



HONG KONG
ICT AWARDS
2023 香港資訊及
通訊科技獎

Digital Entertainment Award 數碼娛樂獎



Leading Organiser
籌辦機構



Hong Kong Digital
Entertainment Association
香港數碼娛樂協會

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Digital Entertainment Award 數碼娛樂獎



Background 背景

The Hong Kong ICT Awards aims at recognising and promoting outstanding information and communications technology (ICT) inventions and applications, thereby encouraging innovation and excellence among Hong Kong's ICT talent and enterprises in their constant pursuit of creative and better solutions to meet business and social needs.

The Hong Kong ICT Awards was established in 2006 with the collaborative efforts of the industry, academia and the Government. Steered by the Office of the Government Chief Information Officer, and organised by Hong Kong ICT industry associations and professional bodies, the Awards aims at building a locally espoused and internationally acclaimed brand of ICT awards.

There are eight categories under the Hong Kong ICT Awards 2023. There is one Grand Award in each category, and an "Award of the Year" is selected from the eight Grand Awards by the Grand Judging Panel.





香港資訊及通訊科技獎旨在表揚及推廣優秀的資訊及通訊科技發明和應用，以鼓勵香港業界精英和企業不斷追求創新和卓越，謀求更佳和更具創意的方案，滿足企業的營運需要，造福社會。

通過業界、學術界和政府的共同努力，香港資訊及通訊科技獎於二零零六年成立。香港資訊及通訊科技獎由政府資訊科技總監辦公室策動，並由香港業界組織及專業團體主辦，目的是為香港建立一個廣受香港社會愛戴、並獲國際認同的資訊及通訊科技專業獎項。

2023香港資訊及通訊科技獎設有八個類別的獎項。每個類別均設有一個大獎，而最終評審委員會再從八個大獎中甄選出「全年大獎」。



Message from Chairman of Leading Organiser 籌辦機構主席獻辭



Mr Gabriel PANG
Chairman, Hong Kong Digital Entertainment Association

彭子傑 先生
香港數碼娛樂協會 主席

First of all, a big thanks for the support from government, judges and supporting organizations to the awards and to make the awards success.

Among the awards entries this year, there are a lot of high-quality and impressive work. For Animation and Visual Effects Stream, the winning works include different animation types, such as stop-motion animation, 2D, and 3D animation, and the technologies are mature; I'm also happy to see that the types of award-winning entries for Entertainment and eSports Software Stream are diversified and are popular in different regions, such as Hong Kong, Europe, the United States, the Mainland and as well as the emerging ASEAN market, which reflects that local game companies have great potential.

In response to the popularity of art technology in recent years, it has become a key development direction of the creative industry in Hong Kong. For another award stream - Interaction Design, several art technology applications were received again this year. In addition, there are also many outstanding innovative solutions and applications in the fields of promoting local fashion creativity, and TV content & film restoration.

The winners have shown their ability and passion of pushing the boundaries of excellence beyond limits, I'm delighted to witness the growth of the digital entertainment industry in the past one year through the Digital Entertainment Awards.

Government has provided strong support for Hong Kong's innovation and technology development by promulgating Hong Kong Innovation and Technology Development Blueprint last year, and with the accelerating promotion of culture and creative industries by mapping out the Blueprint for Arts and Culture and Creative Industries Development in the future, I am confident about the future development of the digital entertainment industry where it plays a role in culture and creative industries.

I would like to congratulate all winners again and hope that they can continue to innovate and grow in the future and inject impetus into the industry.

感謝政府資訊科技總監辦公室一直對數碼娛樂獎的支持，亦感謝各評審委員、各同業、支持機構、團體及所有協力單位的支持和參與，令今屆的香港資訊及通訊科技獎 - 數碼娛樂獎取得圓滿成功。

今年數碼娛樂獎參賽申請中，有著不少高水準、令人印象深刻的作品。在電腦動畫及視覺特效的獎項類別中，得獎作品有不同動畫類型，如定格動畫、2D、3D動畫，而且技術成熟。其次，在娛樂及電子競技軟件獎項類別中，得獎遊戲種類亦非常多元化，並受到不同地區歡迎，包括香港、歐美、日本、內地和其他華語市場，以及新興的東盟市場，可見本地遊戲公司潛力十足。而在互動設計獎項類別中，因應近年藝術科技的流行，成為創意產業的關鍵發展方向，今年亦不乏藝術科技既申請，另外在推廣本地時裝創意、電視內容影片修復等領域，亦有不少出色的創新科技和應用。

很高興透過數碼娛樂獎，見證過去一年數碼娛樂業的發展和成果。政府去年已經發表的《香港創新科技發展藍圖》，為香港的創新科技，提供強大支援。除此之外，我們更樂見政府快將公布《文藝創意產業發展藍圖》，數碼娛樂業為文化創意產業其中一環，有政府大力推動，我對香港數碼娛樂業的未來發展充滿信心。最後，在此恭賀各獲獎公司及單位，期望未來他們能繼續創新成長，為業界注入新動力。

