

Student Innovation Award 學生創新獎







Leading Organiser 籌辦機構



Content 目錄

背景 **Background** 籌辦機構行政總監獻辭 **Message from Executive Director of Leading Organiser** 評審委員會 主席獻辭 Message from Chairman of Judging Panel Hong Kong ICT Awards 2025: 2025香港資訊及通訊科技獎: 學生創新獎評審委員會 **Student Innovation Award Judging Panel** Hong Kong ICT Awards 2025: Student Innovation Grand Award 2025香港資訊及通訊科技獎:學生創新大獎 Student Innovation (Higher Education) Gold Award 學生創新 (大專及高等教育) 金獎 Student Innovation Best Use of Al Award 學生創新最佳人工智能應用獎 The Chinese University of Hong Kong ArtInSight 7 CHUNG Ho Chun The Hong Kong University of Science and Technology LEE Pak Nin / CHU Wing Sze Nicola 香港中文大學 世藝創科 鍾濠駿 香港科技大學 李柏年 / 朱泳詩 Silver Award 銀獎 Hong Kong Institute of Information Technology (Sha Tin) 9 **iPosture** FU Ka Wang / YIP Cheuk Wing The Hong Kong Polytechnic University CHUEN Pak Him / KWOK Pui Nam 利用空間音頻改善頭部前傾姿勢 香港資訊科技學院(沙田) 符嘉宏/葉卓榮 香港理工大學 全栢謙/郭沛柟 Silver Award 銀獎 10 Hong Kong Institute of Information Technology at IVE (Lee Wai Lee) A-Eye Web Chat Assistant WUN Man King / LAU Mei Yan Mandy / LI Yuen Yee / CHANG Yuk Hon 香港資訊科技學院位於香港專業教育學院(李惠利) A-Eye 人工智能語音互動上網助理 尹文敬/劉美欣/李婉旖/張育瀚

Certificate of Merit 優異證書

Hong Kong Institute of Information Technology at IVE (Lee Wai Lee) LAU Chi Wang / CHAN Ying Kuen / WU Oi Ki / LEUNG Hau Yee 香港資訊科技學院位於香港專業教育學院(李惠利) 劉智宏 / 陳英權 / 胡靄琪 / 梁巧儀 GenAl Global Sign Language Translator 多國語言語音輸入Al全球手語實時翻譯員 Hong Kong ICT Awards 2025: Student Innovation (Primary) Award 2025香港資訊及通訊科技獎:學生創新 (小學) 獎

2025香港資訊及通訊科技獎:學生創新 (小學) 獎		
Gold Award 金獎		
Tai Po Old Market Public School PANG Yuet Kiu Candice / CHIU Yuet Yee / WONG Yi Ching / PANG Sheung Yu Cherie	Tonguemon O/Q	13
大埔舊墟公立學校 彭玥喬 / 招玥溰 / 黃邇晴 / 彭相瑜	舌可夢 望/ 問	
Bronze Award 銅獎		
Diocesan Girls' Junior School LEE Amilia Nga Man / TANG Tsz Ying Inez / WU Yuet Hei / YU Tiffani Sidao	FitFun 60	14
拔萃女小學 李雅雯 / 鄧子瀛 / 胡悦希 / 余思道	康趣60	
Bronze Award 銅獎		
Ling To Catholic Primary School ZHONG Yu Tong / ZHU Yan Xi / CHEN Sheung Kwan / ZHANG Kai Hang	Stay health with Chinese traditional wisdom	15
天主教領島學校 鍾雨彤 / 朱妍禧 / 陳湘群 / 張啟恒	居中調和智慧醫療應用程式	
Certificate of Merit 優異證書		
Hong Kong Baptist University Affiliated School Wong Kam Fai Secondary and Primary School LAM Chun Wai Milton / CHEN Lianyu Lucas CHAN Sheung Hang Alwin	MindfulZone	17
香港浸會大學附屬學校王錦輝中小學 林晉緯 / 陳連宇 / 陳上衡	靜心空間	
Hong Kong ICT Awards 2025: Student Innovation (Junior Se 2025香港資訊及通訊科技獎:學生創新 (初中) 獎	econdary) Award	
Silver Award 銀獎 Lai King Catholic Secondary School	Nose Guardian	18
TSE Sum Yee / CHIU Leanne Kate F.		10
荔景天主教中學 謝芯宜 / 趙芷安	Check鼻靈	
Certificate of Merit 優異證書		
Lai King Catholic Secondary School LIU Jinxi / TAI Ho Nam / MAK Kwan Ho	LISTEN FOR THE LIFE	19
荔景天主教中學 劉晋熙 / 戴皓楠 / 麥鈞浩	願聞其聲2.0	

Certificate of Merit 優異證書

Shun Tak Fraternal Association Yung Yau College CHONG Tsz Wang / LEUNG Shing Long / YEUNG Hiu 順德聯誼總會翁祐中學 莊子弘 / 梁誠朗 / 楊驍 SmileSync

20

面面俱到

Hong Kong ICT Awards 2025: Student Innovation (Senior Secondary) Award 2025香港資訊及通訊科技獎:學生創新 (高中) 獎

Introduction of Leading Organiser

Acknowledgement

2025香港貧訊及通訊科技獎:學生創新(高中)獎		
Gold Award 金獎 Hong Kong Taoist Association The Yuen Yuen Institute No.2 Secondary School TSANG Chiu Yin 香港道教聯合會圓玄學院第二中學 曾昭然	Flag Master 掌握預「旗」	21
Silver Award 銀獎		
Po Leung Kuk No.1 W.H. Cheung College CHAU Ching Hoi / CAI Chi Lam / Kenny LAM	Sound by Sound Slowly	22
保良局第一張永慶中學 周靖凱 / 蔡智林 / 林浩然	聲聲慢	
Bronze Award 銅獎		
T.W.G.Hs Li Ka Shing College LAM Shan Shan / LAI Cheuk Wai / CHEUNG Wing Tung / HO Jean Choy Yannick	Echo sense	23
東華三院李嘉誠中學 林珊珊 / 賴卓瑋 / 張泳桐 / 陳錦橋	無聲者 助理	
Certificate of Merit 優異證書 Diocesan Girls' School	THEIA - visual impairment assistanc	e 24
WONG Hoi Tung / YIU Tung Toby / YUEN Yee Ting Hayley 拔萃女書院 黃鎧彤 / 于茼 / 袁伊婷	THEIA - 視障緩助	

籌辦機構簡介

嗚謝

25

26

Student Innovation Award 學生創新獎



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 Kongs 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 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), the "Best Use of AI" award winner is also selected in each of the eight categories to magnify and honour outstanding achievements in harnessing the power of AI in respective areas.

EdCity is officially appointed by DPO to be the Leading Organiser of the Hong Kong ICT Awards 2025: Student Innovation Award. The Student Innovation Award covers 4 streams, including Primary, Junior Secondary, Senior Secondary and Higher Education. By drawing on innovative strategies and best practices, EdCity hopes to drive innovation within the awards, fostering an environment that encourages students to push boundaries and think outside the box, and ultimately advance the ICT Industry.

