Hong Kong ICT Awards 2024 香港資訊及通訊科技獎

Digital Entertainment Award
數碼娛樂獎

Leading Organiser

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

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Background
背景

The Hong Kong ICT Awards (HKICTA) 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 HKICTA was established in 2006 with the collaborative efforts of the industry, academia and the Government. Organised by the Digital Policy Office, and led 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 HKICTA 2024. 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. In addition, in a bid to foster the innovative use of artificial intelligence (AI), each of the eight categories has established a new distinguished accolade: the "Best Use of AI" award, magnifying and honouring outstanding achievements in harnessing the power of AI in respective areas.

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數字政策辦公室舉辦，並由香港業界組織及專業團體籌辦，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。

2024香港資訊及通訊科技獎設有八個獎項類別。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」。此外，為了激發更多人工智能的創新應用，每個獎項類別都增設一個嶄新獎項：「最佳人工智能應用」獎，以彰顯並表揚那些在相關範疇應用人工智能方面取得傑出成就的參賽作品。

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

HKDEA

Mr Gabriel PANG
Chairman, Hong Kong Digital Entertainment Association

彭子傑 先生
香港數碼娛樂協會 主席

Thank you for the continuous support from the Digital Policy Office of the Government of the HKSAR. Also we would like to extend our gratitude to the judges, industry colleagues, and supporting organizations. Together, we have achieved another successful year.

This year's award entries showcased outstanding and impressive works. In the Animation and Visual Effects stream, the winning entries were mature and remarkable. The Entertainment and eSports Software stream featured diverse works, covering everything from blockchain to 5G technology, and mobile games to cross-industry collaboration in gamified applications. These projects have impressive download numbers across various countries and regions, including Mainland China, Europe, the United States, and the emerging ASEAN market, reflecting the great potential of Hong Kong's digital game industry.

In the Interaction Design stream, we saw numerous "human-centered" designs. These works demonstrated a deep understanding of user expectations and interactions, making excellent use of innovative technologies with simplicity and minimalism in the design process.

I am delighted to honor the growth and hard work of the digital entertainment industry each year. Through the Digital Entertainment Awards, I am confident in the future of digital entertainment in Hong Kong.

Congratulations to all the winners! Let us continue on our path of innovation and creation, and together we will bring new ideas and energy to the industry.

感謝香港特別行政區政府數字政策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，有著不少傑出的、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，得獎作品技術成熟。其次，在娛樂及電子競技軟件獎項類別中，種類亦非常多元化，涵蓋區塊鏈到5G技術、手遊到跨界應用合作，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，多項以人為本的項目突圍而出，它們深度鑽研用家體驗，並出色地應用了簡約而體貼的創新科技。

我很高興可以透過數碼娛樂獎，嘉許過去一年數碼娛樂業的發展和成果。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

Digital Entertainment Grand Award
and Digital Entertainment (Entertainment and eSports Software) Gold Award

數碼娛樂大獎
及數碼娛樂（娛樂及電子競技軟件）金獎

AITHER ENTERTAINMENT LIMITED

https://apeironnft.com

Apeiron

Apeiron introduces a groundbreaking blend of Artificial Life, eSports, and Blockchain in the world's first God Game franchise. Their flagship product is a hybrid real-time strategy (RTS) game that seamlessly merges planet simulation with card-based battles, featuring innovative gameplay mechanics that set us apart in the gaming industry. With stunning visuals, an epic space opera narrative, and our charming "doods", Apeiron has quickly become one of the most highly anticipated blockchain games.

Developed by a talented team of 60 in Hong Kong over three years, Apeiron has attracted $17.5 million in investments together with a growing community of over 120,000 daily active users globally. Coupled with rigorous beta tests since 2023, the pre-sale of Apeiron assets have exceeded $10 million, with a 30-day rolling transaction volume of over 150 ETH.

In January 2024, Apeiron launched its PvP Arena and APRS token issuance, further integrating blockchain technology into digital entertainment. As a pioneering blockchain game, Apeiron is Hong Kong's first global ACG franchise, setting new standards in the gaming industry and expanding the possibilities of interactive entertainment.

