

Press Release
For Immediate Release

The Inaugural “EDB x Cyberport: I&T Digital Learning Partnership Scheme (2025/26)” Solution Showcase and Teaching Practice Sharing Session

Cyberport and Education Bureau Join Hands to Advance I&T Education and Drive Pedagogical Innovation in Digital Era

Hong Kong, 24 August 2026 – The inaugural “**I&T Digital Learning Partnership Scheme (2025/26)**”, jointly organised by Cyberport and the Education Bureau, held its **Solution Showcase and Teaching Practice Sharing Session** today at Cyberport. Ten participating schools, including three primary schools, six secondary schools, and one special school, partnered with eight Cyberport innovation and technology (I&T) start-ups to showcase their STEAM-related solutions co-created over the past few months, together with the results of their classroom pilot trials. The event demonstrated the value of integrating I&T into education and highlighted teachers’ professional capabilities in driving pedagogical innovation. **Dr Sze Chun Fai JP, Under Secretary for Education**, and **Ir Eric Chan, Chief Public Mission Officer of Cyberport** officiated at the event, witnessing the collaboration between the education and I&T sectors in advancing innovation and digital education. The initiative aims to nurture students’ innovative mindset and future-ready skills while creating more diverse learning opportunities. More than 200 primary and secondary school teachers attended the event.

Dr Sze Chun Fai, Under Secretary for Education, said, “The Education Bureau recently released the ‘Blueprint for Digital Education Development in Primary and Secondary Schools’, which sets out four strategic objectives: enhancing students’ digital literacy, strengthening teachers’ professional capabilities, optimising infrastructure and resource support, and fostering cross-sector collaboration to build a digital education ecosystem. The I&T Digital Learning Partnership Scheme serves as an exemplary initiative demonstrating the Education Bureau's commitment to promoting cross-sector collaboration. By leveraging Cyberport’s I&T talents and resources, the Scheme encourages the industry to understand the core nature of different academic subjects and address pedagogical pain points, providing professional support to schools and empowering them to unlock the potential of digital technologies to enhance teaching and learning. It also facilitates the optimisation of curriculum design based on student needs, thereby enhancing the overall effectiveness of teaching and learning .”

Ir Eric Chan, Chief Public Mission Officer of Cyberport, said, “With the rapid development of artificial intelligence and innovative technologies in recent years, the Education Bureau has been actively promoting digital education and encouraging the use

of innovative technologies to enhance teaching and learning. The inaugural ‘EDB x Cyberport : I&T Digital Learning Partnership Scheme (2025/26)’, directly responds to the practical needs of frontline teaching. Under the programme, 10 primary, secondary schools and special school worked with 8 Cyberport community companies to co-develop and pilot teaching solutions integrating AI, AR and sensing technologies, bringing technology into the classroom in a practical way. As Hong Kong’s digital tech hub and AI accelerator, Cyberport will continue to connect EdTech resources with the education sector, helping schools move beyond traditional teaching approaches, inspire students’ creativity and enhance their technological literacy.”

Cyberport has been working closely with the Education Bureau to promote I&T education and talent development in Hong Kong, leveraging innovative technologies to enhance teaching and learning through diverse teacher training programmes and student activities. This year’s “I&T Digital Learning Partnership Scheme (2025/26)” aims to foster closer collaboration between the education and the I&T sectors and drive the integration of innovative technologies into teaching and learning. Implemented from February to July, the Scheme matched selected schools with Cyberport start-ups to co-develop and pilot I&T and digital education-related teaching and learning solutions, with professional expertise and technical support provided by the participating start-ups. It strengthened school curriculum and professional capabilities in advancing I&T and digital education, while facilitating the integration of teachers’ pedagogical expertise with technical skills and practical insights of technology professionals. Through co-designing, pilot teaching, reviewing, and refining the solutions, teachers were empowered to explore innovative and impactful pedagogical strategies, nurturing students’ innovative mindsets, problem-solving skills and digital literacy.

At today’s Solution Showcase and Teaching Practice Sharing Session, participating schools and start-ups showcased the 10 STEAM-related solutions they co-developed and shared their collaborative experiences and teaching practices. The featured solutions included an AI-enhanced “flipped classroom” teaching model that identifies students’ learning gaps and generates targeted, gamified exercises to boost engagement and learning outcomes; the use of card games, animated calculation processes, and augmented reality (AR) technology to visualise abstract algebraic operations, transforming formula memorisation into interactive card-game challenges to help students grasp algebraic concepts; and the use of sensor hardware and customised analytical tools to collect data and correlate different load conditions with observable and comparable trends, enabling students to investigate the impact of external loads on human physiological responses and walking performance.