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 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。

教城獲數字政策辦公室正式委任為2025香港資訊 及通訊科技獎:學生創新獎的籌辦機構,學生創 新獎涵蓋小學、初中、高中、大學及高等教育四 個組別。通過採用創新策略和最佳作業方式,教 城期望推動獎項的創新,營造一個鼓勵學生突破 界限,跳出框架的環境,最終推進資訊及通訊科 技行業的發展。

Message from Executive Director of Leading Organiser 籌辦機構行政總監斷辭





Dr Tenny LAM
Executive Director, Hong Kong Education City
林峯博士
香港教育城行政總監

Nurturing the seeds of creative thinking within academia and fostering future talents equipped with both technological skills and digital literacy is vital for driving social progress. Together, we can fulfill the vision of "Invigorating China Through Science and Education".

在學界播下創意思維的種子,培育兼具科技能力 與數字素養的未來人才,對推動社會持續進步、 實踐「科教興國」的目標至關重要。

Hong Kong Education City (EdCity) extends its heartfelt gratitude to the Digital Policy Office for their trust in appointing us as the Leading Organiser for the HKICT Awards 2025: Student Innovation Award. We would also like to express our sincere appreciation to all co-organisers, supporting organisations, and judges. Their invaluable guidance has enriched the students' learning journeys and provided the essential nourishment that inspires them to pursue their innovative dreams.

香港教育城(教城)衷心感謝數字政策辦公室的信任,委任我們籌辦《2025香港資訊及通訊科技獎:學生創新獎》。同時,我們亦向各協辦機構、支持機構及評審團致以誠摯謝意。他們的寶貴指導,不僅令學生的學習歷程更豐富,更成為激勵他們實現創科夢想的重要養分。

At EdCity, we are unwavering in our commitment to promoting the digital transformation of education in Hong Kong, empowering the academic sector to harness technology effectively and enhance teaching and learning experiences. In this rapidly evolving technological landscape, we aspire to inspire students through this competition to integrate their everyday knowledge and skills into solutions that hold social value and significance, showcasing their boundless potential.

教城一直致力推動香港數字教育轉型,引領學界善用科技,提升教與學的效能。在這個科技迅速發展的時代,我們期望透過籌辦此項賽事,鼓勵學生融合日常所學的知識與技能,開發具社會價值與意義的解決方案,盡展無限潛能。

The entries of this year have truly set the bar high. Students not only demonstrated boundless creativity but also demonstrated a sharp awareness of contemporary issues. We have witnessed the emergence of many inspiring projects—from intelligent environmental monitoring systems to digital platforms that foster community connections—each reflecting the positive impact of technology on society. Particularly noteworthy was the unique perspectives and innovative thinking that students displayed while tackling local and global challenges.

本屆參賽作品水準出眾,令人印象深刻。同學們不僅展現無窮創意,更顯示出對當代議題的敏鋭觸覺。我們見證多項鼓舞人心的項目誕生——從智能環境監測系統,到促進社區聯繫的數字平台,處處體現創新科技為社會帶來的正面影響。參賽學生在應對本地乃至全球議題時,所呈現的獨特視角與創新思維,尤其值得嘉許。

EdCity remains dedicated to its mission of cultivating an environment ripe for creativity and innovation, allowing the seedlings of future talents to flourish. To all participating students, may this learning experience serve as a launchpad for exploring the limitless possibilities of technology. Dare to dream ambitiously, innovate boldly, and create fearlessly. Unleash your talents and potential as you join hands to build a smarter and more inclusive future!

香港教育城將一如既往,堅守使命,持續營造有 利於創意與創新的沃土,助未來人才的幼苗茁壯 成長。在此,我寄語所有參賽同學:願這次學習 經歷成為你們探索科技無限可能的新起點;繼續 勇敢假設、盡情創新、無畏創造,發揮所有才華 與潛能,共同建設更智慧、更共融的未來!

Message from Chairman of Judging Panel 評審委員會主席獻辭





Dr Hubert Chung Yee CHAN, JP Chairman & CEO, Hong Kong Communications Company Limited 陳重義博士[,] JP

香港通訊有限公司主席兼行政總裁

It is my great pleasure to once again serve as the Chief Judge for the Student Innovation Award this year. Each year brings fresh inspiration, and I am continually amazed by the remarkable growth and creativity demonstrated by our young participants.

十分高興能再度擔任本年度學生創新獎的首席評審。每次參與這項盛事都為我帶來新的啟發,年輕參賽者展現的成長與創意也總令我感到欣喜不已。

My sincere gratitude goes to the Digital Policy Office for their enduring dedication to the Hong Kong ICT Awards. This platform remains vital in cultivating technological talent and fostering innovation. I would also like to extend my appreciation to Hong Kong Education City for their excellent coordination as the Leading Organiser. Their professionalism has again provided a platform for innovative ideas to shine.

衷心感謝數字政策辦公室對香港資訊及通訊科技 獎的持續投入,這個平台在培育科技人才、推動 創新方面始終發揮着關鍵作用。同時,我要讚揚 香港教育城的卓越籌辦,他們的專業組織讓又一 批創意構想得以綻放光彩。

The professionalism of the judging panel this year is truly commendable. Faced with a substantial number of entries, they drew on rigorous standards and rich experience to evaluate each entry thoroughly for its innovation and practical applicability. During the Category Judging, the judges were highly engaged and attentive, ensuring an impartial judging process. Particularly noteworthy this year was their stronger emphasis on delivering constructive and detailed feedback, which we believe has significantly empowered students' continued development.

本屆評審團的專業精神令人敬佩。面對眾多參賽作品,他們以嚴謹態度和豐富經驗,全面評估每項提案的創新性與實踐價值。在決賽環節,評審們全程投入、耐心聆聽,確保每份作品獲得公正評價。特別值得肯定的是,評審們今年更加注重提供具建設性的詳細建議,這些寶貴反饋將成為同學們持續成長的重要養分。

The entries sustained an impressive standard. Students not only demonstrated solid technical capability but also showed a profound understanding of societal needs. They excelled across every stage with sophisticated technical implementation and smooth live presentations. Most inspiring of all is their genuine passion for using information technology for social good, making the judging process both rewarding and challenging. Once again, the students have proven that with curiosity and perseverance, age is no barrier to creating breakthroughs that change the world.

今年的參賽作品繼續維持在高水平,同學們不僅 展現紮實的技術能力,更體現出對社會需求的深 刻理解。從精巧的技術實踐到流暢的現場演示, 參賽者在各個環節都表現出色。最令人感動的是 他們運用資訊科技改善社會的真誠熱忱,這份初 心讓評審工作既充滿驚喜又頗具挑戰。學生們再 次證明:只要保持好奇心與堅持,任何年齡都能 創造改變世界的創新成果。

In closing, I would like to extend my warmest congratulations to all participants. Your achievements today are just the beginning; I am confident you will build upon this experience to reach even greater heights. My appreciation again to Hong Kong Education City for their excellent organisation of the Award. May you all keep your passion for exploration, continue to shine on the innovation journey, and strive for breakthroughs! Thank you.

