



HONG KONG
ICT AWARDS
2025 香港資訊及
通訊科技獎

Digital Entertainment Award 數碼娛樂獎



Organiser
主辦機構



數字政策辦公室
Digital Policy Office

Leading Organisation
籌辦機構



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

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CenturySoft International Ltd
匯創紀（香港）有限公司

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Digital Entertainment Award 數碼娛樂獎

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 of the Government of the Hong Kong Special Administrative Region of the People's Republic of China, 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 2025. There will be one Grand Award in each category, and an "Award of the Year" will be 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), a "Best Use of AI" award winner will be selected in each of the eight categories to magnify and honour 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中華人民共和國香港特別行政區政府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。

2025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，每個獎項類別都會選出一個「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



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 utmost gratitude to the judges, industry colleagues, and supporting organisations. Together, we have smoothly completed the mission.

Several artistically captivating and outstanding entries were participated this year. In Animation and Visual Effects stream, the winning entries are truly eye-catching. With the development of A.I, AI were incorporated in various entries to enhance production efficiency and quality. Additionally, in the Entertainment and eSports Software stream, a wide variety of entries have emerged, showcasing everything from A.I to blockchain, and mobile games to cross-industry collaboration, highlighting the extensive applications and limitless potential of digital entertainment. Last but not least, in the Interaction Design stream, the projects blend imagination with technology, creating experiences that are poetic, educational, and deeply moving.

I am honoured to celebrate the outstanding achievements and accomplishments over the past year through the Digital Entertainment Awards, I look forward to the Hong Kong digital entertainment industry continuing to lead trends and create more possibilities. Finally, I would like to sincerely congratulate all the winners, let us continue to innovate and forge ahead in the future!

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，同時致以最深切的感謝予各評審委員、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 - 數碼娛樂獎順利完成。

今年，有著不少傑出的、富有藝術性地作品參加數碼娛樂獎。在電腦動畫及視覺特效的獎項類別中，得獎作品令人眼前一亮，隨著人工智能的發展，不少作品都應用了人工智能，大大提高了製作效率和質素。此外，在娛樂及電子競技軟件獎項類別中，各類型的作品層出不窮，從人工智能到區塊鏈，從手機遊戲到跨界合作，無不彰顯出數碼娛樂的廣泛應用與無限潛力。而在互動設計獎項類別中，作品將想像力與技術融合為一，創造詩意、具有教育意義，並且是令人感動的體驗。

我很榮幸可以透過數碼娛樂獎來表彰過去一年在數碼娛樂領域的卓越成就和成果，期待香港數碼娛樂業能夠持續引領潮流，創造更多可能性。最後，再次衷心祝賀所有獲獎的公司及團隊，期待他們在未來繼續勇於創新，勇往直前！

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 Professor Henry MA** **Leader of Creativity and Design Education Laboratory, School of Design,
The Hong Kong Polytechnic University**
馬志輝 教授 **香港理工大學設計學院創意設計教育研究室主任**

Members of Judging Panel 評審委員會成員

- 2 Mr Roger CHAN** Chief Systems Manager (Data Applications)1, Digital Policy Office,
The Government of the Hong Kong Special Administrative Region
陳宇光 先生 香港特別行政區政府數字政策辦公室總系統經理（數據應用）1
- 3 Mr Kenny CHIEN** Chief Executive Officer, Cherrypicks Limited
錢國強 先生 創奇思有限公司行政總裁
- 4 Mrs Lowell CHO** Assistant Commissioner for Cultural and Creative Industries (1), Cultural and Creative Industries Development Agency
The Government of the Hong Kong Special Administrative Region
曹黎淑霞 女士 文創產業發展處文創產業助理專員（1）
- 5 Ms Cherrie CHONG** President, Innovative Entrepreneur Association
莊詠琳 女士 創意創業會會長
- 6 Mr Sam HUI** Convener, WebX Industrial Alliance
許健生 先生 WebX產業聯盟召集人
- 7 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
- 8 Dr Ir Eric LIU** Deputy Executive Director, Vocational Training Council
廖世樂 博士工程師 職業訓練局副執行幹事