DESIGN YOUR
ELEMENTAL SKILL TREE
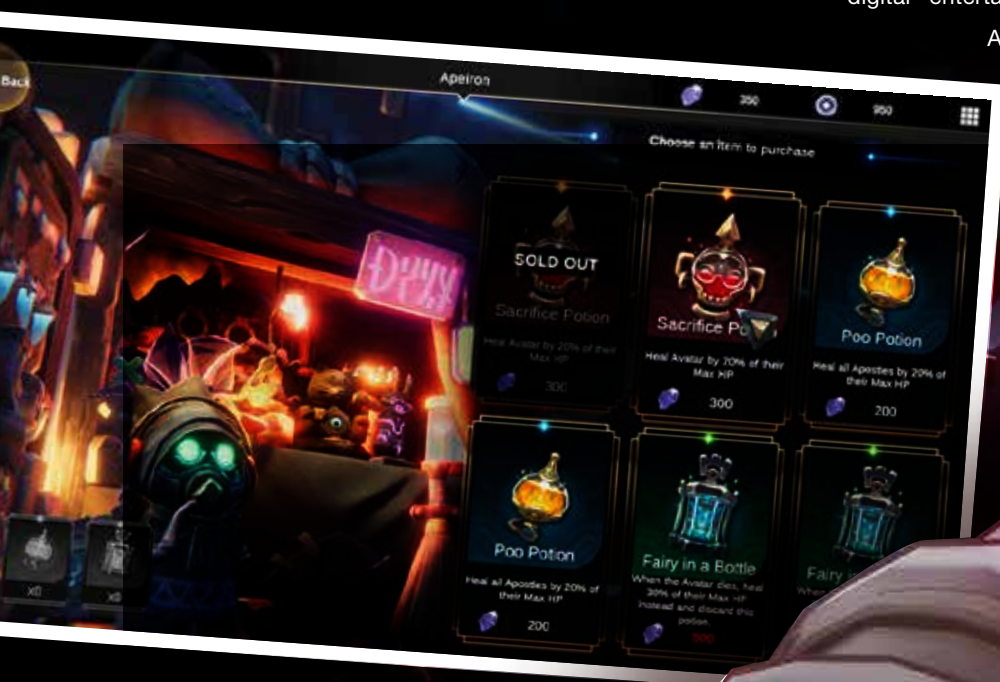
阿佩隆

《阿佩隆》是開創性融合了生態模擬系統、電子競技與區塊鏈的全球首個上帝模擬遊戲系列。首個旗艦產品是一款混合型即時戰略遊戲，將行星模擬與卡牌戰鬥無縫結合，創新的遊戲機制使阿佩隆在遊戲行業中獨樹一幟。憑藉驚艷的視覺效果和史詩級的太空歌劇敘事，以及迷人的「杜德」角色形象，《阿佩隆》迅速成為最受期待的區塊鏈遊戲之一。

在香港由超過60人的頂尖開發者團隊歷時3年傾力打造，已獲得了1750萬美元的投資，並在全球吸引了超過12萬日活用戶形成持續增長社區。自2023年開啟嚴格的beta測試，《阿佩隆》資產預售已突破1000萬美元，30天滾動交易量超過150 ETH。

2024年1月，《阿佩隆》推出PvP競技場並發行APRS代幣，進一步將區塊鏈技術融入數碼娛樂。作為一款開創性的區塊鏈遊戲，為遊戲行業樹立了新標準，拓展了互動娛樂的可能性。

Comments from Judging Panel
評審委員會評語

Apeiron is an innovative web 3 game, it has already been proven by more than 10000 track player record initially and arousing the global attention. The outstanding quality and well recognized by the players made it enormous earning potential.

阿佩隆是一款創新的web 3遊戲，它最初已被超過10,000名玩家記錄證明了並引起全球關注。其出色的品質和玩家的認可，使其具有巨大的盈利潛力。

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

Minidragon Limited

http://www.minidragon.net

Hyper Dungeon

Hyper Dungeon is an award-winning action rpg game that is easy to play but has incredible character depth with its innovative Tetris-Runes system.

超級地下城

《超級地下城》超級地下城是一款屢獲殊榮的動作角色扮演遊戲，玩法簡單，但其創新的俄羅斯方塊符文系統具有令人難以置信的角色深度。

組合！
多種盧恩方塊

作戰！
超級大量怪物

輕鬆易玩！
休閒PVE

自由配搭！
角色設定

Comments from Judging Panel
評審委員會評語

Hyper Dungeon is excellent non service game, the intact plan for game development and training for game developers is impressed.

《超級地下城》是一款優秀的非服務型遊戲，其完善的遊戲開發和遊戲開發者培訓計畫令人印象深刻。

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

Formula Square Holdings Limited

5G RV Racing

Combining advanced remote control technology with 5G networks, this project enables global players to jointly control vehicles on a single track in Hong Kong, regardless of their geographical locations. This innovation not only breaks geographical barriers but also promotes global interaction and competitive experiences, bringing new racing fun and a sense of connection to participants. This innovative racing interaction platform also integrates elements of education, entertainment, and global events, aiming to inspire creativity and technological exploration, attracting wide participation and attention.

5G 實體虛擬電競

結合了先進的遙距控制技術，利用5G網絡實現全球玩家的聯合操控。即使玩家分別身處世界各地，他們可以共同操控集中在香港賽道上的車輛。這種創新不僅打破地理限制，還促進了全球性的互動和競技體驗，為參與者帶來了全新的賽車樂趣和連結感。這創新的賽車互動平臺，更融合了教育、娛樂和全球賽事的元素，旨在激發創意和科技探索，吸引廣泛的參與和關注。

Comments from Judging Panel
評審委員會評語

5G RV Racing is a kind of STEAM education, its core value is "learning when you are playing" while the use of 5G technology to enjoy the entertainment from far away is also admired.

5G 實體虛擬電競是一種STEAM教育，「邊玩邊學」是其核心價值，同時利用5G技術遠端享受娛樂亦令人推崇。

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

Twitchy Finger Limited
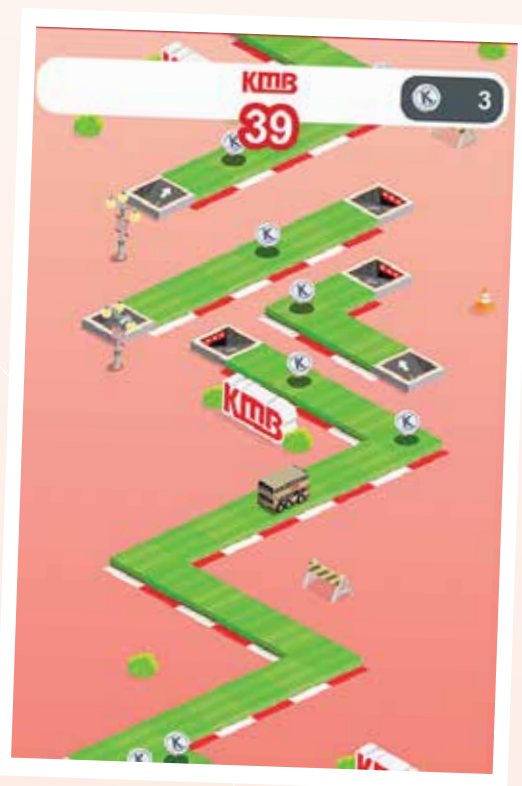
App 1933: KMB Mini Game Suite

KMB Mini Game Suite is a collection of HTML5 mini games integrated within KMB's "App 1933" mobile app used by over 2 million commuters daily. The suite features a variety of different mini games integrated with KMB's Club 1933 loyalty point system providing a gamified experience for all App 1933 users.