最後,誠心祝賀所有參賽同學。今天的成績只是 一個起點,相信你們將以此為基石,開創更精彩 的未來。再次感謝香港教育城團隊的精心籌劃。 願大家永保探索熱情,在創新路上繼續發光發 熱,不斷尋找新的突破!謝謝大家。

Student Innovation Award Judging Panel 學生創新獎評審委員會



From Right 由右起:

Dr Lai Fong, Yvonne WONG (Internet Professional Association) 黃麗芳博士(互聯網專業協會)

Mr Albert Kin Wai WONG (Association of I.T. Leaders in Education (AiTLE)) 黃健威先生(資訊科技教育領袖協會)

Dr Jimmy Kam Yiu WONG (The Hong Kong Academy for Gifted Education) 黃金耀博士(香港資優教育學苑)

Mr Anthony Kwok Chu LEUNG (China People Education & Training Institute Limited) 梁國柱先生(凱華創建教育培訓學院)

Prof Morris Siu Yung JONG (The Centre for Learning Sciences and Technologies) Deputy Chief Judge 莊紹勇教授(香港中文大學學習科學與科技中心) 副首席評審

Dr Hubert Chung Yee CHAN, JP (Hong Kong Communications Company Limited) Chief Judge 陳重義博士,JP (香港通訊有限公司) 首席評審

Prof Franics Yuk Lun CHIN (The University of Hong Kong) Deputy Chief Judge 錢玉麟教授(香港大學)副首席評審

Mr Ka Tim CHU (Hong Kong Association for Computer Education) 朱嘉添先生(香港電腦教育學會)

Ms Rebecca Ka Bik CHAN (Digital Policy Office) 陳嘉碧女士(數字政策辦公室)

Prof Man Ching, Alex HUNG, MH (Hong Kong New Emerging Technology Education Association) 洪文正教授,MH(香港新興科技教育協會)

Student Innovation Grand Award

Student Innovation (Higher Education) Gold Award and Student Innovation Best Use of Al Award

學生創新大獎

學生創新(大專及高等教育) 金獎 及學生創新最佳人工智能應用獎

The Hong Kong University of Science and Technology 香港科技大學

LEE Pak Nin / CHU Wing Sze Nicola

李柏年 / 朱泳詩



ArtInSight

ArtInsight is an AI-powered art education platform designed to enhance the way students experience and engage with art. It combines cutting-edge technologies such as computer vision, NLP, and machine learning to create a personalized and interactive learning environment.

世藝創科

世藝創科是一站式人工智能藝術學習平台,結合電腦視覺、自然語言處理和機器學習,創造個時類別、歷史分析和比較見解。自研GPT讓學生裁則、歷史分析和比較見解。自研GPT讓學生裁與提問深入探索作品,AI藝術評改學生創作並提供具體改進建議,優化學生原作,生成示範應用以協助學生精進技巧。平台分析學生行為,追蹤育習進度,創建個人化學習路徑,生成客製化教育內容如關係圖譜及問題。



ArtiLens Al Art Vision uses Al to analyze artworks, enabling users to explore artworks in-depth through instant identification, historical analysis, and comparative insights.

教師可透過平台監控學習進度並提供指導。世藝 創科整合這些資訊及通訊科技元素,提供無縫、 沉浸式個人化學習體驗,培養創造力和終身藝術 鑑賞能力。

Comments from Judging Panel 評審委員會評語

This project introduces an innovative model for art education through a sophisticated Al learning platform. The students have skilfully utilized multimodal Al technologies to build a bridge connecting art appreciation with interactive learning, demonstrating exceptional technical integration capabilities. It is recommended to establish a professional certification mechanism through collaboration with artists to enhance the credibility of Al art analysis, while further deepening the platform's educational value by aligning with Hong Kong's local curriculum framework, particularly in supporting students' transition between educational stages and DSE preparation.

這個項目通過成熟的AI學習平台,為藝術教育帶來了創新模式。同學們充分運用多模態人工智能技術,建立起連接藝術鑑賞與互動學習的橋樑,展現出優秀的技術整合能力。建議可透過與藝術家合作建立專業認證機制,提升AI藝術分析的公信力;並透過對接香港本地課程框架,特別是在支援學生升學銜接與DSE準備方面,進一步深化平台的教育價值。

Student Innovation (Higher Education) Silver Award

學生創新(大專及高等教育)銀獎

Hong Kong Institute of Information Technology (Sha Tin) 香港資訊科技學院 (沙田) FU Ka Wang / YIP Cheuk Wing 符嘉宏 / 葉卓榮

The Hong Kong Polytechnic University 香港理工大學

CHUEN Pak Him / KWOK Pui Nam 全栢謙 / 郭沛柟



iPosture – Spatial Sound Physio is an intelligent mobile application designed to tackle the common issue of poor neck posture, particularly Head Forward Posture (HFP), often caused by prolonged use of mobile devices. By integrating artificial intelligence (AI) with spatial audio and real-time motion tracking via Apple AirPods, the app continuously monitors users' head and neck movements. It analyzes posture patterns using 3D motion data and detects prolonged unhealthy angles or frequency of movements. When poor posture is identified, the system delivers instant feedback through spatial sound cues and visual prompts, guiding users to make timely adjustments.

To enhance user engagement, iPosture features an immersive game that uses head-tracking input. Users are required to locate directional sounds by turning their heads, encouraging proper alignment and neck mobility through playful interaction. The app also generates personalized health reports and stretching reminders, helping users build consistent, healthy posture habits. With multilingual support, background tracking, and data export features, iPosture is a practical and innovative solution for modern users who spend extended hours on screens.

Comments from Judging Panel 評審委員會評語

This project presents an innovative integration of spatial audio and AI technology for posture correction. The gamification approach demonstrates strong potential for user engagement. Suggestions include expanding into educational applications and enhancing cross-platform compatibility to broaden accessibility beyond the current ecosystem.



利用空間音頻改善頭部前傾姿勢

iPosture是一款結合人工智能與空間音效技術的智慧手機應用程式,專為改善長期使用手機所引致的頭前傾(HFP)與頸部疲勞問題而設。透過無線耳機內建的感應器,實時監測頭頸的移動數據,並由AI演算法分析姿勢變化,包括角度、頻率及維持時間等,一旦偵測到不良姿勢,便即時以3D音效與視覺提示提醒用戶矯正。

程式內設有互動遊戲功能,用戶需透過轉動頭部 尋找聲音方向完成任務,在娛樂中自然拉伸頸部,提升姿勢意識。系統亦提供個人化健康報告、自動伸展提醒、背景監測、多語言支援及數據匯出等功能,方便用戶日常使用與專業評估。將健康、科技與趣味融合,為長時間使用電子設備人士提供實用又創新的姿勢改善方案。

此項目展現了空間音頻與AI技術在姿勢矯正上的 創新應用,遊戲化設計具備良好的用戶參與潛 力。建議可拓展教育應用場景並提升跨平台兼容 性,以擴大現有生態系統外的使用者覆蓋範圍。

Student Innovation (Higher Education) Silver Award

學生創新(大專及高等教育)銀獎

Hong Kong Institute of Information Technology at IVE (Lee Wai Lee) 香港資訊科技學院
位於香港專業教育學院(李惠利)
WUN Man King / LAU Mei Yan Mandy / LI Yuen Yee / CHANG Yuk Hon
尹文敬 / 劉美欣 / 李婉旖 / 張育瀚



A-Eye Web Chat Assistant

The A-Eye Web Chat Assistant aims to empower visually impaired individuals by addressing their internet accessibility challenges. This innovative solution leverages advanced voice operation and minimizes reliance on shortcut keys to enhance information access and online autonomy. It provides comprehensive features like rich image descriptions and full-page screenshot overviews.

