

Press Release
For Immediate Release

28 Cyberport EdTech start-ups participate in “Learning & Teaching Expo 2023” *Inspire students’ potential and nurture I&T talent*

Hong Kong, 13 December 2023 – The education sector in Hong Kong values innovation and technology (I&T) education to inspire students’ talent and creativity and nurture I&T talent. Cyberport is taking part in the “**Learning & Teaching Expo 2023**”, a three-day event (13-15 December 2023) at the Hong Kong Convention and Exhibition Centre. The event, presented by Hong Kong Education City and supported by the Education Bureau, showcases 28 Cyberport community start-ups and their diverse EdTech solutions, allowing primary and secondary school teachers to grapple with the I&T applications and latest trend to boost the effectiveness of STEAM (Science, Technology, Engineering, Arts, and Mathematics) education at schools. In addition to showcasing start-ups’ technologies, Cyberport also organized a number of EdTech seminars for educators to explore various topics related to education and technology such as Artificial Intelligence (AI) and learning solutions for children with Special Educational Needs (SEN).

Ir. Eric Chan, Chief Public Mission Officer of Cyberport, said, “It has been a global trend for the education sector to integrate technologies into teaching and learning to enhance its quality and effectiveness. Cyberport houses 180 EdTech start-ups with a wide range of solutions, including AI, AR/VR technology and gamified learning tools, to cater for the needs of different students and enrich their learning experience. With our unique I&T community advantages, we have been matching schools and social welfare organizations with suitable EdTech solutions, intending to create a win-win situation for both education sector and start-ups. Cyberport will continue to work along with the broad direction of invigorating the country through science and education to step up the promotion of STEAM education and I&T learning, drive the development of EdTech and nurture future I&T talents for Hong Kong to be international I&T centre.”

EdTech platform facilitates Smart Learning

Students are provided with personalized information and opportunities via EdTech platform that integrates information and data in a one-stop manner. Leveraging big data and AI, [GloStudy](#) integrates course information from Hong Kong and international institutions, vocational training and professional pathways, allowing students to find the best-fit pathways. [edxtore](#) is an online-merge-offline (OMO) education platform. With teaching materials, which are authorised by various international and local publishers, and application of Generative AI and Big Data technologies, it presents brand-new OMO teaching and learning experiences to the next generation. **edxtore** also provides schools with enterprise-grade Smart-School solutions. With years of product development experience, [iREd](#) has launched a smart living learning kit. This kit not only teaches students how to build mobile apps on different programming platforms, but also helps them understand how to record and use data connected with daily life.

Strengthen experiential learning to stimulate students' interest

Game-based experiential learning not only boosts students' confidence and interest, but also inspires their creativity and allows them to put knowledge into practice in their daily lives. [Formula Square](#) has developed and launched a new esports project called "RV Racing" that combines physical racing and virtual control, allowing students to learn mechanical, electronic and driving skills while experiencing it. [N1](#) offers a holistic golf learning experience by merging STEM (Science, Technology, Engineering, and Mathematics) with SportsTech. It aims to help students understand the physics principles behind and the impact of technological advancements on the game of golf. [Molekiu](#) is a robotics solutions company that aims to teach students programming commands, execute various actions and tasks, and impart programming and computational thinking skills through an interactive robot called Ohbot and the latest AI technology.

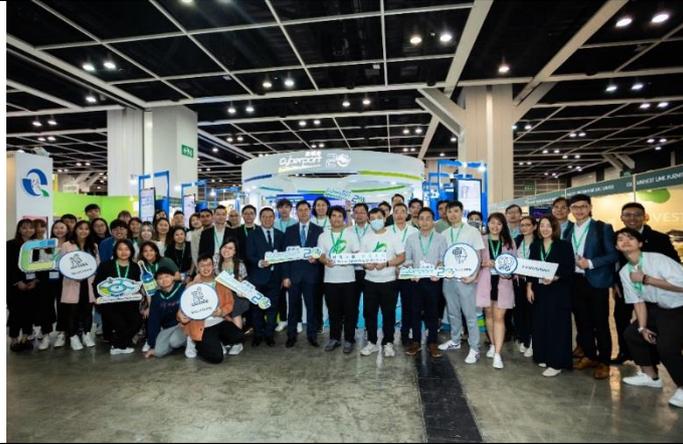
STEAM education and "microlearning" enhances learning effectiveness

Numerous schools have been integrating STEAM into teaching, allowing students to have early exposure to basic knowledge of Web3 and AI for future application scenarios. [ConnectAR](#) provides products centred on AR, VR, Web3 (Metaverse, blockchain, NFT) and computer vision technologies, assisting students in creating their own AI works and demonstrating their imagination and creativity, and even creating beautification for school campus or interactive learning materials for peers. These products were awarded the City I&T Grand Challenge Champion and ICT Awards (Smart Education). [Printact](#), based on scientific research and unique module design, offers various STEAM, DeepTech and I&T courses for school teachers to tailor their curriculum to students' needs. [Metalympics](#) is an education partner of The Sandbox, where students could easily experience blockchain, NFT, and Metaverse with easy, no-code tools. Developing Fraxir, an AI-powered microlearning platform, it provides personalised and efficient learning with short courses on various topics.

Cyberport has participated in the "Learning & Teaching Expo" since 2019 and is committed to connecting the education sector with EdTech start-ups to popularize EdTech applications and create win-win collaboration for both schools and start-ups. Numerous events have been organized including the STEM+E competition held in May 2023, which attracted the participation of more than 400 secondary school students. Under the guidance of start-ups and business leaders, they developed business solutions centred around "Green Management" and "Well-being and Safety". In collaboration with the Office of the Government Chief Information Officer, Cyberport co-organised the Solution Day for the programmes of "Knowing More about IT" and "IT Innovation Lab in Secondary Schools" to encourage the adoption of I&T education programmes in primary and secondary school and attracted around 300 educators from special schools, primary schools and secondary schools. Nearly 80 Cyberport Community start-ups demonstrated their teaching proposals and digital technology solutions on STEAM, NFT, robotic hardware and blockchain during these events in 2022 and 2023.

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Please download high resolution photos through [this link](#).



Cyberport is taking part in the “**Learning & Teaching Expo 2023**”, a three-day event (13-15 December 2023) and 28 Cyberport community start-ups showcase their diverse EdTech solutions to education sector.



Dr Choi Yuk-lin, Secretary for Education visited Cyberport’s exhibition area and exchanged views with EdTech start-ups.



Mr. Eric Chan, Chief Public Mission Officer of Cyberport said that it has been a global trend for the education sector to integrate technologies into teaching and learning to enhance its quality and effectiveness. Cyberport have been matching schools and social welfare organizations with suitable EdTech solutions, intending to create a win-win situation for both education sector and start-ups.

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About Cyberport

Cyberport is Hong Kong's digital technology flagship and incubator for entrepreneurship with over 2,000 members including over 900 onsite and close to 1,100 offsite 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