Digital Entertainment Award Judging Panel 數碼娛樂獎評審委員會

Chairman of Judging Panel 評審委員會主席

- 1 Prof. Henry MA** Associate Dean, School of Design, The Hong Kong Polytechnic University
馬志輝教授 香港理工大學設計學院副院長

Members of Judging Panel 評審委員會成員

- 2 Ir Dr Eric LIU** Deputy Executive Director, Vocational Training Council
廖世樂 博士 職業訓練局副執行幹事
- 3 Mrs Lowell CHO** Assistant Head, Create Hong Kong
曹黎淑霞 女士 創意香港助理總監
- 4 Mr Hendrick SIN, MH** Co-founder and Executive Director and Vice Chairman, China Mobile Games and Entertainment Group Ltd.
冼漢迪 先生 中手游移動科技聯集團有限公司聯合創始人及執行董事及副董事長
- 5 Dr Wendy LEE** President, Hong Kong Innovative Technology Development Association, General Manager, Chavelier (Network Solution) Ltd.
李煥明 博士 香港創科發展協會會長、其士(網絡科技)有限公司總經理
- 6 Mr Keith LI** Chairman, Hong Kong Wireless Technology Industry Association
李勁華 先生 香港無線科技商會主席
- 7 Mr Daniel CHEUNG** Assistant Government Chief Information Officer (Cyber Security and Digital Identity)
張宜偉 先生 助理政府資訊科技總監(網絡安全及數碼個人身分)

In Attendance 列席

- 8 Mr Gabriel PANG** Chairman, Hong Kong Digital Entertainment Association
彭子傑 先生 香港數碼娛樂協會會長
- 9 Dr C. K. WONG, BBS, MH** Chairman and Founder, iASPEC Technologies Group
黃仲翹 博士 永泰信息技術有限公司主席及創辦人

(* In Arbitrary Order 排名不分先後)



Digital Entertainment Grand Award and Digital Entertainment (Interaction Design) Gold Award

數碼娛樂大獎 及數碼娛樂(互動設計)金獎

Quantum Matrix Limited /
Hong Kong Fashion Designers Association Limited

Quantum Matrix Limited /
香港時裝設計師協會有限公司

<https://quantum-matrix.ai> / <https://www.hkfda.org>

JUXTAPOSED 2022 FASHION META

Sponsored by CreateHK of the HKSAR and organised by Hong Kong Fashion Designers Association (HKFDA), the Juxtaposed 2022 FASHION META project was held to promote Hong Kong's Fashion Design industry and talents. Committed to leading and exploring possibilities of the fashion industry, an immersive "fashion metaverse" offering visitors a multi-faceted look at the creative essences of design and the real-versus-virtual possibilities of fashion was created.

HKFDA teams up with Quantum Matrix to transform fashion creativity and traditional craftsmanship with the city's first-ever virtual fashion show and interactive exhibits in Juxtaposed 2022, providing guests a novel interactive and immersive fashion show experience, leaving them mesmerized in this surreal world.

This innovative project pushed boundaries in technology and creativity while also providing a unique and immersive experience for guests. The "fashion metaverse" has become a benchmark for innovative events in the fashion industry, inspiring designers and industry players to think beyond the conventional and embrace the possibilities of technology in fashion.



JUXTAPOSED 2022 FASHION META

由香港特別行政區創意香港贊助、香港時裝設計師協會（HKFDA）主辦的“JUXTAPOSED 2022 FASHION META”項目旨在推廣香港時裝設計產業和人才。致力於引領和探索時尚產業的可能性，打造一個沉浸式的“時尚元宇宙”，讓參觀者可以多角度地了解設計的創意本質和時尚的真實與虛擬的可能性。

HKFDA與Quantum Matrix攜手合作，以嶄新科技展示時尚創意和傳統工藝，於Juxtaposed 2022推出全港首個虛擬時裝秀及互動展覽，為賓客提供新穎的互動及沉浸式時裝秀體驗，讓他們進入這個超現實的世界。

這個創新項目突破了技術和創造力的界限，同時也為客人提供了獨特的身臨其境的體驗。“時尚元宇宙”已成為時尚界創新活動的標杆，激勵設計師和行業參與者超越常規思考，擁抱科技在時尚中的可能性。

Comments from Judging Panel 評審委員會評語

The cutting-edge 3D scanning technology and virtual try-on experience is the first of its kind in the fashion industry. The real-time 3D real-scale rendering technology provides a unique and immersive experience for visitors of the show. The show has been a great success that attracts potential collaboration of leading fashion brands as well as leading further opportunities of staging the show to overseas markets, which will further promote the branding of HK's creative sector. In the long run, the technology will have a lasting impact on the fashion industry.