A-Eye 人工智能語音互動上網助理

A-Eye人工智能語音互動上網助理旨在解決視障人士上網困境。本方案透過語音操作及減少快捷鍵的使用,並連結生成式AI,提升視障人士的資訊獲取與網路自主性,為他們提供豐富圖片描述和整頁截圖概覽。方案結合本地AI與雲AI,讓使用者在隱私與效能間自由選擇,實現便捷、無障礙的網絡體驗。

Comments from Judging Panel 評審委員會評語

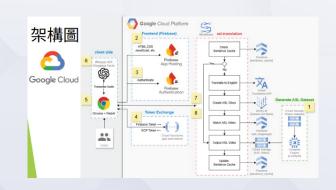
This voice-operated web accessibility solution demonstrates thoughtful design in addressing the needs of visually impaired users. Its practical approach to promoting digital inclusion is commendable. To broaden its impact, we recommend extending compatibility to dynamic web applications and optimizing the interface for mobile devices. These improvements would enable the solution to serve users effectively across a wider range of platforms and usage scenarios.

此語音操作網頁無障礙方案充分考慮了視障人士的使用需求,設計周詳,其推動數碼共融的實用取向值得肯定。為進一步擴大應用效益,建議延伸對動態網頁的兼容性,並優化移動設備的使用體驗,從而讓解決方案能適用於更多平台與使用場景。

Student Innovation (Higher Education) Certificate of Merit 學牛削新 (大專及高等教育) 優異證書

Hong Kong Institute of
Information Technology at IVE
(Lee Wai Lee)
香港資訊科技學院位於香港專業教育學院
(李惠利)

LAU Chi Wang / CHAN Ying Kuen / WU Oi Ki / LEUNG Hau Yee 劉智宏 / 陳英權 / 胡靄琪 / 梁巧儀



GenAl Global Sign Language Translator

In Hong Kong, a critical communication gap exists within the deaf community, where over 6,000 individuals who rely on sign language face significant barriers due to a severe shortage of interpreters. With fewer than 70 professional interpreters available, the current ratio of 1:85 has resulted in extended waiting periods of up to 14 days, inconsistent service quality, and high costs, making essential communication services largely inaccessible.

To address these challenges, the "GenAl Global Sign Language Translator" was developed. This solution integrates advanced technologies including OpenAl Whisper, Google Translate, Google Gemini Al Model, and ComfyUl to provide immediate and accurate translation services. The system accepts multiple input formats—text, live audio, and audio files—converting them into precise sign language representations through sophisticated animation synthesis.

The platform enhances accessibility by eliminating waiting times, maintaining consistent translation quality across multiple languages, and reducing costs to less than \$0.001 per translation. This browser-accessible solution represents a significant step forward in making communication accessible to deaf communities worldwide, ensuring that everyone has a voice, regardless of their mode of expression.

多國語言語音輸入AI全球手語實時翻譯員

在香港,聾人社群面臨著嚴重的溝通障礙。超過6,000名依賴手語的人士,因專業手語翻譯人員嚴重短缺而面臨重大困難。目前只有少於70名翻譯員,導致翻譯員與使用者的比例達1:85,引致長達14天的等候時間、服務質素參差,使基本溝通服務難以獲得。

為應對此挑戰,「多國語言語音輸入AI全球手語實時翻譯員」應運而生。此人工智能驅動的實時翻譯系統,整合了OpenAI Whisper、Google Translate、Google Gemini AI及ComfyUI等多項先進技術,能提供即時而準確的翻譯服務。系統支援文字、實時語音及音頻文件等多種輸入格式,並透過動畫合成技術,將其轉換為精準的手語表達。

該平台能徹底消除輪候時間,並在多語言轉譯間保持一致的翻譯品質,同時將每次翻譯成本降至低於0.001港元,從而實現手語翻譯服務的普及化。此一可透過瀏覽器直接使用的解決方案,象徵著推動全球聾人溝通無障礙的重要里程碑,確保每個人無論使用何種溝通模式,其心聲均能被聆聽。



Comments from Judging Panel 評審委員會評語

The solution demonstrates strong potential in facilitating cross-cultural sign language communication. To further enhance its impact, we recommend expanding the system's capability to handle diverse sign language variations and written symbolic languages. The development of learning support features would add significant educational value. We also encourage the team to articulate more clearly the project's global significance beyond language conversion, particularly its broader social impact in promoting accessibility and inclusion.

這個解決方案在促進跨文化手語交流方面展現出良好潛力。為進一步提升影響力,我們建議拓展系統對不同手語變體及書面符號語言的處理能力,同時開發學習輔助功能以增強教育價值。也鼓勵團隊更清晰地闡述項目在語言轉換之外的全球意義,特別是在推動無障礙環境與社會共融方面的廣泛影響。

Student Innovation (Primary) Gold Award 學生創新 (小學) 金獎

Tai Po Old Market Public School 大埔舊墟公立學校

PANG Yuet Kiu Candice / CHIU Yuet Yee / WONG Yi Ching / PANG Sheung Yu Cherie 彭玥喬 / 招玥溰 / 黃邇晴 / 彭相瑜

Tonguemon O/Q

The mobile application Tonguemon O/Q, is designed to promote the knowledge of traditional Chinese medicine (TCM) tongue diagnosis and wellness practices, preserving Chinese traditional culture and intangible cultural heritage while achieving innovative upgrades through AI and technology. The app combines Observation (tongue diagnosis analysis) and Questioning and, utilizing AI-generated technology to provide personalized wellness advice and dietary therapy, aiming to improve overall health.

To enhance learning and usability, we developed the Al chatbot and TCM-related games, enabling diverse groups to easily understand TCM concepts.

Additionally, a specialized tongue photography device was designed to further improve the accuracy of tongue diagnosis, helping users monitor their health more effectively and regulate their bodies. Tonguemon O/Q seamlessly integrates traditional wisdom with modern technology, breathing new life into traditional culture and advancing its preservation and development in the digital age.

Comments from Judging Panel 評審委員會評語

This project skilfully integrates the wisdom of Traditional Chinese Medicine with modern Al technology, demonstrating strong potential in promoting TCM knowledge through interactive learning. The inclusion of a specialized photography device reflects thoughtful consideration for diagnostic accuracy.

To further enhance the project, it is recommended to validate the medical accuracy of the Al analysis through consultations with healthcare professionals and ensure proper copyright authorization for all game content. This model of combining cultural heritage with technological innovation pioneers a new direction for digital learning and is worthy of continued development.