App 1933: 九巴積分小遊戲

九巴積分小遊戲一組集成於九巴「App 1933」手機應用程式中的 HTML5 迷你遊戲,該應用程式每天有超過200萬香港人使用。該小遊戲包括多種不同的迷你遊戲,並可綑綁於九巴的 Club 1933 忠誠積分系統,為所有App 1933用戶提供遊戲化的體驗。

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

Nikopicto Limited

http://www.nikopicto.com

Low Carbon Travel in Spain @OUIGO

Low Carbon Travel in Spain @ Ouigo is a dynamic and joyful piece of Animation work. Celebrating the completion of OUIGO's new train stations, the marble concept of a high-speed train takes audiences on a journey through seven different cities in Spain, including: Elche: Discover this vibrant city known for its palm forests, historical monuments and beautiful beaches. Murcia: Discover Murcia's rich cultural heritage, fruits, mountains and products. Valladolid: Immerse yourself in the art, history and wine of Valladolid. Segovia: Marvel at the iconic Roman ferry and explore the medieval streets of Segovia. Malaga: Enjoy the sun, beaches and the Picasso Museum in this seaside town. Sevilla: Experience flamenco dancing, the Alcazar Palace and the famous Giralda Tower. Cordoba: See the mesmerizing Mezquita and stroll through the charming old town.

低碳暢遊西班牙 @OUIGO

《低碳暢遊西班牙@OUIGO》是一個充滿動感和歡樂的作品。為了慶祝OUIGO新的火車站建成，通過高速列車帶動彈珠的概念，帶動觀眾暢遊七個各有不同特色城市的西班牙，當中包括：埃爾切 (Elche)：探索這座以棕櫚樹林、歷史遺跡和美麗海灘而聞名的充滿活力的城市。穆爾西亞 (Murcia)：探索莫爾西亞豐富的文化遺產，水果，山脈和物產。巴厘亞多利德 (Valladolid)：沉浸在巴厘亞多利德的藝術、歷史和紅酒中。塞戈維亞 (Segovia)：驚歎於標誌性的羅馬渡槽，探索塞戈維亞的中世紀街道。馬拉加 (Malaga)：在這個海濱城市享受陽光、海灘和畢卡索博物館。塞維利亞 (Sevilla)：體驗弗拉門戈舞、阿爾卡薩宮和著名的吉拉爾達塔。科爾多瓦 (Cordoba)：參觀令人著迷的梅茲基塔，漫步於迷人的老城區。

Comments from Judging Panel
評審委員會評語

The fascinated visual effect and the completed shot of Low Carbon Travel in Spain @OUIGO is remarkable, the fully utilized elements of Spain is highly appreciated.

《低碳暢遊西班牙@OUIGO》令人著迷的視覺效果和完整的鏡頭非常卓越，充分利用了西班牙元素備受讚賞。

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

Flying Monkeys Production
飛猴製作

Monsoon Blue

The dream of a goldfish to return into its wild form uproars her long-forgotten memories, and a self-conscious monsoon is about to be uninhibited.

夏夢迴

金魚能否回到野生的容貌，只有「牠」自己才知曉……
一個回歸自我的季侯風，卻正在她的身上騷動不安。

Comments from Judging Panel
評審委員會評語

Monsoon Blue has good story and theme, the Goldfish as a theme to discuss how we back to the original intention. The judges are impressed by the interesting storyline, the cinematic editing and outstanding quality from the art to animations.