HKFDA與Quantum Matrix攜手合作首創3D掃描技術，在時裝展中利用實時的3D真實比例掃描科技為用家提供一個獨特的虛擬試穿體驗，令用家可以即時試穿展出的服裝。展覽的成功亦吸引到頂級時尚品牌關注以及與其的合作潛在機遇，在未來更可以拓展到海外宣傳香港創意產業。評審亦喜見此技術在時尚界將會有更長遠的發展。



Digital Entertainment (Interaction Design) Silver Award

數碼娛樂 (互動設計) 銀獎

pill & pillow
<https://www.pillandpillow.com>

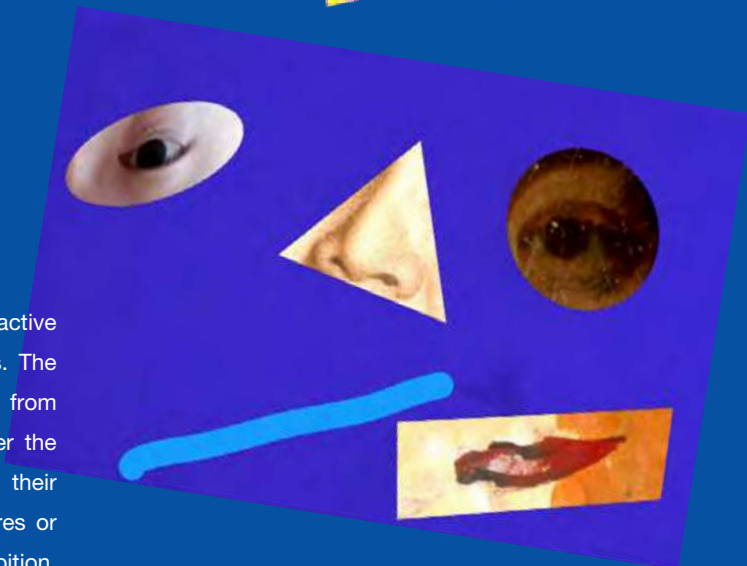
Portrait Play

"Portrait Play", created by new media artist Henry Chu, is an interactive exhibition made up of images from HKMoA's diverse collections. The programme presents images of eyes, noses and mouths derived from nearly forty works of art. Visitors can swivel the benches to alter the portrait constituted from a combination of these images, create their unique self-portraits using a different combination of facial features or even recreate their own faces. By taking part in this interactive exhibition, you will have the opportunity to project and see yourself in a brand-new light while discovering art from unique and interesting perspectives.

不加思索自畫像

「不加思索自畫像」是新媒體藝術家朱力行，為香港藝術館館藏創作的互動展覽。參加者可以揀選藏品中不同的眼睛、鼻子和嘴巴圖像；移動長凳改變顯示屏上由館藏組成的肖像；用自己的面孔來組成獨特的自畫像。這作品鼓勵參加者透過互動激發創意，並為香港藝術館館藏注入新能量。藉著參與這個互動展覽，您有機會審視、思考、感受和展示自己，並從有趣的體驗中欣賞藝術。

Portrait Play



Comments from Judging Panel 評審委員會評語

The real-time interactive exhibition is interesting and impressive. Visitors can create their unique self-portraits by swiveling the benches to alter the portrait constituted from a combination of the images. The experience is intuitive, simple and engaging to the public with fun. It is a good example of successful "ART TECH" application. The Museum exhibition is impactful and a success that can be reflected by the length of the exhibition held, and public acceptance.

《不加思索自畫像》是在香港藝術館展出的互動展覽，項目十分有趣及印象深刻。參加者可以利用展覽中的長凳來組裝成獨有的肖像。當他們移動長凳，螢幕上的面孔便會改變。此體驗完全是來自用家的自我感觀所創作，他們可以簡單直接地透過此技術來激發他們對藝術的興趣。此項目是『藝術科技』應用式成功例子，此作品具有影響力，加上展覽的展出期及反饋代表大眾亦十分接受這種互動體驗。

Digital Entertainment (Interaction Design) Certificate of Merit 數碼娛樂 (互動設計) 優異證書

VIRTRIX (Ampersand Limited)

www.virtrix.io

VIRTRIX HQ x Cyberport's Digital Entertainment Leadership Forum (DELF)

VIRTRIX HQ x Cyberport's Digital Entertainment Leadership Forum (DELF) is Hong Kong's first large-scale metaverse live event. Pushing the boundaries of immersive experience, VIRTRIX has custom designed a massive 150,000 sqft, 9-storey venue to transcend entertainment and event beyond reality and virtuality, captivating over 4,000 local and internal attendees in the 3-day event featuring a variety of informative and enlightening programmes.

Partnering with a Hong Kong-based reality escape room company, LOST, VIRTRIX HQ empowers users to attend events while enjoying interactive games remotely in a 360 virtual environment as if they were physically present.