舌可夢 望/問

舌可夢望/問是一款致力於推廣中醫舌診與調理知識的手機應用程式,旨在傳承中國傳統文化與非物質文化遺產,並以AI與科技實現創新升級。程式結合問診與舌診分析,運用AI生成技術,提供個性化的調理建議與食療方案,達到身體調養的目的。

為提升學習與使用的便捷性,更開發了AI CHATBOT「舌老師」及中醫相關遊戲,讓不同群 體輕鬆了解中醫知識。

同時,團隊所設計的專用舌頭拍攝裝置,能進一步提升舌診精準度,幫助市民更有效地關注健康、調理身體。舌可夢將傳統智慧與現代科技結合,為傳統文化賦予新生命,推動其在數碼時代的傳承與發展。

此方案巧妙地將中醫智慧與現代AI技術相結合,並透過互動學習推廣中醫知識展現出良好潛力。 配備專用拍攝裝置的設計,更體現了對診斷準確 性的用心考量。

為進一步完善項目,建議透過醫療專業人士驗證 AI分析的醫學準確性,並確保所有遊戲內容獲得 合適的版權授權。這種文化傳承與科技創新結合 的模式為數位學習開拓了新的方向,值得持續發 展。

Student Innovation (Primary) Bronze Award 學生創新 (小學) 銅獎

Diocesan Girls' Junior School 拔萃女小學

LEE Amilia Nga Man / TANG Tsz Ying Inez / WU Yuet Hei / YU Tiffani Sidao 李雅雯/鄧子瀛/胡悦希/余思道

FitFun 60

More than half of children and adolescents aged 5 to 17 do not meet the World Health Organization's recommendation of at least 60 minutes of moderate-to-vigorous physical activity daily. To address this issue, the FitFun 60 app is designed to help students cultivate a healthy lifestyle by connecting to sports kits and showcasing a variety of fun physical activities, such as rope skipping, running, and dance, particularly within the school environment.

The app automatically records all students' physical activities to cloud storage and requires a connection to a smart heart rate monitor via Bluetooth. Keypoint technology and a pose detection algorithm are applied to create the "Fun Dance" activity. A QR code wristband is used to identify and track students engaged in these activities in designated areas of the school, creating an experience similar to playing at checkpoints. Additionally, the app provides a chart that allows students to view their peers' performances, motivating them to engage in more physical activities. Finally, the web-based platform features a search function that enables PE teachers to monitor participation and provide encouragement for students' efforts.

Comments from Judging Panel 評審委員會評語

This project utilizes technologies such as QR codes and pose detection to provide an engaging and practical solution for promoting physical activity, demonstrating its potential in educational settings. It is recommended to conduct more in-depth market research in the future to better highlight the product's advantages. Incorporating Al-generated evaluation reports and expanding exercise pattern analysis features will further enhance the app's value. Additionally, exploring integration with school administrative systems can also increase its practicality.

Creativity and Innovation Solutions

Without bringing their own electronic devices

- Data can still be recorded automatically into the student's account, allowing for progress
- the students account, allowing for progress tracking during exercise

 By using a QR code wristband to identify and record students' physical activities

 By randomly displaying the left and right hands joints to create "Fun Dance" physical activity





FitFun 60 🗘

康趣 60

超過一半的兒童和青少年未達到世界衛生組織建 議的每天至少60分鐘中至高強度體能活動標準。 為了解決這個問題, FitFun 60應用程式旨在透過 連接運動裝備,展示跳繩、跑步和「趣味舞蹈」 等活動,培養學生健康的生活方式。

該應用程式自動將體育活動記錄至雲端存儲,並 透過藍牙連接心率監測器。「趣味舞蹈」活動利 用關鍵點技術和姿勢偵測演算法設計。二維碼腕 帶用於識別和追蹤在校參與活動的學生,增強互 動性。此外,應用程式提供圖表,讓學生查看同 學的表現,以激勵參與更多活動。最後,網路平 台具搜尋功能,方便體育教師監察學生參與情況 並提供鼓勵。

此項目運用QR碼和姿勢偵測等技術,為促進體育 活動提供了具吸引力的實用方案,展現了在教育 場景的應用潛力。建議日後可進行更深入的市場 調研,以更清晰突顯產品優勢。加入AI生成評估 報告及擴展運動模式分析功能,將能進一步提升 應用程式的價值。另外,探索與學校行政系統的 整合,亦可增加其實用性。

Student Innovation (Primary) Bronze Award 學生創新 (小學) 銅獎

Ling To Catholic Primary School 天主教領島學校

ZHONG Yu Tong / ZHU Yan Xi / CHEN Sheung Kwan / ZHANG Kai Hang 鍾雨彤 / 朱妍禧 / 陳湘群 / 張啟恒

Stay health with Chinese traditional wisdom

Our project integrates App Inventor with a smart sensing device called the Health Kit, enabling users to conveniently measure vital signs such as blood oxygen, blood pressure, and body temperature at home. The mobile app uses AI (via GPTbots AI Agent and LLM) and Traditional Chinese Medicine (TCM) knowledge to analyze users' health data. It evaluates physical conditions by considering factors like body constitution, lifestyle, diet, and environment to detect early signs of health imbalances. Personalized wellness suggestions, such as dietary therapy and acupressure techniques, are then provided to help users prevent potential illnesses.

In terms of ICT elements, the app combines multiple technologies:

- Al Integration: Using GPTbots LLM to analyze data and give customized health advice.
- Cloud Service: Google Sheets is used to store the collected health data.
- Web App Communication: Google Apps Script acts as a bridge to receive and send data between the app and the cloud platform.

This comprehensive system allows real-time data capture, smart health evaluation, and preventive care through intelligent ICT application.

Comments from Judging Panel 評審委員會評語

This project presents an innovative integration of Traditional Chinese Medicine wisdom with modern AI technology. The combination of health monitoring devices and personalized wellness suggestions offers a thoughtful approach to preventive healthcare.



居中調和智慧醫療應用程式

本項目以 App Inventor 製作手機應用程式,結合智能偵測工具 Health Kit,讓用戶在家中即可輕鬆量度血氧、血壓、體溫等生理指標。程式結合人工智能(GPTbots Al Agent 大型語言模型)與中醫智慧,綜合考慮體質、作息、飲食習慣及環境因素,分析身體狀況,偵測潛在健康問題,並提出個人化的調理建議,例如食療、穴位按摩等方法,以促進用戶預防疾病、強化健康。

資訊科技應用方面,系統結合:

- AI 智能分析:應用 GPTbots LLM 生成健康建議;
- 雲端記錄:透過 Google Sheets 儲存健康數據;
- ●網絡傳輸:使用 Google Apps Script 建立 Web App,用作數據接收與傳送橋樑。

此系統實現即時數據偵測、智慧評估與個人化建議。

此項目展現了中醫智慧與現代AI技術的創新結合,透過健康監測設備與個人化調理建議,為預防性醫療保健提供了實用方案。



To further develop the project, we recommend validating the analysis accuracy through testing with real patients and consultation with TCM professionals. The AI functionality could be more specifically demonstrated to better showcase its capabilities. Expanding the system to include more TCM practices, such as meditation techniques, would enhance its comprehensiveness. We also suggest improving the presentation clarity to help audiences better understand all functional aspects of the application.