In Attendance 列席

- 9 Mr Gabriel PANG** Chairman, Hong Kong Digital Entertainment Association
彭子傑 先生 香港數碼娛樂協會會長

(* In Arbitrary Order 排名不分先後)



Digital Entertainment Grand Award and Digital Entertainment (Animation and Visual Effects) Gold Award

數碼娛樂大獎 及數碼娛樂 (電腦動畫及視覺特效) 金獎

Morph Workshop

<https://www.youtube.com/@morphworkshop>

Wind goes on

Fung, a girl who grew up in the old Hong Kong public housing, was having her last year in primary school. The old estate was about to be demolished and rebuilt, neighbours and friends were leaving gradually. Although Fung knew this would happen, she could not let go of the feeling of parting. One day, in this fading homeland, Fung made a special friend.

鳶緣如風

在公共屋邨生活成長的小六女生阿風見舊屋邨即將清拆重建，鄰居朋友逐漸搬走離開。雖然事情早已預知，但面對離別，她還是無法釋懷。就在這個即將消失的地方，阿風認識到一個新朋友。





Comments from Judging Panel 評審委員會評語

The entry, “Wind Goes On”, masterfully weaves a warm and engaging narrative infused with the nostalgic essence of Hong Kong's neighborhood lifestyle in public housing. It seamlessly blends anime-inspired characters with authentic local Hong Kong settings, creating a visual experience that is both culturally resonant and artistically captivating. The exceptional quality of the animation, paired with intricate background and scenery design, showcases a meticulous attention to detail and a deep passion for storytelling.

《鳶緣如風》巧妙地編織出溫馨動人的故事，並融入香港公共房屋社區生活的懷舊情懷。本片將動漫人物與真實的香港本土場景完美融合，營造出既能引起文化共鳴又能展現藝術魅力的視覺體驗。動畫的卓越品質，搭配精緻的背景和場景設計，展現了對細節的關注和對敘事的熱情。

NONE 九宵 AWAKEN

Digital Entertainment Best Use of AI Award And Digital Entertainment (Animation and Visual Effects) Silver Award 數碼娛樂最佳人工智能應用獎 及 數碼娛樂 (電腦動畫及視覺特效) 銀獎

ManyMany Creations Limited

<https://www.manymany.asia/>

Nine Awaken

This is a 100% AI-generated short film animation. No 3D modelling or other CG techniques are used. However, our script is written by a professional scriptwriter, and the storyboard is hand-drawn by the director. We also use actors to drive the acting of characters by AI. Music is AI, audio mixed by a sound designer.

Our design and art direction are based on retro-Hong Kong elements, set in a futuristic space station story.



九宵

《九宵》是一部百分之百由人工智能製作的動畫短片。作品沒有使用任何3D建模或其他電腦圖像技術。然而，我們的劇本由專業編劇撰寫，分鏡由導演親手繪製。我們亦邀請演員以AI技術驅動角色的表演。音樂由AI製作，聲音混音則由音效設計師負責。

整體設計與美術指導靈感源自復古香港元素，故事背景設定於未來的太空站之中。

Comments from Judging Panel 評審委員會評語

“Nine Awaken” showcases impressive use of AI technology, complemented by consistently high graphic standards and striking aesthetics. The story and cinematography reflect a seamless blend of the creators’ imagination and technological innovation, resulting in a truly captivating experience.

《九宵》展現了人工智慧技術的卓越應用，輔以始終如一的高水準畫質和引人注目的美學。故事和攝影均反映了創作人無縫融合的想像力與技術創新，帶來了真正令人著迷的體驗。



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

Intoxic Studio Limited
影陶士媒體創作有限公司

<https://intoxic.com.hk/>

Blacky the Metal Arm Cat

In an era where high technology overtakes martial arts and controls minds, a black cat warrior with a mechanical arm blends ancient virtue and modern power, seeking balance, preserving the martial soul, and forging his own path.