VIRTRIX HQ x Cyberport 的數碼娛樂領袖論壇 (DELF)

VIRTRIX HQ x Cyberport's 的數碼娛樂領袖論壇 (DELF) 是香港首個大型元宇宙活動。致力打破物理界限，VIRTRIX特別建構了一個佔地15萬平方尺，樓高9層的超現實虛擬線上活動及數碼娛樂體驗館。VIRTRIX HQ 在為期3天的活動中吸引了超過4,000名本地及海外參與者，提供各種信息豐富且具有啟發性的沉浸式體驗，進一步連接現實與虛擬世界。

VIRTRIX HQ 亦與香港密室逃脫公司 LOST 合作，讓用戶能夠在虛擬環境遙距參與各種實時活動之餘，同時像身臨其境一樣享受互動遊戲。



Digital Entertainment (Interaction Design) Certificate of Merit 數碼娛樂 (互動設計) 優異證書

MyTV SUPER Limited
<https://www.mytvsuper.com/tc/home/>

Innovating video remastering technique with Video Super Resolution Technology for Golden Jade Channel in myTV SUPER

At MyTV SUPER we've deployed the Video Restoration Technology to remastering classic TV footages for Golden Jade channel (ch80) in myTV SUPER channel offering to our subscribers since May 2022.

This technology helps unleashing the potential values of classic footages for today's modern broadcast and streaming TV applications, it helps broadcasters bringing those high-valued classic content and priceless documentary to their audiences without compromising a good viewing experience. In brief, this is a super resolution technology by leveraging the capability of Artificial Intelligence to restore and boost up the video quality of legacy video from SD to HD resolution, denoising and removing defeats from the original master copy.

myTV SUPER 利用創新的視頻超解析技術 "Video Super Resolution Technology" 為其黃金翡翠台重新製作經典劇集

在myTV SUPER，我們明白影片內容品質對於使用者沉浸式觀看體驗至關重要。透過採用最先進的影像超分辨率技術，提高解析度並改善對比度，以增強傳統視頻（例如80年代的視頻）的畫面品質。

我們自2022年5月起，在myTV SUPER OTT串流媒體平台的黃金翡翠台(Golden Jade)（第80台）中逐步部署了經由視頻修復技術(Video Super Resolution technology) 提升以重新製作經典電視劇目。這項技術有助於釋放昔日經典影像在當今現代數字廣播和串流媒體電視應用中的潛在價值，myTV SUPER 很高興可以將這些高價值的經典內容和無價的紀錄片重現給我們的觀眾，同時保持現今觀眾要求的高質量觀賞體驗。簡而言之，這是一種通過利用人工智能的能力，將已往的標清(SD)分辨率視頻恢復和提升到切合現今觀眾要求的高清(HD)分辨率，去噪和去除原始主視頻中的瑕疵的技術(Super Resolution Technology)。



Before



After AI Denoise



Digital Entertainment (Entertainment and eSports Software) Gold Award 數碼娛樂(娛樂及電子競技軟件)金獎

Dream Engine Games Limited
夢想引擎遊戲有限公司

<https://rotaeno.com>

Rotaeno

Rotaeno is the world's first rotation control mobile rhythm game, designed to bring the arcade rhythm gaming experience to the mobile players. The core gameplay involves tapping the screen and rotating the phone along with the rhythm. There are 4 levels of difficulty to keep novices and experts alike entertained. Players will follow Ilot on a cosmic adventure, traveling to different planets, getting to know new friends, and slowly discovering the truth behind the galactic disaster, while unlocking over 100 songs from musicians from all around the world.

Comments from Judging Panel 評審委員會評語

The rotation control rhythm of the gameplay is innovative and revolutionary. It has brought players an exciting arcade gaming experience on the mobile platform. The unique mobile game has generated impressive market results with good revenue and recognition worldwide. The judges agreed that the collaboration with various IPs is an effective marketing way to promote the game as well.

《Rotaeno》是全球首款旋轉手機音樂遊戲。遊戲的旋轉控制玩法十分創新。此獨特之處成功提高了手機遊戲市場競爭力，更帶來驕人的市場業績和下載量，並得到了來自世界各地玩家的認可。各評審贊成將遊戲與各種不同的IP合作推廣會是一個非常有效的行銷策略。

旋轉音律

Rotaeno 是全球首款旋轉手機音樂遊戲，為玩家帶來如同街機音遊一樣的爽快體驗。玩家將跟隨主角伊洛展開一次星際旅程，到訪不同星球，邂逅新夥伴，慢慢揭開宇宙災害謎團，並在解鎖超過100首來自世界各地音樂人的歌曲。