《夏夢迴》有很好的故事和主題，它以金魚作為主題來討論我們如何要回到初衷。有趣的故事情節、電影般的剪輯以及從美術到動畫的出色品質給評審留下了深刻的印象。
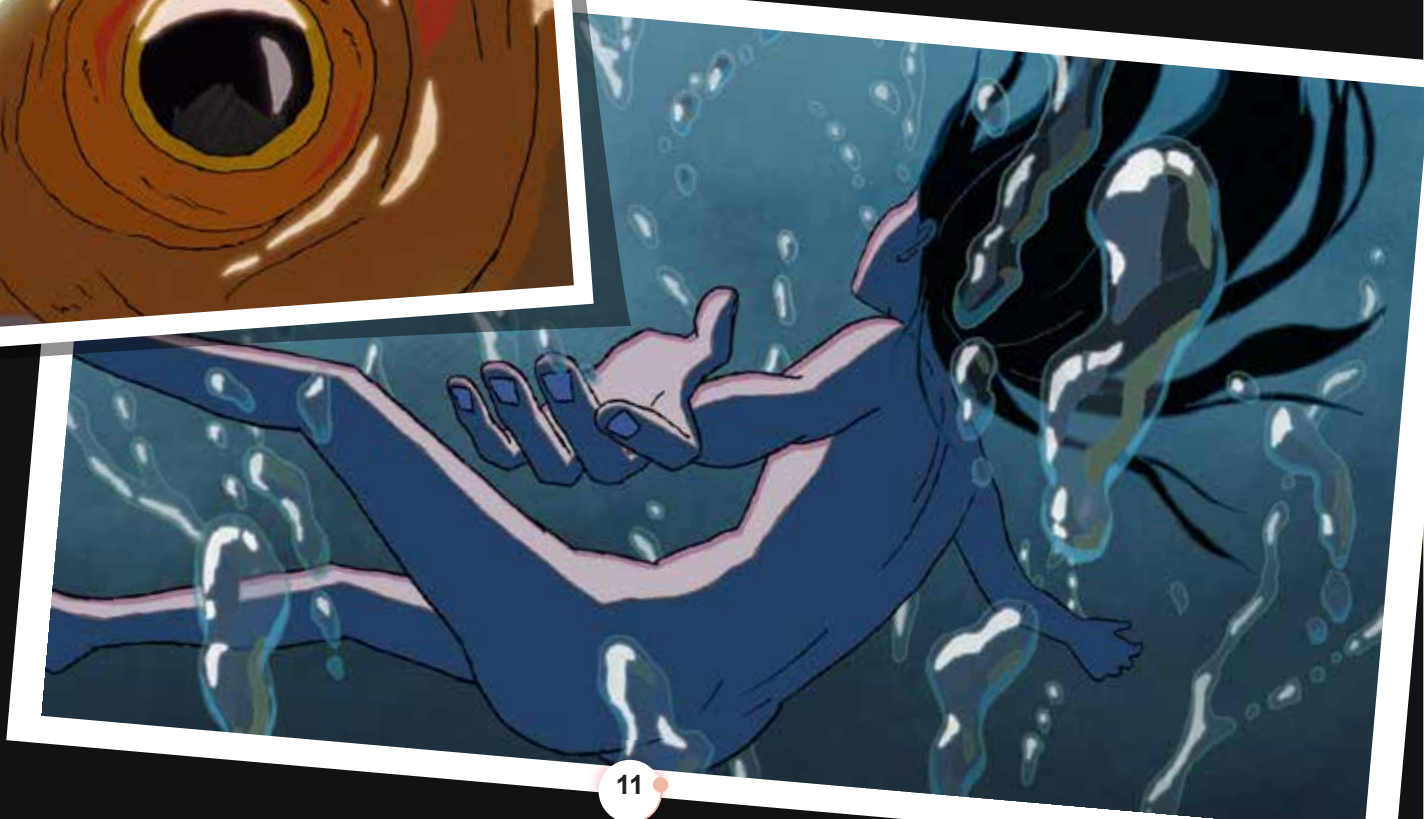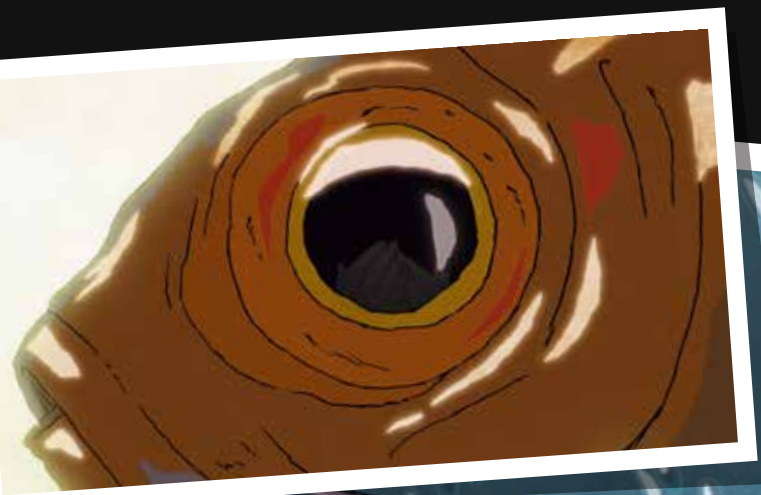
Digital Entertainment (Animation and Visual Effects) Bronze Award
數碼娛樂（電腦動畫及視覺特效）銅獎

TOCAT CREATIVE LIMITED

http://www.tocatcreative.com

3.3 Bakery

Jesse, a passionate future baker joins 3.3 Bakery to make his dream come true.

Senior bakers Mr Fun, Pango and Kimmi help Jesse with a lot of patience. But why does Jesse keep putting his quirky masterpieces on the shop shelves?

In the face of repeated setbacks, how can the master help unleash Jesse's potential? Can Jesse make the breakthrough?

天天3點3

充滿熱誠與衝勁的Jesse，夢想成為麵包師父，加入 3.3 bakery烘焙店成為學徒。

麵包師Mr.Fun、火辣辣、Kimmi耐心教導Jesse，但為何Jesse還偷偷地把自己做的麵包放到店面上？

可憐的Jesse處處踫壁，究竟大師父又如何施展渾身解數帶領他？Jesse可否成功突破自我？

Comments from Judging Panel
評審委員會評語

The personality, vivid facial expression of the character and the interaction in the 3.3 bakery are attractive, it has high potential to create a series of story and videos.