鐵臂貓黑別

在傳統武林被高科技全面改造、人性與思想遭受操控的時代中，一隻身負鐵臂的武俠黑貓，決心以融合舊道精神與新時代力量，於時代洪流中尋求平衡，延續武林風骨，走出屬於自己的道路。

Comments from Judging Panel 評審委員會評語

The entry captivates with its sophisticated and intriguing storyline, seamlessly combined with well-executed traditional Chinese martial arts animation. This compelling blend makes it a fascinating work with strong potential to be developed into longer-form stories.

該作品以其複雜又有趣的情節而使人著迷，並與傳統中國武術動畫無縫結合。這種引人入勝的融合並具有發展為長篇故事的潛力，使其成為一部迷人的作品。



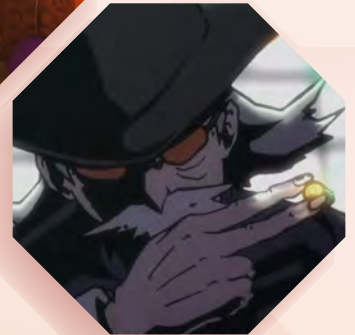
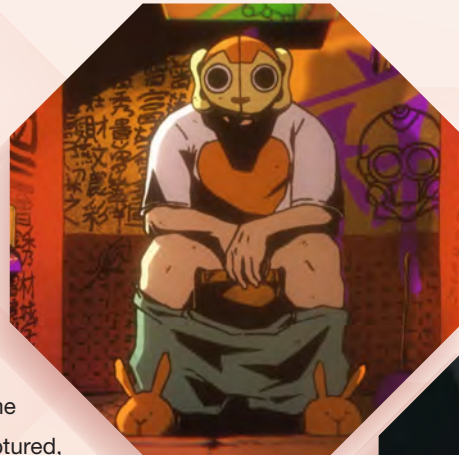
Digital Entertainment (Animation and Visual Effects) Certificate of Merit 數碼娛樂 (電腦動畫及視覺特效) 優異證書

924 STUDIO LIMITED 玖貳肆工作室有限公司

<https://www.instagram.com/924.studio/>

Kill Danny II : A Puppy Love Story

Iron-Fist and his beloved dog Danny, were enjoying their blessed, happy days. Unfortunately, the peaceful day got destroyed by a sudden attack. bunch of killers assaulted their home and brutally slaughtered Danny. And Iron-fist has gotten captured, imprisoned in a mysterious base. In order to seek out the murderers and take his revenge, he must team up with foreskin, the luggage-hybrid dog.



殺死丁力 2 帝國反擊戰

鐵拳無敵原本和愛犬丁力過著平淡且幸福的生活，但被一場突如其來的襲擊打破。丁力被殺，鐵拳被囚於神秘的基地。鐵拳必須聯同改造犬巢皮，逐一擊破敵人，尋找幕後黑手復仇……



MOSOSISI 無瑣事事務所

<https://www.mososisi.com/>

Command X

Cellphones are not just essential technologies of the modern world - they constantly control our lives without pause. The occurrences of losing and finding phones anywhere and at any time are also ceaseless.

It was an ordinary day when the protagonist casually found a mysterious cellphone, sparking a strange series of events. Are these bizarre happenings simply coincidences, malicious pranks, plots, or perhaps even acts of retribution?

As the follow up work to "GARY" and "LOOOOP", this sci-fi short marks the concluding chapter in a trilogy by MOSOSISI.



Command X

手機不只是人類世界的科技必須品，更無時無刻控制著你我的生活。

隨時隨地的遺失、拾獲，更是無時無刻地發生。

尋常的一天，從主角偶爾拾獲一部神秘手機開始，引發連串詭異事件，是巧合、是惡作劇、是陰謀，抑或是報應？

是次作品為 MOSOSISI 繼《GARY》及《LOOOOP》後之科幻短篇三部曲終章。



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

CenturySoft International Ltd
匯創紀 (香港) 有限公司

<http://www.csoft.com.hk/>

DAWN : The Moment of Victory

“Dawn” is a 3D ARPG mobile game centered around bullet hell shooting. Collect and cultivate personified warship girls, master dodging and maneuvering, and strategise your fleet formations. Featuring over 200 unique anime-style characters, each illustrated by renowned artists and boasting Japanese and Mandarin voice acting, animations, and dedicated storylines.