Cyberport and the Education Bureau have also jointly organised the “**Student Mentorship Programme on Innovation and Technology**” and the “**Student Training Programmes and Budding Scheme on Innovation and Technology**” in recent years. With professional guidance and support from Cyberport community enterprises, students have been able to apply their knowledge to develop practical and innovative solutions by leveraging I&T and

digital education resources, while nurturing their innovative thinking, problem-solving skills, and creativity. These programmes also provide young people with early exposure to the I&T industry, inspiring their interest and potential in innovation and technology, and laying a solid foundation for them to become future I&T leaders.

The Education Bureau recently announced the **“Blueprint for Digital Education Development in Primary and Secondary Schools”**, setting out “Four Key Focuses, Ten Strategies” to provide clear direction and implementation strategies for advancing the digital transformation of primary and secondary education, and charting a vision for education in the digital era. Cyberport will fully align with the development directions of the “Blueprint” and actively drive pedagogical transformation. It will continue to enhance students' digital literacy and innovative capabilities through a diverse array of internship, exchange, and talent development programmes, nurturing a new generation of I&T talent and equipping young people with the skills and capabilities to seize opportunities and meet the challenges of the digital era.

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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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Dr Sze Chun Fai, Under Secretary for Education and Ir Eric Chan, Chief Public Mission Officer of Cyberport, along with representatives from eight participating Cyberport startups (top picture) and ten primary, secondary and special schools (bottom picture), exchanged views and shared insights on their participation in the program.



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Appendix:

Participating Schools	Pairing Start-up	Project Highlights
Ho Lap Primary School (Sponsored by Sik Sik Yuen)	Ideal Sound Holdings Limited	Utilizes a no-code adaptive learning platform and AI-generated gamified exercises to implement a flipped classroom model. This precisely identifies students' learning focal points, reduces teachers' lesson preparation and grading time, and enhances student engagement, to optimize teaching effectiveness significantly.

HKSYC&IA Chan Nam Chong Memorial School	Kazoo Technology (Hong Kong) Limited	Enhances student focus with a "hands-on feel" by operating physical Kazoo smart blocks and mobile devices. Analysing data to adjust teaching content to achieve personalized instruction.
SKH Kei Oi Primary School		Developed an AI dialogue platform with a built-in "three-tier progression system" to provide personalized questioning and expression support, enable a "reading-internalization-output" learning cycle.
King's College Old Boys' Association Primary School No.2	AESIR Limited	Designed VR-based teaching and resource solutions to visualize abstract scientific concepts. By rich multi-sensory teaching methods to guide students from "passive reception" to "active inquiry," exploring practical strategies for immersive pedagogy.
WEO Chang Pui Chung Memorial School		Visualizing mathematical concepts using card strategies, computational animation, and AR technology to help students understand mathematical concepts, such as addition and subtraction, multiplication and division, and factorization. It also collects response data to help teachers analysing error patterns and provide more targeted teaching support.
STFA Yung Yau College	Blue Sky Energy Technology Limited	A school-based app development integrates the school's greenhouse environment, scientific concepts, and digital tools, to facilitate inquiry-based learning for all students on campus, promoting scientific thinking and enhancing teacher-student interaction.

Chinese Y.M.C.A. Secondary School	iSEE Mobile Limited	Explores the relationship between schoolbag weight, walking pace, and heart rate by integrating ICT, mathematics, and biology knowledge, cultivating students' scientific investigation, data analytic skills, and abilities in multidisciplinary by scientific activities, data collection, and multivariate analysis.
Fung Kai No. 1 Secondary School	Peanut King Solution Limited	Pioneers a "Digital Twin and Inquiry-based Learning" teaching model that fully integrates interdisciplinary STEAM concepts. This guides students through the entire modern engineering cycle from virtual modelling, simulation testing, physical construction, and data diagnosis and precision improvement.
The Y.W.C.A. Hioe Tjo Yoeng College	Foodtech AI Company Limited	Utilizing intelligent tea-making device to achieve interdisciplinary integration. Integrated sensory science, engineering, and programming to transform subjective experiences into objective data. Using AI to improve formulas, debug programs, and support active research, enhancing students' understanding of STEAM concepts and participation, thereby achieving AI empowerment.
TWGHs Lo Kon Ting Memorial College	Novalearn Limited	Combining systematic and guided self-learning modules with the use of a "design log," this assists teachers and students to progressively create their own science simulators with AI prompting. This provides personalized support for teachers' pedagogical challenges, thereby enhancing efficiency of lesson preparation.

For media enquiries, please contact:

Cyberport

Leaky Lee

Tel: (852) 3166 3984

Email: leakyleek@cyberport.hk

A-World Consulting

Danny Au

Tel: (852) 3520 2223

Email: danny.au@a-world.com.hk

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>