《3.3麵包店》的角色的個性、生動的面部表情以及互動都很吸引人，是非常有潛力創作成一系列故事和影片。

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

Amazing Creations
衛尾蛇創作

Let's Party Till The End

A huge meteorite appeared over the small village. The engineer tried to prevent the meteorite from approaching, but it failed. On the night when the meteorite was closest to the village, the atmosphere of despair enveloped the whole village. Just as the villagers gave up struggling, Mr. Bomb appeared and turned the village into a dance hall, and the meteorite into a disco ball, pulling all the villagers into this doomsday party. The abandonment of the villagers turned into indulgence, howling turned into carnival, and the irrational villagers let themselves go under the singing and dancing of Mr. Bomb.

末日狂歡

村莊上空出現巨型隕石，工程師嘗試阻止隕石逼近但未見成效。來到隕石最接近的一晚，絕望氣氛籠罩全村，正當村民們都放棄掙扎，炸彈先生現身將村莊變成舞廳，隕石變成迪斯可球，把所有村民拉進這個末日派對。

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

Axis Studio Limited
主線數碼媒體有限公司

Emotional system

People who lives in Hong Kong are under more or less pressure for work, money, family or expectations every day. Although people want to eliminate stress every day, it is just like a never-ending cycle that the stress will appear again tomorrow. Stress is like a transformation of mental energy, and we experience the release and absorption of it every day. The work "Emotional System" can help the audience understand their own mood changes and gain a moment of relaxation in an interesting art form.

心態園

人們生活在香港這個節奏急促的城市，不論是工作、金錢、家庭或對自己的期望，每天也承受著或多或少的壓力。雖然人們每天也想把壓力消除，但是今天消除了，明天卻又會再出現，像是一個永無休止的循環。壓力就像精神及心態上的能量轉換，我們每天也經歷對它的釋放與吸收。而《心態園》這一作品，可以幫助觀眾瞭解自己的心境變化，並在趣味十足的藝術形式中獲得輕鬆一刻。
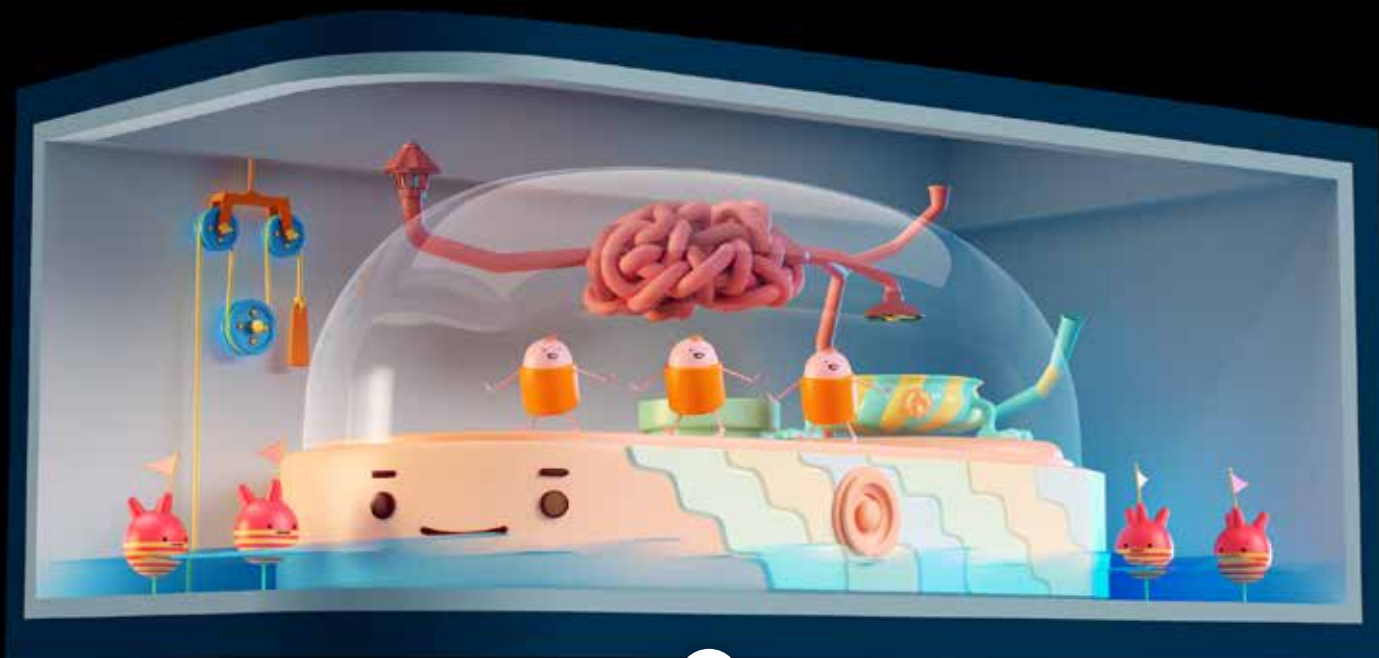
Digital Entertainment Best Use of AI Award and
Digital Entertainment (Interaction Design) Gold Award
數碼娛樂最佳人工智能應用獎 及
數碼娛樂（互動設計）金獎

Vizzle　Limited

https://www.im-vizzle.com

im-Studio

Foolproof 3D SAAS Virtual Studio
Imagine turning an expensive and massive physical studio into a web-based SAAS solution at 1/10000 the cost.

Seamlessly blend your physical presence into the digital realm with just one smartphone and a single web link.

"Low Cost, Huge Production." Our AI and XR technology makes broadcasting and video creation accessible anytime, anywhere, by anyone. This significantly reduces costs and boosts efficiency for events.

It reduces printed and physical waste by replacing traditional studio elements with virtual ones, promoting a more sustainable approach to production.