拂曉：勝利之刻

《拂曉》是一款彈幕式射擊為核心的ARPG，集戰艦少女收藏、著重閃避操控、擬人化角色養成與策略性編隊於一身的3D手遊！遊戲內有超過200位二次元角色，每個角色均由著名畫師繪畫、並有日語及普通話配音、動畫及專屬的故事情節。



Comments from Judging Panel 評審委員會評語

The entry adopts the highly popular “Ship Girl” (kanmusu) game style, which has garnered widespread appeal in the gaming community. Achieving remarkable commercial success in the competitive Chinese mainland market, this project exemplifies the sophistication and creativity of Hong Kong game developers. Its smooth animation, well-crafted characters, and engaging gameplay all contribute to its success and popularity.

作品採用了備受歡迎的“艦娘”（kanmusu）遊戲風格，在遊戲社區中獲得了廣泛的關注。在競爭激烈的中國大陸市場上取得了顯著的成功，作品體現了香港遊戲開發者的細緻和創造力。流暢的動畫、精心設計的角色以及引人入勝的遊戲玩法，共同促成了其人氣和成功。



Digital Entertainment (Entertainment and eSports Software) Bronze Award

數碼娛樂（娛樂及電子競技 軟件）銅獎

Feeling Game Company Limited
感受遊戲有限公司

<https://www.feelinggamecompany.com/>

Nice to Meat You

"Nice to Meat You" is a single-player adventure PC game bursting with Hong Kong-style absurdist "mo lei tau" humor. The story follows a piece of char siu (BBQ pork) that - after fatally choking someone - gets sentenced to hell. Trapped in the underworld, the rogue pork embarks on a ridiculous quest through the afterlife, encountering all manner of ghosts and demons while gradually uncovering the truth behind its past life as... well, barbecue. What will it reincarnate as in the end?

生嚟叉燒好過生你

《生嚟叉燒好過生你》是一款具有香港無厘頭文化特色的單機搞笑冒險電腦遊戲。一塊叉燒噎死了人後下地獄被審判。叉燒被困在了地獄，被迫展開一連串大冒險。叉燒在地獄遇到各種各樣的鬼怪，同時偶然發現了自己前世的事情，慢慢解開變成叉燒的真相。到底最後叉燒會投胎成什麼了？遊戲設有國語和粵語雙配音，內容超無厘頭，刺激又搞笑。

Comments from Judging Panel 評審委員會評語

"Nice to meet you" is a single-player, humorous RPG game on the Steam platform that skillfully incorporates local Hong Kong elements and colloquial expressions to create an authentic and engaging experience. The characters and in-game items are thoughtfully designed with a distinct local flavor, making the game a delightful tribute to Hong Kong culture.

《生嚟叉燒好過生你》是一款在Steam平台上發佈的單人幽默角色扮演遊戲，作品巧妙地融入了本地香港元素和口語表達，創造出真實而引人入勝的體驗。角色和遊戲道具都經過精心設計且具有獨特的香港本土風味，使這款遊戲成為對香港文化的愉快致敬。

生嚟叉燒 好過生你





Digital Entertainment (Interaction Design) Gold Award 數碼娛樂(互動設計)金獎

vfxNova Digital Productions Ltd
昇飛國際數碼特效製作有限公司

<https://www.vfxnova.com/>



Art of Progress

We aspire to show how capturing wealth opportunities is an art form by introducing a new medium – FINART – where finance meets art. Our interactive installation, titled “The Art of Progress”, invites viewers to engage with the dynamic nature of financial markets by reimagining the fluctuations of the Hang Seng Index (real time) as a majestic mountain range. In this imaginative landscape, the peaks symbolise moments of market highs, while the valleys represent the inevitable lows. The slopes and inclines reflect the continuous ebb and flow of market trends, shifting gracefully in response to the natural rhythms of economic activity. This visual metaphor not only illustrates the volatility of the stock market but also captures the beauty and complexity of financial progress. To enrich this experience, the installation incorporates elements from iconic banknotes issued by HSBC over the years. These historical notes serve as a tangible connection to the evolving world of finance, adding depth and context to the artwork.

