



Press Release
For Immediate Release

"Digital Entertainment Leadership Forum 2026" Concludes Three-Day Run with Over 4,000 Participants Exploring AI's Role in Reshaping Digital Entertainment and Cultural Creative Industries

Hong Kong, 30 August 2026 — The annual flagship event Digital Entertainment Leadership Forum 2026 (DELF 2026), organised by Cyberport, concluded successfully today. Under the theme **"The Dreamatic Circus"**, this year's forum focused on key topics including artificial intelligence (AI), immersive technologies, IP economy development, and innovation in the cultural and creative industries. Over three consecutive days, the forum featured four themed experience zones — Digital Entertainment, Culture and Arts, Smart Living and Business, and Robotics and Drones — bringing together leaders and experts from technology, entertainment, culture and arts, education, and the creative industries to explore the latest trends and directions in empowering content creation, cultural preservation, and business applications through innovative technologies.

Building on the strong response on the first day, the second and third days focused on creative practice, technology experiences, and community engagement, presenting more than 35 innovative technology showcases, interactive experiences, and exciting activities. Highlights included the immersive interactive art exhibition of the Hong Kong original animation IP *Another World*, Nikopicto's interactive phygital activation, Jin Technology Limited's combat robots, and Genesis ONE's AI- and 3D-powered fashion platform. The event also featured an Art-Tech Concert, AI game creator workshop, movie screenings, doujin event, and accessible esports experiences, enabling the public to experience first-hand the new possibilities that frontier technologies bring to entertainment, everyday life, and business applications, while showcasing the growth potential and opportunities created by the convergence of AI and digital entertainment.

Dr Rocky Cheng, Chief Executive Officer of Cyberport, said, "Artificial intelligence is accelerating transformation across the entertainment and creative industries. It is not only changing the way content is created, but also creating new opportunities for cultural preservation, artistic expression, and industry development. DELF has long served as a cross-sector exchange platform, fostering collaboration among technology companies, creators, industry organisations, and talent to explore innovative application scenarios together. Cyberport will continue to actively promote the integration

of AI and the creative industries, nurture I&T talent, and support start-up development, helping Hong Kong strengthen its position as an international innovation and technology centre.”

Spotlighting the Integration of AI Creation and Art-Tech

The second day of the forum centred on creative technology practices, showcasing the latest applications of AI in content creation, art, and entertainment through a series of interactive activities. The **“Art-Tech Concert”**, powered by the Hong Kong Innovative Technology Development Association, combined innovative technologies with live performance to demonstrate how digital tools can bring new forms of expression to music and the arts. The **“Hong Kong AI Game Jam 2026 & Creator Workshop 2026”**, powered by Honor U Ministry Ltd & Hong Kong Game Development Association, combined competition and learning, allowing participants to use AI tools for game development and inspiring creative thinking through hands-on challenges and guidance from industry experts. The event also featured the Accessible Gaming and Esports Experience powered by Hong Kong Blind Union.

Film and digital content creation were also key highlights. The event featured **Cyberport Academy: DELF 2026 – AI Creative Micro-Academy**, enabling the public to explore cutting-edge creative tools from leading brands and learn how to use generative AI and other frontier technologies for audiovisual storytelling, interactive game design, and other content creation. The forum also hosted a masterclass for the original animated film *Another World*, inviting Ms Polly Yeung, Chief Executive Officer of Gudo Inc., and Ms BeeWon Lee, CEO and producer of SuperString Inc, to share insights of reimagining “Another World” for a global webtoon audience.

In addition, popular programmes including *XODIAC: Cosmic Code* and *Drone Cirque: A Circus in the Air* attracted plenty of audience, combining performing arts, visual technology, and interactive entertainment in innovative formats and demonstrating new directions for technology-driven entertainment.

Bringing Together Culture, Education, and Community to Drive Innovation for All

On the final day, the forum further demonstrated the value of technology popularisation and cross-generational inclusion. Powered by Rotary Club of Smart Hong Kong, the **“Elderly eSports Tournament & Experience Day”** attracted senior participants to take part in various esports and interactive experience activities, showcasing the potential of digital entertainment in promoting social connection, intergenerational exchange, and lifelong learning, while further advancing gerontechnology development.