It eliminates the need for expensive hardware and physical locations, offering a seamless, engaging, and user-friendly virtual experience accessible to all.
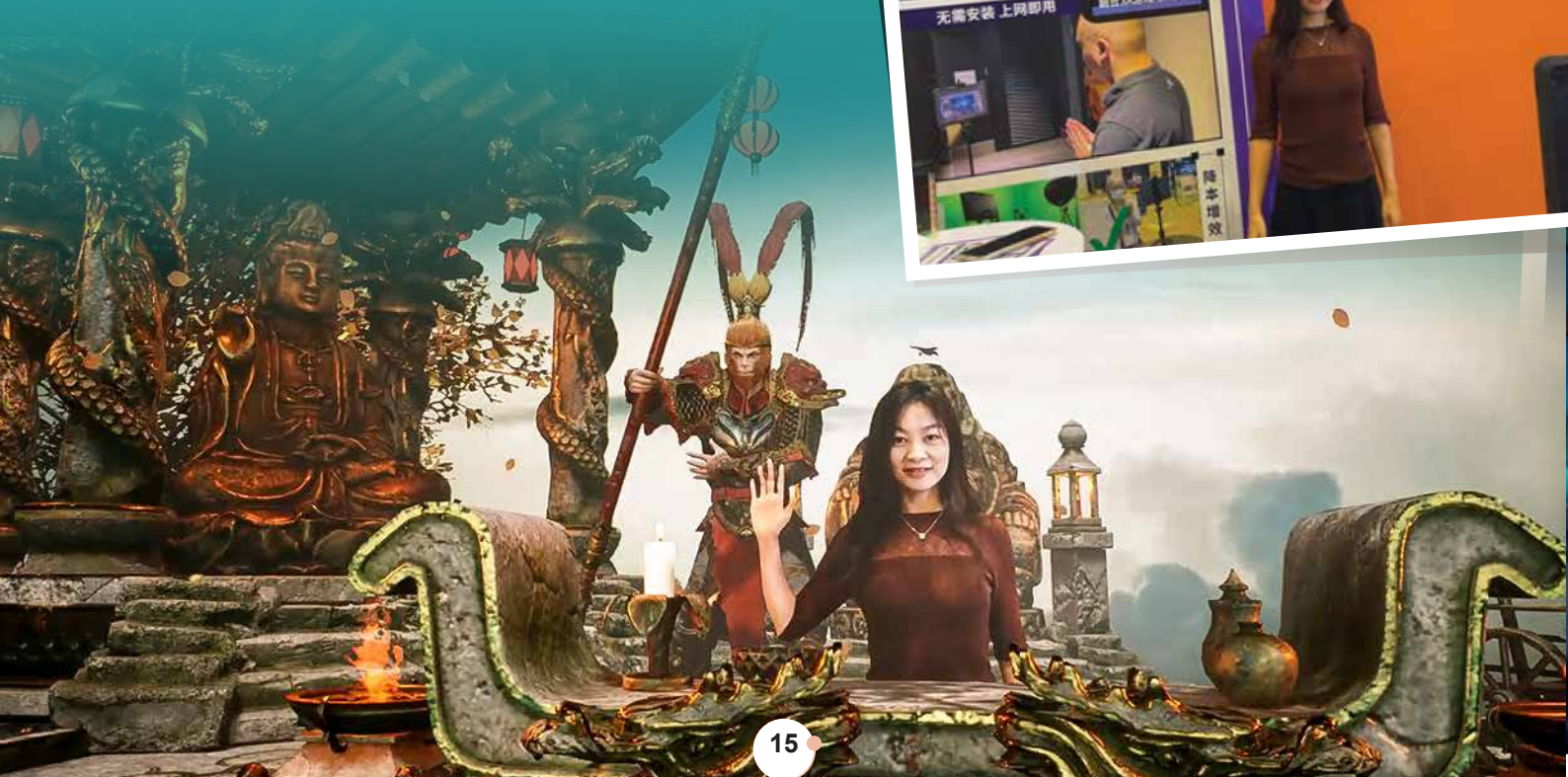
im-Studio

零門檻的3D虛擬現實互動空間。

將龐大昂貴的實體攝影棚，變成一個成本為萬分之一的網絡SAAS解決方案。

僅需一部手機和一個連結，讓現實人物與虛擬數位空間實現無縫融合。

「小成本、大製作」，結合AI與XR實時虛擬技術，讓任何人也能隨時隨地直播及創作影片，讓活動大幅降本增效，達到營銷推廣需求。

這種創新模式透過虛擬元素代替傳統實體物件，有效減少廢物和成本，促進更環保的製作方式，更解決了傳統直播及影片創作對硬體和場地的需求，提供了一個全新、無痛、簡單、有趣的虛擬體驗。

Comments from Judging Panel
評審委員會評語

im-Studio is quickly growing in popularity as it is user friendly. It is believed that the scalable market can lead to certain market potential.

因非常易於使用，因此正迅速流行起來。評審們相信規模化的市場可以為其帶來一定的市場潛力。

KellyJohn Studio Limited
岂寅遊戲科技有限公司

https://www.kellyjohnstudio.com

Digital Entertainment Sensory Empowerment Technology

"Sensory Empowerment Technology" brings a revolutionary impact to the digital entertainment industry. This patented technology has been successfully integrated into various fields such as motion-sensing games, eSports, and more, creating endless possibilities. It provides a new experience for multiple projects in the digital entertainment industry, including age-friendly technology, ArtTech, Steam education, and venue activities, expanding the horizon of the industry. With this technology, we are opening up new perspectives and opportunities for digital entertainment, allowing for innovative and immersive experiences across different sectors. The integration of our technology not only enhances the user experience but also paves the way for future advancements in the digital entertainment landscape.