進程的藝術

我們希望展示如何把握致富的機會是一種藝術形式，並引入一種新媒介—FINART—讓金融與藝術相遇。我們的互動裝置藝術作品《進程的藝術》邀請觀眾將金融市場的動態特性，通過將恆生指數的波動（實時）重新想像為壯麗的山脈。在這個富有想像力的景觀中，山峰象徵著市場高峰的時刻，而山谷則代表著不可避免的低谷。坡度和傾斜反映了市場趨勢的持續起伏，隨著經濟活動的自然節奏優雅地變化。這一視覺隱喻不僅說明了股市的波動性，還捕捉了金融進程的美麗與複雜。為了豐富這一體驗，裝置藝術融入了匯豐銀行多年來發行的標誌性鈔票元素。這些歷史鈔票作為與不斷演變的金融世界的具體聯繫，為這件藝術作品增添了意思和深度。

Comments from Judging Panel 評審委員會評語

This entry presents an ingenious concept by translating stock market volatility into the form of Chinese ink landscape painting, resulting in a classy yet engaging interactive display for finance and banking environments. By merging the aesthetics of traditional ink painting with advanced programming techniques to dynamically shape each visual output, the project stands as a masterful demonstration of art and technology in harmony.

作品通過將股市波動轉化為中國水墨山水畫的形式展現了獨特的概念，形成了一個適用於金融和銀行環境的高雅有趣展示。通過將傳統水墨畫的美學與先進的程式設計技術結合，動態呈現每個視覺輸出，成為藝術與技術和諧統一的大師級示範。



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

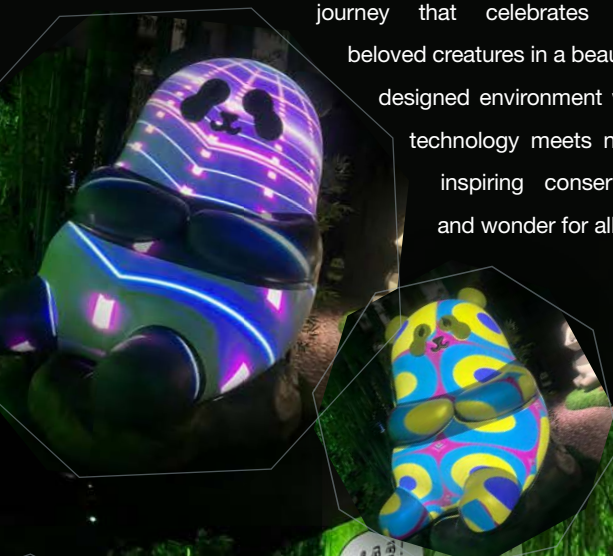
MateZ Lab Limited

<https://www.matezlab.com/>



"Panda Wonders" attraction at Hong Kong Ocean Park

Discover the enchanting world of pandas at the "Panda Wonders" attraction at Hong Kong Ocean Park, expertly curated, designed, and produced by the innovative team at Matez Lab. This captivating pavilion immerses visitors in a breathtaking experience, showcasing cutting-edge technology such as stunning immersive LED displays and mesmerising projection mapping. Engage with the life-like pandas through kinetic interactive elements that bring their habitat to life, while LIDAR sensors trigger dynamic interactions, ensuring every visit feels unique. Join us for an unforgettable journey that celebrates these beloved creatures in a beautifully designed environment where technology meets nature, inspiring conservation and wonder for all ages.



大熊貓[竹]夢之旅 @海洋公園沉浸互動藝術空間

歡迎來到香港海洋公園「熊貓奇境」，項目由科技藝術團隊Matez Lab精心策劃、設計與打造的迷人展區。這個令人沉醉的展館透過尖端科技，包括令人歎為觀止的沉浸式LED顯示技術與炫目的投影映射技術，帶領遊客進入一場視覺盛宴。透過動感互動裝置，遊客可與栩栩如生的數字大熊貓親密接觸，感受其棲息地的生動場景，而雷達傳感器則發瞬息萬變的互動體驗，確保每次到訪皆獨一無二。誠邀您踏上這趟難忘旅程，在科技與自然完美交融的精心設計環境中，共同歌頌這些深受喜愛的熊貓，並且激發所有年齡層對生態保育的熱情與驚嘆。

Comments from Judging Panel 評審委員會評語

"Panda Attraction" showcases proficient use of interactive technologies to create an immersive, engaging, and enjoyable experience for visitors. The high quality of the artwork, combined with the professional implementation of interactive elements, demonstrates excellence in both creativity and technical execution.