The event also hosted the **“2nd Edition of Gen AI Student Social Challenge Award Ceremony and AI for Culture & IP Forum”**, recognising young talent who applied generative AI to address social issues and promote cultural innovation. Industry experts were also invited to discuss how AI can empower the cultural sector and intellectual property development, opening up further possibilities for Hong Kong’s creative economy.

For the creator community, the **“Creator Conflicts Doujin Exchange”**, powered by Lifetime Memory, brought together illustrators, creators, and anime culture enthusiasts to promote creative exchange and collaboration, highlighting the vibrancy of Hong Kong’s original culture community.

For the movie programme, the event screened the local animation film *To a Beautiful Time Gone By*, selected works from companies shortlisted under the “Future Animation: 3rd AI-assisted animation production support scheme”, and selected works from the “2nd HKUST AI Film Festival Selected Projects”, including *Tai Lung Fung - Full Throttle Kitchen*, *Tuen Min Vs. Tin Shui Wai*, *Cirkillation*, *Project J*, *In a Second*, *Where The Ink Stays*, and *Weaving*, showcasing innovative achievements in video creation, animation production, and storytelling.

Three-Day Event Creates an Innovation Experience Platform for AI Entertainment

Throughout DELF 2026, more than 35 interactive experiences were presented, alongside 27 on-site workshops covering applications of AI and innovative technologies. Through the **“Play to Earn”** campaign, the public was encouraged to explore frontier technology applications while fully enjoying the fun of discovery.

The first day of the forum also facilitated a number of industry and academia collaboration outcomes. Cyberport signed memoranda of understanding with Alibaba Cloud, The Hong Kong Academy for Performing Arts, and Hong Kong Shue Yan University, covering areas including start-up incubation, AI applications, art-tech project research and development, and talent cultivation, further strengthening collaboration among industry, academia, and research sectors as well as the development of the technology ecosystem.

An **“eVTOL Trial Flight Demo”** was also held at Cyberport Waterfront Park, showcasing the latest achievements in Hong Kong’s low-altitude economy and smart mobility. The demonstration attracted close to 1,000 visits and became another highlight of the forum.

Promoting Hong Kong as an International Hub for Digital Entertainment and AI Innovation

Through forum exchanges, creative showcases, technology demonstrations, and community activities, DELF 2026 successfully brought together the strengths of the technology, culture, arts, and entertainment sectors to explore the future development direction of the digital entertainment industry in the AI era.

Cyberport will continue to play its role as Hong Kong's digital technology hub and AI accelerator, promoting the implementation and application of innovative technologies while nurturing a new generation of I&T and creative talent. Together with the industry, Cyberport will help open a new chapter for Hong Kong's digital entertainment sector.

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Please [click here](#) to download high-resolution press photos.

Photo 1 to 2: The three-day "2026 Cyberport Digital Entertainment Forum" concluded successfully, attracting over 4,000 participants in total.



Photo 3 to 4: “eVTOL Trial Flight Demo” conducted a flight demonstration at Cyberport Waterfront Park.



Photo 5 to 7: Digital Entertainment Leadership Forum 2026 showcased a wide range of immersive experience exhibitions and technology products, bringing rich digital entertainment experiences to the public.



Photo 8: The forum brought together more than 60 industry leaders and star speakers to share insights on the application of frontier technologies such as AI and innovation in the content creation industry.



Photo 9 to 11: DELF 2026 “Elderly eSports Tournament & Experience Day” invited Dr Rocky Cheng, Chief Executive Officer of Cyberport, and Cheung Mingman, known as "the Patriotic Singer", as GOH. Hundreds of senior attendees gathered on-site to experience the fun of e-sports.





Photo 12: Members of the public joined Cyberport Academy: DELF 2026 – AI Creative Micro-Academy to learn how to use AI and other frontier technologies to support content creation.



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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 2,400 companies, including 29 listed companies and 10 unicorns. One-third of onsite companies' founders come from 28 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 500 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 "State-level Scientific and Technological Enterprise Incubator" and 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 Chinese Mainland 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>.

For media enquiry, please contact:

Cyberport

Jacky Lam

Phone: (852) 3166 3983

Email: jackylamhw@cyberport.hk

Creative Consulting Group

Penn Leung

Phone: (852) 6077 7342

Jesa Amparo

Phone: (852) 5999 7771

Email: delf@creativegp.com

May Yu

Phone: (852) 9634 2994