建議可透過實際患者測試及中醫專業諮詢來驗證 分析準確性,並更具體地展示AI功能。擴展系統 至包含更多中醫養生實踐將增強其全面性,同時 提升演示清晰度有助評審更深入了解應用程式的 各項功能。

Student Innovation (Primary) Certificate of Merit 學生創新 (小學) 優異證書

Hong Kong Baptist University
Affiliated School Wong Kam Fai
Secondary and Primary School
香港浸會大學附屬學校王錦輝中小學
LAM Chun Wai Milton / CHEN Lianyu Lucas /
CHAN Sheung Hang Alwin
林晉緯 / 陳連宇 / 陳上衡

MindfulZone

Our project, MindfulZone, aims to support primary school children with attention deficit hyperactivity disorder (ADHD). ADHD is characterized by hyperactivity, impulsiveness, and inattention. These symptoms can lead to poor academic performance, less suitable future careers, impaired social skills and mental health, anxiety, and communication challenges. Additionally, there is a significant increase in diagnosed ADHD cases from 2011 to 2020. To address these challenges, we developed MindfulZone. It consists of two parts: Breathing Space and Tai Chi Corner.

Breathing Space is an immersive breathing exercise that trains slow 'Ha' breathing at 4.5 breaths per minute. This 'Ha' breathing can help slow the body, release emotions, and improve focus, confidence, and more.

Tai Chi Corner is an activity designed to help users practice Tai Chi movements within a virtual environment. Its goal is to promote gentle movement, enhance focus, and encourage mindfulness through guided, calming exercises.

Comments from Judging Panel 評審委員會評語

This project presents a thoughtful approach to supporting children with ADHD through mindfulness and Tai Chi exercises. The combination of breathing techniques and physical activities in a virtual environment shows potential for addressing focus and emotional regulation challenges.

To further develop the project, we recommend providing clearer explanations of how these methods specifically benefit different ADHD symptoms. The user interface could be simplified to make setup more intuitive for general users. Additional testing with the target audience would help validate the effectiveness and refine the application's practical benefits.

SETUP REQUIRED FOR MINDFULZONE

- VR-ready laptop
- VR headset
- Controllers
- Breathing Sensor Belt
- Assembled with Loadcell weight sensor, micro:bit, belt, & lego components



静心空間

我們的「靜心空間」旨在支援小學階段的注意力 缺陷多動障礙(ADHD)兒童。ADHD的特徵包括 多動、衝動和注意力不集中。為了幫助ADHD兒 童,我們開發了「靜心空間」。它由兩個部分組 成:「呼吸練習區」和「太極角」。

「呼吸練習區」是一個沉浸式的呼吸練習,訓練每分鐘4.5次緩慢的「哈」式呼吸。這種「哈」式呼吸有助於放慢身體、釋放情緒,以及提高專注力、自信心等。

「太極角」是一個旨在協助用戶在虛擬環境中練習太極動作的活動。目標是促進溫和的運動,並 透過靜觀練習提升專注力。

此項目透過靜觀練習和太極活動,為ADHD兒童 提供了具針對性的支援方案。結合呼吸訓練與虛 擬環境中的體能活動,展現了改善專注力與情緒 管理潛力。

建議更具體説明不同方法如何對應各類ADHD症狀,並簡化操作界面以提升易用性。透過目標群體的進一步測試,將有助驗證成效並完善應用的實際效益。

Student Innovation (Junior Secondary) Silver Award 學生創新(初中)銀獎

Lai King Catholic Secondary School 荔景天主教中學

TSE Sum Yee / CHIU Leanne Kate F. 謝芯宜 / 趙芷安



Nose Guardian

Nose Guardian, a user-friendly mobile app built in Android Studio using Java, harnesses advanced ICT elements to help users identify potential illnesses or allergies by analyzing snot color and contents. The app utilizes Teachable Machine, a powerful machine learning tool, to train a model that accurately recognizes different snot colors from user-uploaded photos, enabling precise symptom analysis. A built-in camera feature allows users to capture real-time snot photos for quick and seamless analysis, enhancing user accessibility. To detect allergy triggers such as pollen, dust, or fur, the app integrates Grok's API, an advanced AI tool, which processes described visual characteristics of these materials for accurate detection. Additionally, Nose Guardian provides health recommendations based on Western and Chinese medicine, offering a holistic approach to symptom interpretation. These ICT components—including machine learning, Al-powered API integration, and a mobile camera interface—form the core of this innovative health solution, ensuring efficient and effective analysis for users seeking to understand potential health issues.

Check鼻靈

Check鼻靈是一款應用程式,使用電腦語言Java 在 Android Studio 中構建,利用圖片分析技術,分析鼻涕顏色及內含雜質,以用戶識別潛在疾病。利用機器學習工具 Teachable Machine 訓練模型,模型能準確識別鼻涕顏色,從而實現精準的症狀分析。內建相機功能可即時捕捉鼻涕頭片,快速進行分析。為了檢測花粉、灰塵等過級,我們整合了 Grok 的 API,這是一款先進的 AI工具,可以處理這些物質的特徵,實現精準檢測。此外,Check鼻靈還提供中西醫的健康建議,為症狀解讀及建議解決方案。這些組件(包括機器學習、基於 AI 的 API 整合和行動攝影機介面)構成了這項創新解決方案,確保能為用戶提供有效的分析。

Comments from Judging Panel 評審委員會評語

This project presents an innovative approach to health monitoring through nasal secretion analysis, combining machine learning with traditional and Western medical knowledge. The app design shows potential for practical application.

To further strengthen the project, we recommend incorporating more sample data to enhance the accuracy of the Al diagnosis model. Exploring more reliable medical databases would improve the validity of the diagnostic suggestions. Additionally, user feedback collection and satisfaction surveys would help demonstrate the app's effectiveness in real-world scenarios.

此項目透過鼻涕分析結合機器學習與中西醫知識,開創了健康監測的新方向,應用程式設計具 實用潛力。

建議納入更多樣本數據以提升AI診斷模型的準確性,並探索更可靠的醫療資料庫來加強診斷建議的有效性。收集用戶反饋與滿意度調查,將有助驗證應用程式在實際場景中的成效。

Student Innovation (Junior Secondary) Certificate of Merit

學生創新(初中)優異證書

Lai King Catholic Secondary School 荔景天主教中學

LIU Jinxi / TAI Ho Nam / MAK Kwan Ho 劉晋熙 / 戴皓楠 / 麥鈞浩



LISTEN FOR THE LIFE

We noticed that hearing-impaired people might not wear hearing aids for long periods of time at home, and that it is uncomfortable to wear them for long periods of time, but that they miss out on necessary information such as fire alarms and doorbells, which can have serious consequences. And if you want to install flashing doorbells and flashing light alarms, but it's pricey. That's why we invented the Listen for The Life. Compared with the flashing doorbells and flashing alarm on the market, there is no high price, no need to wait for a long time, so that the hearing-impaired can use the low price and quickly know the necessary information.

願聞其聲2.0

我們得知聽障人士在家裏不會長時間帶著助聽器,而且長時間帶著也不舒服,但是這樣會錯過一些必要的信息,例如火警和門鈴聲,而錯過這些會帶來嚴重的後果,如喪命等。而且如果要裝閃燈門鈴和閃燈火警鐘,卻存在價格高昂和長時間排隊輪候的問題。所以我們發明了【願】聞其聲。相對於市面的閃燈門鈴和閃燈火警鐘,【願】聞其聲沒有高昂的價格,不需要長時間排隊輪候的問題,使聽障人士能用更低廉的價格和更快速知道這些必要的信息。

Comments from Judging Panel 評審委員會評語

This project addresses an important accessibility need for the hearing-impaired community through an affordable alert system. The concept demonstrates practical value in providing a cost-effective alternative to existing solutions.