數碼娛樂產業的體感賦能技術

「體感賦能技術」為數碼娛樂帶來革命性衝擊。此項專利技術已成功融入體感遊戲、電競等多領域，開創無限可性。它為數碼娛樂產業的多個項目提供了全新的體驗，包括樂齡科技、ArtTech、Steam教育及場地活動等，拓展了業界野。

Comments from Judging Panel
評審委員會評語

The great effort and innovative technology developed is incredible, it is supported by a factory and expected to keep high quality.

岂寅的巨大努力和所開發的創新技術令人難以置信，由於它得到了工廠的支持，因此有望保持高品質。

Digital Entertainment (Interaction Design) Silver Award
數碼娛樂（互動設計）銀獎

TELEPORT Immersive Limited
瞬間移動

https://weteleport.com

AI Magic Mirror for Mother's Day Campaign in MTR

The AI Magic Mirror was a Mother's Day activation featured at five MTR stations in Hong Kong. Participants pre-registered online for the experience by choosing their preferred location and time and received a registration code by email. Upon arriving at their chosen location, they experienced an on-site AI transformation in the digital mirror. Guided by a talking Magic Mask Metahuman, the AI-powered system captured their photo and generated a unique portrait of each user as a Queen in real-time through a specially trained neural network and advanced algorithms. Every portrait was one of a kind, representing Western or Asian queens and celebrating the diversity and richness of royal heritage. Participants could download their digital portraits via QR codes or receive printed postcards at the end of the journey. This unique blend of technology and storytelling provided an enchanting and memorable experience.

女皇Chill級賞

《AI Magic Mirror》是一個特別為母親節訂身定做的互動展覽，於香港五個地鐵站展出。參加者可在網上預先登記體驗，選擇首選的地點和時間，並通過電郵收到註冊碼。到達選定地點後，他們便能在現場的數碼魔鏡中進行AI變身。由一個會說話的魔法面具 Metahuman 引導，AI系統會即時捕捉參加者的照片並生成專屬肖像，將每位參加者化身為皇后。肖像每個都獨一無二，展現西方或亞洲皇室形象，慶祝多元豐富的文化。參加者可以通過二維碼下載其肖像，或在體驗結束時獲得印製的明信片。這種獨特的技術與故事結合的體驗，帶來一場充滿魔幻與難忘的旅程。

Comments from Judging Panel
評審委員會評語

The enchanted finishing & quality of the product is inspirational, the judges agree the growth and future of the team is optimistic.

令人著迷的成果和產品品質令人鼓舞，評審們一致認為團隊的成長和未來是樂觀的。

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

Things That Move Limited
郁下郁下有限公司

Moongate

Architecture is one of the four essential elements of the traditional Chinese garden. Garden designers utilize various architectural elements to plan pathways for visitors, creating aesthetic experiences through structures like gates, bridges, corridors, and pavilions. The inspiration for this piece is drawn from the forms of the moon gate and the arch bridge.

The moon gate, round like the full moon, is set within the courtyard wall with no door or barrier to obstruct the framed view beyond. The arch bridge, connecting two shores, displays a rich variety of forms. The single-arch bridge is the most elegant and refined. When the arch bridge is reflected in the water's surface, a circular contour is formed, echoing the shape of the moon gate.

As this installation opens, it takes on the appearance of an arch bridge, and when it closes, it aligns with the moon gate. These two architectural elements facilitate various garden design techniques such as borrowing and framing, creating a captivating, ever-changing viewing experience. The artist also Incorporates elements of landscape painting in the centre of the Installation, paying homage to the architectural splendour of the moon gate and arch bridge and Inviting visitors to appreciate their geometric beauty.
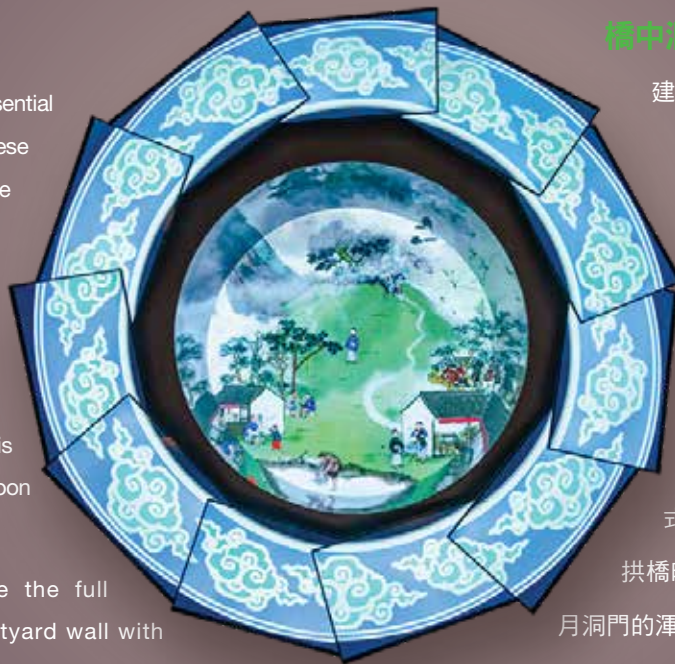
橋中洞景

建築，是中國古典園林中四大造園要素之一，造園家用不同的建築元素規劃瀏覽路線，亦藉著這些門橋廊訪創造美學意境。月洞門與拱橋的形態成為這件作品的靈感來源，月洞門開於院牆，形如滿月，無門扇阻隔觀其框景，拱橋用於連接兩岸交通，形式豐富，以單拱橋最為秀美玲瓏，拱橋映射湖面時，與倒影組成環狀，同月洞門的渾圖之炎有異曲同工之妙。展開時，作品形似拱橋，閉合時，則與月洞門相聯，月洞門與拱橋通過借景、框景等造園手法營造步移景異的遊園趣味，而藝術家也在裝置中心加入山水景致，致敬建築元素的同時更邀遊人品其幾何之美。

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

Ubivox Limited
梵素科技有限公司

3D digitalization system for human and pets

We connect the physical and digital world to provide the best metaverse. If you can do it in the real world, you can do it in the metaverse.