Digital Entertainment (Entertainment and eSports Software) Silver Award

數碼娛樂 (娛樂及電子競技軟件)銀獎

Binary Tree Studio Limited
二元樹工作室有限公司

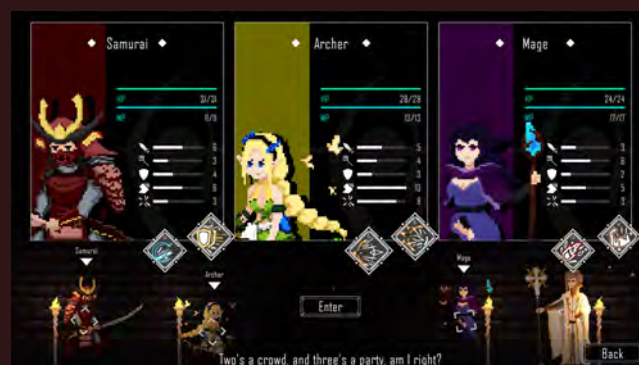
<https://binarytreestudio.wixsite.com/website>

Siege of Dungeon

"SIEGE OF DUNGEON" is an exciting dungeon exploration game with turn-based battles. Choose three characters and venture into an dungeon located in the heart of the sea. Explore different areas, defeat powerful enemies, and discover relics with special powers. Strengthen your characters and learn new skills as you go deeper into the dungeon. The game combines classic turn-based combat with random elements, giving you a fresh and thrilling experience each time you play. Plan your exploration carefully, strategically move your characters, and face challenging enemies to reach the final boss!

迴淵迷城

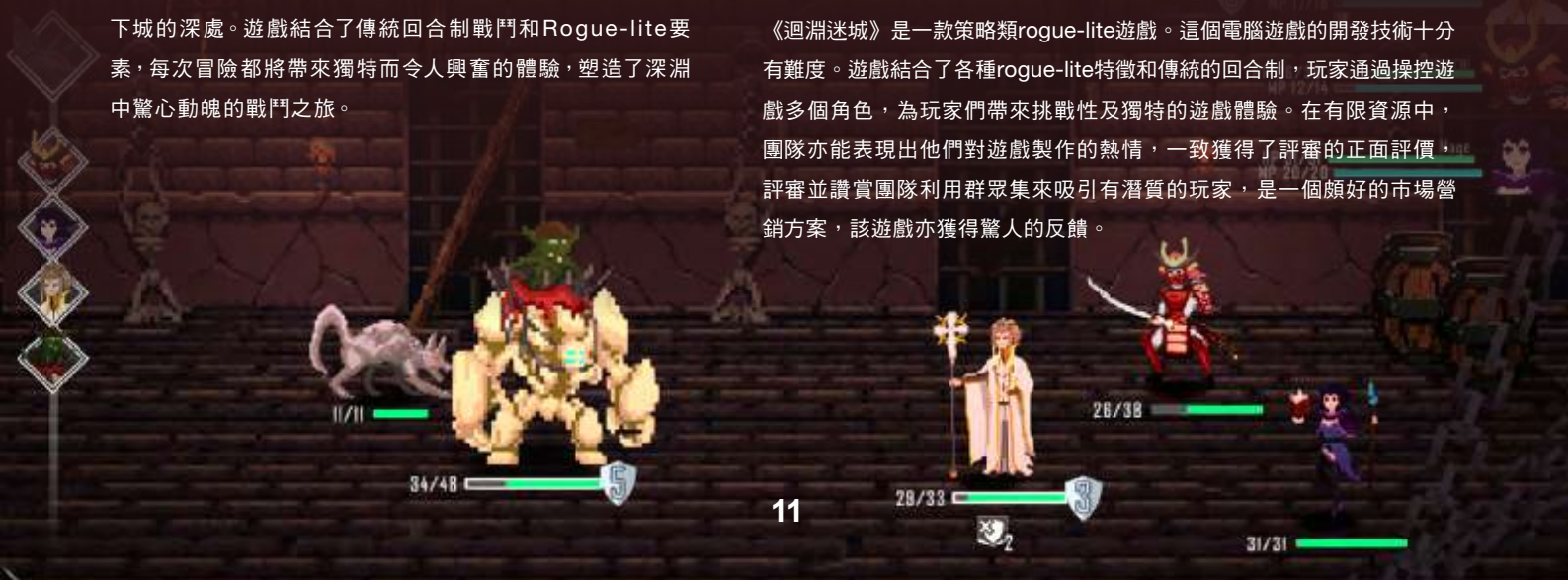
《迴淵迷城》是一款Rogue-lite回合制戰鬥遊戲，玩家需要選擇三名挑戰者角色組成隊伍，進入一個位於海洋中央的神秘地下城進行探索。在這個隨機生成的迷宮中，玩家將遍歷五個獨特的生態區域，擊敗強大的敵人，並發現蘊藏前人力量的遺物。通過強化角色和獲得強大技能，玩家將深入地下城的深處。遊戲結合了傳統回合制戰鬥和Rogue-lite要素，每次冒險都將帶來獨特而令人興奮的體驗，塑造了深淵中驚心動魄的戰鬥之旅。



Comments from Judging Panel 評審委員會評語

The PC game development is challenging and technically strong. The gameplay combines various rogue-lite elements with traditional turn-based RPGs, creating a challenging and rewarding experience for players. The team has shown their passion for developing the game even with a comparatively low cost. The judges have rated positively that it is a good marketing strategy to use crowdfunding to attract significant attention from potential players resulting in great publicity after its release.