To further improve the project, we recommend defining specific frequency ranges according to international standards to enhance detection accuracy. The system's reliability could be strengthened by reducing false alarms through improved signal processing. Simplifying the installation process would also make the product more user-friendly for the target audience.

此項目通過實惠的警報系統,為聽障人士解決了 重要的無障礙需求,相較現有方案展現出良好的 成本效益優勢。

建議根據國際標準明確定義頻率檢測範圍,以提 升識別準確度。透過改進信號處理技術來降低誤 報率,將增強系統可靠性。簡化安裝流程也能讓 產品對目標使用者更加友善。

Student Innovation (Junior Secondary) Certificate of Merit

學生創新(初中)優異證書

Shun Tak Fraternal Association Yung Yau College

順德聯誼總會翁祐中學

CHONG Tsz Wang / LEUNG Shing Long / YEUNG Hiu 莊子弘/梁誠朗/楊驍

「面面俱到」包含**5太功能模組**,針對解決面攝患者的各個滿點,力求提供全方 位支援,實穿整個康復過程;強調激勵系統設計,提升復原效率與信心:

. 針對面癱患者醫 療**資訊不足**的痛 點

• 功能1:面攤知談庫 提供專業醫學資訊,解釋面攤成因、復健原理及預後

· 別麻/· 家居按摩 面部按摩能增加面部肌肉的柔軟度,配合面部運動一 起練習有更佳效果。針對暫時無法進行表情練習的患 者,透過指引按摩放鬆肌肉,有助日後順利進行表情 訓練。

功能3:日常保健 給予患者面騷期間的日常護理小貼士,減低他們的不 適威、降低併發症風險。

SmileSync

SmileSync is a Python-based physiotherapy assistant program designed to aid facial paralysis patients in performing facial expression exercises (e.g., raising eyebrows, showing teeth) at home. Leveraging MediaPipe's Face Landmarker model, it detects 468 facial key points in real-time via a camera. OpenCV processes the video feed, providing instant visual feedback on whether the user correctly performs and holds the expression for 3 seconds. It has following key ICT elements:

- 1. Computer Vision & Al. MediaPipe's deep learning model ensures high-precision facial tracking.
- 2. Real-Time Feedback. OpenCV renders dynamic visuals (Raised & Opened) to guide users.
- 3. Accessibility. Uses affordable hardware (webcam + PC) and open-source tools, lowering barriers to rehabilitation.
- 4. Data-Driven Design. Logs exercise metrics for progress tracking, enhancing long-term recovery.

面面俱到

「面面俱到」是一個基於Python的物理治療輔助 程式,運用 MediaPipe 的 Face Landmarker 模型 和 OpenCV 技術,幫助面癱患者通過攝像頭進行 居家表情訓練(如抬眉、示齒)。程式實時檢測 面部 468 個 3D 關鍵點,分析坐標變化以判斷動 作準確性,並提供即時反饋(如顯示 Raised & Opened)。它有著以下核心ICT技術:

- 1. 計算機視覺與AI。MediaPipe 的深度學習模型 確保高精度面部追蹤。
- 2. 即時互動。OpenCV 動態繪製關鍵點與結果, 直觀指導用戶。
- 3. 低成本普及性。僅需普通電腦與攝像頭,無需 昂貴設備。
- 4. 數據記錄。存儲訓練數據,量化康復進度。

Comments from Judging Panel 評審委員會評語

This project offers a practical solution for facial paralysis rehabilitation through computer vision technology. The integration of real-time feedback and progress tracking demonstrates good understanding of patient needs.

To further develop the project, we recommend conducting clinical trials to validate its effectiveness in therapeutic settings. Adding more detailed progress tracking features would help users better visualize their improvement over time. The demonstration could be enhanced with live usage scenarios to more effectively communicate the application's practical value.

此項目透過電腦視覺技術為面癱康復者提供了實 用解決方案,即時反饋與進度追蹤功能展現出對 患者需求的充分理解。

建議進行臨床試驗以驗證其在治療環境中的有效 性,並增加更詳細的進度追蹤功能,幫助使用者 清晰掌握康復進展。透過實際使用場景的演示, 將能更有效傳達應用的實用價值。

Student Innovation (Senior Secondary) Gold Award 學生創新(高中)金獎

Hong Kong Taoist Association
The Yuen Yuen Institute
No.2 Secondary School
香港道教聯合會圓玄學院第二中學
TSANG Chiu Yin
曾昭然

Flag Master

"Flag Master" is a flag-raising training system, aiming to use a more scientific and systematic way to help users master flag-raising. Our product integrates hardware and software, in which the hardware part is a simulated flagpole, and the software part is an application that allows users to do flag-raising training in a simulated environment with the flagpole. Unlike traditional training, users gain instant feedback while training. After each training session, our application will also use the training data to generate a grade, distance-time graph and a detailed review of the session. The system can also create profiles of each user with all his/her past training records, including the number of training sessions completed, grade, date, time, mode of each session completed, etc. After all, Artificial Intelligence is also embedded to generate a personalized training plan for each user so that they can gradually and efficiently master flag-raising.



掌握預「旗」

「掌握預『旗』」是升旗訓練系統,旨在以更科學及系統化的方式,協助用家有效掌握升旗。。 統結合了硬件與軟件:硬件是一支模擬旗桿;。 件為配合使用的應用程式,讓用家可以在模擬環境練習升旗。與傳統升旗訓練不同,用家可用家可以在模擬或訓練中,即時得到反饋。訓練結束後,應用電子數據進行分級、顯示距離時間資料。系統也會建立個人檔案報。系統也會建立個人檔案級、時間及模式等資料,再由人工智能根據其歷程生成個人化訓練建議,讓用家可以更高效且循序漸進地精通升旗。

Comments from Judging Panel 評審委員會評語

This project presents a well-conceived training system that effectively integrates hardware and software for flag-raising practice. The combination of real-time feedback and Al-generated personalized training plans demonstrates strong technical implementation.

To further enhance the project, we recommend conducting more user feedback research to improve product functionality and validate its applicability beyond the school environment. The application's features could be further enriched to cover other aspects of daily training. Consideration of weather factors and demonstrating substantial Al outcomes would also strengthen its practical value.

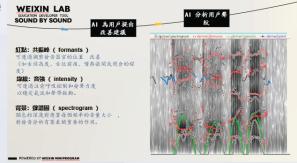
此項目透過硬件與軟件的結合,為升旗訓練提供了完善的系統解決方案。即時反饋與AI個人化訓練計劃的配合,展現了良好的技術執行力。

建議進行更多用戶反饋研究以完善產品功能,並驗證其在學校環境以外的適用性。應用程式功能可進一步豐富以涵蓋日常訓練的其他方面,同時考量天氣因素及展示具體的AI成效,將能提升其實用價值。

Student Innovation (Senior Secondary) Silver Award 學生創新(高中)銀獎

Po Leung Kuk No.1 W.H. Cheung College 保良局第一張永慶中學

CHAU Ching Hoi / CAI Chi Lam / Kenny LAM 周靖凱 / 蔡智林 / 林浩然



Sound by Sound Slowly

The project integrates advanced ICT technologies to create an inclusive and interactive learning experience, especially for students with hearing impairments. The "Sound by Sound Slowly" system utilizes large language models (LLMs) such as GPT and DeepSeek to provide real-time speech-to-IPA transcription, supporting multilingual pronunciation learning. It combines Al-driven acoustic analysis to detect and highlight pronunciation errors instantly and suggests personalized improvements. The facial animation system uses computer vision to synthesize standard mouth shapes for learners to visually imitate, addressing the "see the sound" need of hearing-impaired users.