《大熊貓[竹]夢之旅》展示了互動技術的熟練應用，為遊客創造了身臨其境、引人入勝且愉快的體驗。高品質的藝術創作與互動元素的專業結合，體現了卓越的創意和技術執行。



Digital Entertainment (Interaction Design) Bronze Award 數碼娛樂(互動設計)銅獎

EventFun Limited

DODGEBALL MR

“Dodgeball MR” is a competitive mixed reality sport combining physical and virtual elements with mechanical principles. Players must demonstrate precise throwing and swift dodging while coordinating team tactics. Victory depends on anticipating opponents' moves, controlling ball trajectories, leveraging interactive environments, and perfecting team synergy through tacit understanding.

閃避球MR

《閃避球MR》是融合虛實混合現實的競技運動，結合力學原理。玩家需精準投球、快速閃避，同時團隊協作、戰術配合。關鍵在於預判對手、控制球路、善用場地互動，考驗反應與團隊策略，靠默契制勝。



Comments from Judging Panel 評審委員會評語

This entry presents a clever blend of Mixed Reality technology and dodgeball, resulting in an immersive and enjoyable eSports game that appeals to players of all ages. Its innovative design allows for greater versatility in venue selection, making the experience accessible and engaging in a wide range of settings. The entry also demonstrates significant value for community deployment and shows strong commercial potential.

作品巧妙地融合了混合實境(MR)技術和閃避球，創造出一款身臨其境、好玩、吸引了各個年齡階層玩家的電子競技遊戲。其創新設計使場地選擇更加靈活，在各種環境中都能便捷地參與其中。該作品還展現了重要的社群部署價值，並顯示出強大的商業潛力。



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

VOTANIC Limited / The University of Hong Kong /
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VOTANIC: <https://www.votanic.com/>

LSCM: <https://www.lscm.hk/>

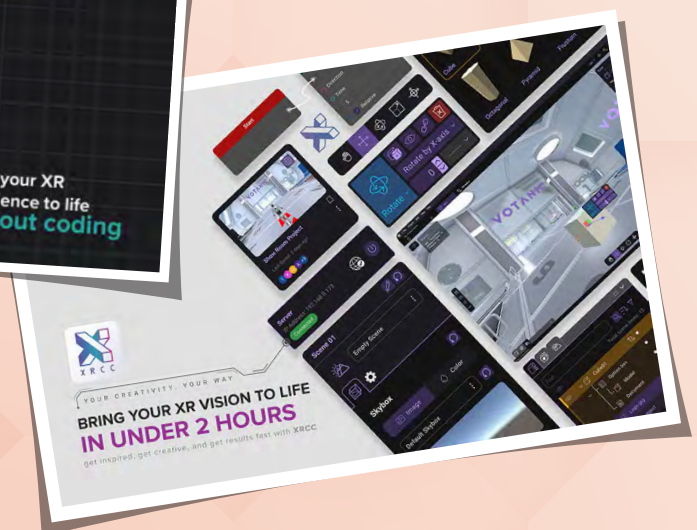
HKU: <https://www.hku.hk/>

XRCC – Extended Reality Content Creation Suite

“XRCC” is a groundbreaking XR software redefining the future of “learning” and “training”, guided by the philosophy of “empowering users to empower others”. With an intuitive drag-and-drop interface, visual programming, and a unique third-party technology ecosystem, “XRCC” eliminates technical barriers, enabling educators, corporate trainers, and content creators to craft tailored XR solutions.