《迴淵迷城》是一款策略類rogue-lite遊戲。這個電腦遊戲的開發技術十分有難度。遊戲結合了各種rogue-lite特徵和傳統的回合制，玩家通過操控遊戲多個角色，為玩家們帶來挑戰性及獨特的遊戲體驗。在有限資源中，團隊亦能表現出他們對遊戲製作的熱情，一致獲得了評審的正面評價，評審並讚賞團隊利用群眾集來吸引有潛質的玩家，是一個頗好的市場營銷方案，該遊戲亦獲得驚人的反饋。





Digital Entertainment (Entertainment and eSports Software) Silver Award 數碼娛樂(娛樂及電子競技軟件)銀獎

Anxious Otter Games Limited
焦急水獺遊戲有限公司
www.anxiousotter.com/

Idle Space Farmer

Idle space farmer is an idle game with a 4.5/5-star rating. The game has achieved over 20 million HKD in revenue and 2 million

downloads. The game has also attracted a lot of media attention throughout the years. This game has also won a prize in the Hong Kong Game Enhancement and Promotion scheme. Additionally, we have secured a publishing contract with an international company, Adquantum LTD, our publisher, has invested over 5 million HKD into the marketing budget.

太空農夫

《太空農夫》是一款評分為 4.5/5 星的放置類遊戲。該遊戲創造超過 2000 萬港元的收入和 200 萬次下載。多年來，這款遊戲也吸引了很多媒體的關注。太空農夫亦榮獲香港遊戲優化及推廣計劃獎項。此外，我們還與一家國際公司 Adquantum LTD 簽訂了發行合約，他們已經投入了超過 500 萬港元的營銷預算。



Comments from Judging Panel 評審委員會評語

It is a casual idle mobile game with AI-generated characters and assets. The game engine building is cost-saving and sustainable. The outstanding character style has attracted players from worldwide, especially in European and US markets, and generated good market results such as high revenue and high ranking worldwide.

《太空農夫》是一款利用AI製作的主角及配件的休閒手機遊戲。其遊戲引擎的設計能節省成本及具持續性，傑出的角色設計吸引世界各地尤其是歐美的玩家。此遊戲為團隊帶來高收入及全球頗高的排行，在手機遊戲市場取得輝煌成績。



Digital Entertainment (Entertainment and eSports Software) Certificate of Merit

數碼娛樂 (娛樂及電子競技軟件) 優異證書

Cornerpuz Limited
隅遊方有限公司

www.cornerpuz.com

Ninja Gear

Ninja Gear is a 2D action game set in a future dominated by AI. Players control ninjas using various abilities and outfits to battle AI foes across multiple rounds. Random enhancements aid players throughout the game. Bosses mark the end of each level. The game offers intuitive single-hand controls and features 10 distinct characters, each with unique skills and a levelling system. Ninjas can be customized with 7 interchangeable parts, creating 1,000+ combinations. Additionally, there are over 20 ninjutsu moves for strategic combat against diverse enemies, providing a rich gaming experience.



超忍機

"超忍機"是一款混合科幻和忍者主題的2D橫向動作遊戲，背景設定在未來AI科技盛行的世界。玩家控制忍者角色，使用各種忍術和裝備對抗神秘駭客控制的智能機械。每關分多回合，提供三種強化選項。遊戲簡化操作，只需左右兩鍵即可進行追擊和連技攻擊，適合單手遊玩。首版有10種忍者角色，每個有獨特特性、招式和八門強化系統，搭配1000多種裝備組合和20多種忍術，玩家可策略應對多樣敵人，帶來豐富遊戲體驗

Digital Entertainment (Animation and Visual Effects) Gold Award 數碼娛樂(電腦動畫及視覺特效)金獎

Three Studio 仨人行
<https://cljanimation.wixsite.com/threestudio>

THE SQUARE CITY

A cramped environment with all kinds of restrictions shapes Hong Kong into a square city. Perhaps life is impoverished, oppressive, and the actuality is being difficult to change. Yet, Bong hasn't lost his imagination of birds soaring high in the sky, and has still retained his longing for wonderful things.

四方城

在香港狹小的環境生活，處處受限，猶如四方城般。也許生活匱乏，被環境壓迫，難以改變現況。然而，邦仔卻沒有失去小鳥在天空傲翔的想像，依然保持對美好事物的憧憬。



Comments from Judging Panel 評審委員會評語

The animation embodies the Hong Kong 70's and mahjong culture with a story beyond imagination. The judges are impressed by the mature computer animation technique and its unique animation style. Colorful animation and visual effects are nostalgic and artistic. The well-designed dialogues with excellent voice talent conveyed a good sense of humor, enhancing the overall appeal of the work.