By creating a large database of scanned objects and people, Ubivox will transport the world into the future –the metaverse. Investors, users, and beneficiaries can all be scanned and have full control of their scanned property. Ubivox will popularises 3D scanning portals to easily provide users with their own metame™ avatars. Pets lovers and their pets will be the community that we aim to build up.

寵物及人形三維化系統

我們將物理世界和數位世界連接起來，以提供最佳的元宇宙。您可以在現實世界中做到的事情，也可以在元宇宙中做到。

通過創建一個大型的掃描物體和人類的資料庫，Ubivox 將世界帶入未來——元宇宙。投資者、使用者和受益者都可以被掃描，並對他們的掃描財產擁有完全的控制權。Ubivox 旨在建立一個以寵物愛好者及其寵物為核心的社區，因此將推廣3D掃描門戶，以便使用者輕鬆獲得自己的metame™ 頭像。

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
- 海外推廣
- 國際會議
- 本地推廣
- 香港數碼娛樂協會官方網站
- 香港數碼娛樂傑出大獎
- 研討會及訓練計劃

Enquiry
查詢

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Email 電郵　　　　　　：icta@hkdea.org　　Website 網址：www.hkdea.org/ict2024

Acknowledgement
鳴謝

Final Judging Panel 評審委員會

Chairman of Judging Panel　評審委員會主席

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)

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

Mr Kenny CHIEN (Chief Executive Officer, Cherrypicks Limited)
錢國強 先生 (創奇思有限公司行政總裁)

Members of Judging Panel　評審委員會成員

Mrs Lowell CHO (Assistant Commissioner for Cultural and Creative Industries (1),
Cultural and Creative Industries Development Agency)
曹黎淑霞 女士 (文創產業發展處文創產業助理專員(1))

Ms Cherrie CHONG (President, Innovative Entrepreneur Association)
莊詠琳 女士 (創意創業會會長)

Mr Sam HUI (Immediate Past Chairman, Chamber of Hong Kong Computer Industry)
許健生 先生 (香港電腦商會前任主席)

Dr Wendy LEE (General Manager, Chevalier (Network Solutions) Limited
李煥明 博士 (其士(網絡科技)有限公司總經理)

Dr Eric LIU (Deputy Executive Director, Vocational Training Council)
廖世樂 博士 (職業訓練局副執行幹事)

Mr Quentin WONG (Chief Systems Manager (Information Technology), Judiciary)
王翔 先生 (司法機構總系統經理(資訊科技))

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Acknowledgement
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Animation and Visual Effects, Entertainment and eSports Software and Interaction Design Assessment Team I
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Mr David LEUNG (Innovative Entrepreneur Association)
梁永恩 先生（創意創業會）

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張健聰 先生（聖方濟各大學）

Mr Eddy HUI (Hong Kong Designers Association)
許迅 先生（香港設計師協會）

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Mr Terence LEUNG (Hong Kong Cyberport Management Company Ltd)
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何晉輝 博士（香港理工大學）

Mr Paul CHAN (Hong Kong Association for VR AR)
陳國強 先生（香港VR AR協會）

Mr Wai Keung LAM (Hong Kong Design Institute)
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Mr Percy FUNG (Film Magic Hong Kong)
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創科無限・引領未來
Venture Beyond Boundaries

Digital Policy Office
The Government of the Hong Kong Special Administrative Region of the People's Republic of China

Leading Organiser

Hong Kong Digital Entertainment Association
香 港 數 碼 娛 樂 協 會

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Company Limited
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 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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Technology Commission
創新科技署

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投資推廣署

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HONG KONG ICT AWARDS 2024 香港資訊及通訊科技獎

Digital Policy Office
The Government of the Hong Kong Special Administrative Region of the People's Republic of China

Supporting Organisations

數碼港 Cyberport | Startup Alumni Association

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香港科技大學 THE HONG KONG UNIVERSITY OF SCIENCE AND TECHNOLOGY | 電子及計算機工程學系 DEPARTMENT OF ELECTRONIC & COMPUTER ENGINEERING

CityU School of Creative Media 香港城市大學 City University of Hong Kong

SFU 聖方濟各大學 Saint Francis University | 高等及專業教育中心 Centre for Advanced and Professional Studies

Members of VTC Group VTC 機構成員

HKIIT

ITJC 香港資訊科技聯會 HONG KONG INFORMATION TECHNOLOGY JOINT COUNCIL

HKDA 香港設計師協會

Hong Kong ACM SIGGRAPH

HKGD

MPIA

AMP4 香港電影後期專業人員協會 Association of Motion Picture Post Production Professionals www.amp4.com.hk

Hong Kong Comics & Animation Federation 香港動漫畫聯會 HKCAF

icare

GREAT GAME

Game Apps HK

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IncuCycle
Award Judging System by tagdigital

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