XRCC - 延展實境創作套件

《XRCC》是一款開創性的 XR 軟件，旨在重新定義「學習」與「培訓」的未來，秉持【賦能用戶為更多人賦能】的理念，讓每個人都能輕鬆創造沉浸式互動體驗。透過直觀的拖放介面、視覺化編程及獨特的第三方科技生態圈，《XRCC》打破技術壁壘，助力教育者、企業培訓師及內容創作者打造客製化 XR 方案。



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

Contact Person 聯絡人：Ms. Natalie WONG (黃藝賢女士)
Email 電郵：icta@hkdea.org

Tel 電話：(852) 9673 7313
Website 網址：www.hkdea.org/ict2025

Acknowledgement

鳴謝

Final Judging Panel 評審委員會

Chairman of Judging Panel 評審委員會主席

Professor Henry MA (Leader of Creativity and Design Education Laboratory, School of Design, The Hong Kong Polytechnic University)

馬志輝 教授 (香港理工大學設計學院創意設計教育研究室主任)

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

Mr Roger CHAN (Chief Systems Manager (Data Applications)¹, Digital Policy Office, The Government of the Hong Kong Special Administrative Region)

陳宇光 先生 (香港特別行政區政府數字政策辦公室總系統經理 (數據應用) ¹)

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 (Convener, WebX Industrial Alliance)

許健生 先生 (WebX產業聯盟召集人)

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)

Dr Eric LIU (Deputy Executive Director, Vocational Training Council)

廖世樂 博士 (職業訓練局副執行幹事)

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Acknowledgement

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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

Members 成員*

Mr Kenneth CHU (The Toys Manufacturers' Association of Hong Kong Ltd)
朱健豪 先生 (香港玩具廠商會有限公司)

Mr Wai Keung LAM (Hong Kong Design Institute)
林偉強 先生 (香港知專設計學院)

Mr David LEUNG (Innovative Entrepreneur Association)
梁永恩 先生 (創意創業會)

Mr Ricky NG (Hong Kong Institute of Vocational Education (Lee Wai Lee))
伍世傑 先生 (香港專業教育學院 (李惠利))

Mr Thomas TANG (Hong Kong Comics and Animation Federation)
鄧永雄 先生 (香港動漫畫聯會)

Animation and Visual Effects Assessment Team II

電腦動畫及視覺特效二輪評審委員會

Chief Assessor 主評審員

Mr Neco LO (Hong Kong Animation & Cultural Association)
盧子英 先生 (香港動畫業及文化協會)

Members 成員*

Mr Kinson CHEUNG (Saint Francis University and Caritas Bianchi College of Careers)
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)

Mr Mark LAM (www.cgvisual.com Director)
林允田 先生 (www.cgvisual.com 董事)

Prof. Kung Wong LAU (Hong Kong Shue Yan University)
劉公煌 教授 (香港樹仁大學)

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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

Chief Assessor 主評審員

Mr Derrick NGAN (Cyberport Startup Alumni Association)
顏昭行 先生 (數碼港創業學會)

Members 成員*

Mr Mark CHU (Hong Kong Digital Entertainment Association)
朱罡霆 先生 (香港數碼娛樂協會)

Mr Terence LEUNG (Hong Kong Cyberport Management Company Ltd)
梁德明 先生 (香港數碼港管理有限公司)

Mr Simon WONG (Hong Kong Game Industry Association)
王文暉 先生 (香港遊戲產業協會)

Interaction Design Assessment Team II 互動設計二輪評審委員會

Chief Assessor 主評審員

Mr Percy FUNG (Film Magic Hong Kong)
馮子昌 先生 (天極電影製作有限公司)

Members 成員*

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

Dr Jeffrey HO (The Hong Kong Polytechnic University)
何晉輝 博士 (香港理工大學)

Dr William Lai (Hong Kong Metropolitan University)
黎智富 博士 (香港都會大學)

Mr Terence WONG (Hong Kong Design Institute)
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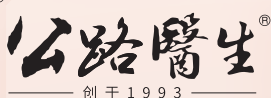
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Organiser
主辦機構

Leading Organiser
籌辦機構



數字政策辦公室
Digital Policy Office



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創意藝術學系
Department of Creative Arts



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AND TECHNOLOGY

電子及計算機工程學系
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School of Creative Media

香港城市大學
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高等及專業教育中心
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Hong Kong
ACM SIGGRAPH

Members of VTC Group VTC 機構成員



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