《四方城》動畫講述香港七十年代的麻雀文化與主角充滿想像力的故事，製作團隊表現出成熟的電腦動畫技巧。當中色彩繽紛的電腦動畫及視覺特效帶有一種昔日香港的氛圍，作品精心設計過的對白及聲效傳達了幽默感，為整體增加了趣味性。

四方城

THE SQUARE CITY





Digital Entertainment (Animation and Visual Effects) Silver Award

數碼娛樂(電腦動畫及 視覺特效)銀獎

Do Something Studio Limited

STORE

As an important part of childhood, Store is full of memories for Hong Kongers from generation to generation.

When a lonely old man meets a hungry poor boy, how would such encounter affect their lives? What kind of connection would different choice bring to each of them?

Inspired by the memories of his childhood and his late sister, the director brings nostalgic emotions and feelings to every audience, through understanding the importance of how one life affects others'.

士多

士多，代表着一個年代的童年，滿載每位大小朋友的美好回憶。

孤獨的士多老伯伯，遇上飢餓的窮小子。兩人的相遇在他們的生命上到底會產生什麼變化？不同的選擇會為他們兩者帶來什麼樣的連結？

導演從自己童年和家姐的回憶得到啟發，將心中的思念情感和昔日情懷帶給每一位觀眾，了解到生命影響生命的重要。



Comments from Judging Panel 評審委員會評語

The animation embodies Hong Kong culture with an attention-grabbing story and character design. By the great visual design with its natural shadow and lighting effects, it is proven that the production team has professional animation skills and knowledge. The team has also put a lot of effort in making the dedicated store set which deserves praise.

《士多》動畫展現出香港傳統士多文化，透過動人的故事及生動角色吸引觀眾眼球。作品中色彩鮮艷的視覺設計、自然的光影效果，證明製作團隊擁有出色及專業的動畫技巧及知識。團隊為製作作品中的場景投放不少的功夫，值得表揚。



Digital Entertainment (Animation and Visual Effects) Bronze Award

數碼娛樂(電腦動畫及 視覺特效)銅獎

Kamishibai Studio 紙芝居工作室

www.facebook.com/KamishibaiStudioHK

www.instagram.com/kamishibaistudio

Helmetman

In life's journey, significant events can profoundly impact our lives. When confronted with a family tragedy, coping becomes crucial. Our protagonist, once carefree and joyful, had a passion for music inspired by his father's talent. However, the tragedy dimmed his spirit, eroding his love for music and instilling stage fright. Recognizing his talent, his uncle strives to assist him in overcoming these fears. Will our protagonist find the strength to reclaim the music stage and rediscover his lost joy?

頭盔人

人生旅途上，總有大大小小的事情足以改變一生。對於家庭變故，又應如何面對？

本應是天真爛漫的主角，自幼就十分仰慕父親的音樂才華，喜歡跟隨父親在舞台上一同表演音樂。

但一次的家庭變故，對音樂喪失興趣。臉上的笑容慢慢被鬱悶的心情所掩蓋，從此害怕站在舞台上表演。

他的叔叔發現他的音樂天賦，希望幫助他克服恐懼，最終主角能否重新踏上音樂舞台？



Comments from Judging Panel 評審委員會評語

It is a heartwarming animation infused with extraordinary 3D CGI and lighting effects. The beautiful composition in this 3D animation with well-rendered details and the heart-touching original music have made it more engaging.

《頭盔人》是一個充滿溫暖及有愛的父子故事，當中利用了超凡的3D CGI技術及燈光技巧，細膩演奏的原創音樂，成功配合到整個故事發展，令觀眾更投入其中。

Digital Entertainment (Animation and Visual Effects) Certificate of Merit

數碼娛樂 (電腦動畫及視覺特效) 優異證書



Nikopicto Limited 尼卡思文化有限公司
www.nikopicto.com

Off the Wall-Panthera ~ 3D naked eye video FII 6th in Riyadh Saudi Arabia

Nikopicto has leaded and produced the world largest indoor (30-meter-wide indoor screen) 3D naked eyes video for the FII 6th event in 2022 in Riyadh, Saudi Arabia with world's top decision makers participated. Thanks for the trust of the organizer, Nikopicto leaded the project from creative concept till final CG production. The storyline starts through the rare Panthera' eyes, to see all the world issues, poverty and disasters humanity is suffering. To inspire audiences with investing in humanity and latest technology, and united together can make us stronger and better futures.



