof (ZKP) technology for tamper-proof storage and real-time verification of academic certificates, ensuring creditability and privacy of academic qualifications.

The innovative EdTech solutions showcased at the Cyberport pavilion also include: [Innocorn Technology](#) utilises advanced conversational AI to develop teaching assistants with Natural Language Processing capabilities, providing 24-hour learning support for students; [Learn 2 Play](#) integrates AI technology into game-based learning to enhance students' learning motivation through interactive design; [Nurturing Reads](#) combines psychology and AI technology to develop a reading mentor system that monitors students' psychological states; [Cardy Tech](#) offers design-thinking-based AI programmes that enables students to apply technology to address campus challenges; [931SMD](#) offers multimedia creation programmes to develop students' digital expression skills; [Hong Kong Learning In Tech](#) focuses on interdisciplinary STEAM education, inspiring innovative thinking through project-based learning.

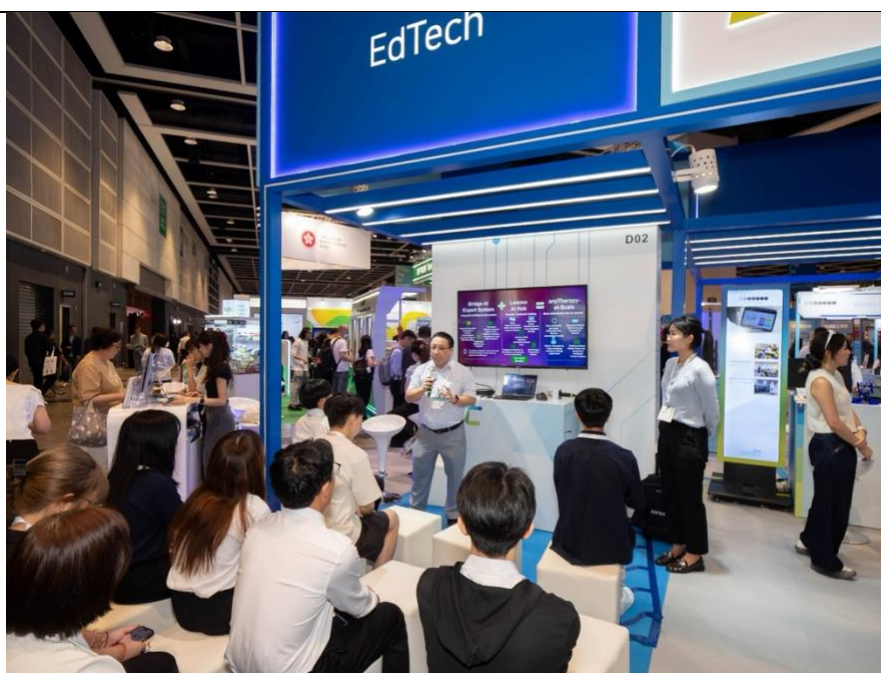
Cyberport is committed to supporting the innovative development of EdTech. Since 2013, Cyberport has led community members in participating in the Learning & Teaching Expo to showcase new EdTech solutions and applications, aiming to breakthrough traditional teaching and learning models, streamlining classroom processes, enhancing the teaching and learning experience for both educators and students, as open up whole new learning possibilities for students with special educational needs.

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Please click [here](#) to download high-resolution photos and video, and [here](#) to download Cyberport campus photos and video footage.



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Eric Chan, Chief Public Mission Officer of Cyberport stated that Cyberport has always collaborated with various sectors to nurture innovative talents. Participation in this event highlights the Cyberport community's commitment to technology education, aiming to enhance students' digital literacy and actively prepare them for the future.

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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 around 400 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>.