Off the Wall-Panthera ~ 3D naked eye video FII 6th in Riyadh Saudi Arabia

Nikopicto 為第六屆未來倡議大會於沙特阿拉伯利雅得舉行創作作了全球最大的室內 (30米寬室內屏幕) 3D裸眼的視頻，全球高層決策者也參與其中。感謝主辦方的信任，Nikopicto 主導整個項目由創意構思到最終CG動畫製作。故事情節從稀有的豹子眼睛開始，看到所有的世界問題、貧困和人類正在遭受的災難。激勵觀眾投資於人性和最新技術，團結起來可以讓我們擁有更強大、更美好的未來。



Digital Entertainment (Animation and Visual Effects) Certificate of Merit

數碼娛樂 (電腦動畫及視覺特效) 優異證書

MR. MEAL Production Limited
www.mrmealproduction.com

Given

When God closes a Door, he opens a window. There's always good times and bad times. The only thing that never change is to play your role with grace.

Nick and Lam were talented dancers on the stage. An accident withdrew them from dancing. Nick fought hard to change his destiny and thus Lam's.



既定

人生路上少不免有高低起伏。當有一條路被阻，就會有一條新的道路為你打開。只要勇敢尋找，嘗試，踏出第一步，便會看到新的一片天。在人生舞台之上，好好扮演好不同的角色，才能過好精彩人生。一對舞台王者因意外而無法再在舞台之上追夢。但男主角不甘，最終成功鼓勵女主角，二人重拾信心，另創奇蹟。



Introduction of Leading Organiser 籌辦機構簡介

The Hong Kong Digital Entertainment Association (HKDEA) was established in 1999 as a non-profit making association comprised of digital entertaining corporations. It is dedicated to the betterment of the local digital entertainment industry.

HKDEA's missions are:

- To promote technology development within the industry in order to deliver internationally competitive products;
- To project a positive image associated with playing video games;
- To explore and develop new markets;
- To discourage software piracy; and
- To facilitate communication and interaction between industries, including toys, entertainment and video games, which are associated with digital entertainment.

The HKDEA was founded during a time when there were relatively few local digital entertainment establishments. It was thus established to provide a mechanism upon which local developers could cooperate to ensure industry-wide prosperity.

Since its establishment, the HKDEA has organised a variety of activities and events including:

- Hong Kong ICT Awards: Digital Entertainment Award
- Hong Kong Digital Entertainment Excellence Awards
- Local Promotions
- Seminars and Training
- Conferences
- Overseas Promotions
- HKDEA Web Site building

香港數碼娛樂協會（HKDEA）於1999年成立，是一個由多間數碼娛樂公司所組成的非牟利機構，致力改善本地數碼娛樂公司的營商環境，主要宗旨包括：

- 促進本地數碼娛樂業的技術發展，並製造具有國際競爭力的產品；
- 向大眾推廣電子遊戲的正面觀念；
- 開拓新市場；
- 杜絕盜版軟件，提倡使用正版軟件的意識；
- 促進數碼娛樂與本地各行各業的溝通聯繫和互動性，包括玩具業、傳統娛樂業等。

香港數碼娛樂協會最初是由多間本地數碼娛樂公司所組成，主要目的是提供多元化的合作平台以擴闊營商空間。

自從香港數碼娛樂協會成立後，積極安排各種類型的活動和類別，包括：

- 香港資訊及通訊科技獎：數碼娛樂獎
- 國際會議
- 香港數碼娛樂傑出大獎
- 海外推廣
- 本地推廣
- 香港數碼娛樂協會官方網站
- 研討會及訓練計劃

Enquiry 查詢

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Acknowledgement 鳴謝



Judging Panel 評審委員會

Chairman of Judging Panel 評審委員會主席

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馬志輝教授 (香港理工大學設計學院副院長)

Deputy Chairman of Judging Panel 評審委員會副主席

Ir Dr Eric LIU (Deputy Executive Director, Vocational Training Council)
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曹黎淑霞女士 (創意香港助理總監)

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冼漢迪 先生, MH (中手游移動科技聯集團有限公司聯合創始人及執行董事及副董事長)

Dr Wendy LEE (President, Hong Kong Innovative Technology Development Association,
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李勁華先生 (香港無線科技商會主席)

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(* In Arbitrary Order 排名不分先後)

Acknowledgement

鳴謝

Animation and Visual Effects, Entertainment and eSports Software and Interaction Design Assessment Team I

電腦動畫及視覺特效、娛樂及電子競技軟件、互動設計首輪評審委員會

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Mr Wallis WONG (Hong Kong Digital Entertainment Association)
黃嘉亮先生 (香港數碼娛樂協會)

Animation and Visual Effects Assessment Team II

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Entertainment and eSports Software Assessment Team II 娛樂及電子競技軟件二輪評審委員會

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Leading Organiser
籌辦機構



Hong Kong Digital Entertainment Association
香港數碼娛樂協會

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香港應用科技研究院有限公司



Hong Kong Cyberport
Management Company Limited
香港數碼港管理有限公司



Hong Kong
Productivity Council
香港生產力促進局



Hong Kong Science and
Technology Parks Corporation
香港科技園公司



Hong Kong Trade
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香港貿易發展局



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Technology Commission
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Scoring System
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