聲聲慢

本項目結合多項資訊及通訊科技,打造了一個兼顧聽障人士需求的互動學習平台。「聲聲慢」系統利用大型語言模型(如GPT、DeepSeek)將語音即時轉寫為國際音標(IPA),支援多語言學習,並透過深度學習模型分析語音錯誤,提供個人化的矯正建議。系統還結合電腦視覺技術,生成標準的虛擬口型動畫,讓使用者直觀模仿,突破聽覺障礙帶來的學習困難。

Comments from Judging Panel 評審委員會評語

This project demonstrates a thoughtful approach to supporting pronunciation learning through Al and visual technologies. The integration of real-time feedback and mouth shape animation addresses important needs for hearing-impaired learners.

To further strengthen the project, we recommend enhancing the system to include visual demonstrations of tongue movements alongside mouth shapes. Privacy protections for facial data collection should be clearly addressed. The practical implementation could be refined to ensure ease of use, and the presentation would benefit from clearer explanations of technical limitations during demonstrations.

此項目透過AI與視覺技術,為發音學習提供了具 針對性的解決方案。即時反饋與口型動畫的結 合,有效回應了聽障學習者的需求。

建議在口型示範基礎上,增加舌頭動作的視覺演示,並完善面部數據收集的隱私保護措施。實際應用方面可進一步優化操作便利性,演示時也需更清晰説明技術限制與使用範圍。

Student Innovation (Senior Secondary) Bronze Award 學生創新(高中) 銅獎

T.W.G.Hs Li Ka Shing College 東華三院李嘉誠中學

LAM Shan Shan / LAI Cheuk Wai /
CHEUNG Wing Tung / HO Jean Choy Yannick
林珊珊 / 賴卓瑋 / 張泳桐 / 陳錦橋

Echo sense

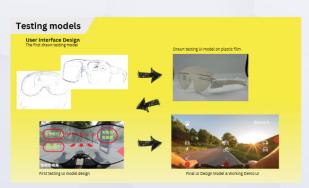
Hearing impaired people always struggle to hear important alerts, such as car sirens, in noisy environments, which hinders their participation in outdoor cycling or social activities. Therefore, our goal is to create a wearable device that helps them receive timely information and manage risky scenarios, promoting a safer and more inclusive lifestyle.

EchoSense is a smart wearable device designed as sports cycling glasses for people with hearing impairments, equipped with an Al camera, Al microphone and AR display glasses. It features the ability to detect approaching objects from behind and distinguish sounds. The device can analysis the data and show the useful information by use of graphic symbols to alert the user to understand the situation at the back. For example: if a vehicle approaches from behind, the system will detect it and display "Vehicle" on the interface. Additionally, the Al microphone recognizes the source of sounds. For instance, if a car horn sounds directly behind the user, the interface will show an arrow pointing straight back to inform the user about the sound's origin, allowing them to respond appropriately to the situation.

Comments from Judging Panel 評審委員會評語

This project presents a thoughtful wearable solution that addresses safety concerns for hearing-impaired cyclists through object detection and sound recognition technology. The integration of Al cameras and AR display demonstrates good understanding of user needs in outdoor scenarios.

To further improve the project, we recommend enhancing the system's capability to detect multiple objects simultaneously and adding distance measurement between objects. The real-time performance should be optimized to reduce latency in danger alerts. The presentation would benefit from including comparative analysis with existing research and demonstrating the application's functionality through more systematic testing.



無聲者 助理

聽障人士在獲取外界信息時面臨許多挑戰,因缺乏即時的聲音提示,使他們可能錯過重要資訊,包括對突然的車輛鳴笛、在嘈雜環境中辨別聲音來源等,這往往令聽障人士不熱衷外出活動例如踏單車或出行。為了解決這些問題,我們希望設計一無聲者助理,協助聽障人士有效地接收重要信息,更可幫助聽障人士面對危險情況,為他們生活提高安全感。

EchoSense 是一款專為聽力受損者設計的智能穿戴設備,採用運動型騎行眼鏡的外形,整合了AI攝影機、AI麥克風與AR顯示鏡片。該設備能夠值測後方接近的物體並辨識聲音來源,透過圖形化符號顯示有用資訊,提醒使用者了解身後狀況。例如:當有車輛從後方接近時,系統會偵測到化在介面上顯示「車輛」警示。此外,AI麥克風能識別聲音來源。舉例來説,若汽車喇叭聲從使用者正後方傳來,介面將顯示指向正後方的箭頭,告知使用者聲音的來源方向,使其能對現場狀況作出適當反應。

此項目透過物件偵測與聲音識別技術,為聽障單車使用者提供了貼心的安全解決方案。AI攝影機與AR顯示的結合,展現了對戶外場景需求的充分理解。

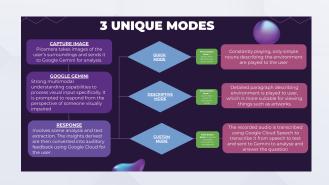
建議提升系統同時偵測多個物體的能力,並增加物體間距離測量功能。需優化即時性能以降低危險警示的延遲。演示可加入與現有研究的比較分析,並透過更系統化的測試來展示應用功能的可靠性。

23

Student Innovation (Senior Secondary) Certificate of Merit

學生創新(高中)優異證書

Diocesan Girls' School 拔萃女書院 WONG Hoi Tung / YIU Tung Toby / YUEN Yee Ting Hayley 黃鎧彤 / 于茼 / 袁伊婷



THEIA - visual impairment assistance

The Al glasses incorporates hardware, software and data. In the Al glasses, a Picamera is used to capture images of the user's surroundings and send it to Google Gemini for analysis. Using Google Gemini, visual input from the glasses' camera is processed and Gemini is prompted to describe the scene from the perspective of someone visually impaired, including identifying potential dangers and providing instructions on safe navigation. The advanced Al includes object detection and classification, scene analysis and text extraction, and converts derived insights into auditory feedback using Google Cloud Speech for the user. With the use of Google Maps API, the user can identify their real-time location and nearby points of interest. Navigational directions will also be provided using data provided by Google Maps and GovHK. A companion app, THEIA+, will be developed to track user's live location, send emergency notifications to family members in case of accidents, and save user data including food allergies or illnesses.

THEIA - 視障緩助

人工智慧眼鏡融合了硬體、軟體和數據三個科技元素。眼鏡使用 Picamera 相機捕捉用戶的周圍環境,並發送到 Google Gemini 進行分析。Google Gemini 會用多模態理解功能處理眼鏡所攝影的相片描述場景,包括識別潛在危險以及提供導航指導。當中技術包括物件偵測和分類、場景分析和文字擷取,並使用 Google Cloud Speech 將場系分析轉化為言語。透過使用 Google Maps API,使用者可以識別自己的即時位置和附近想去的地點。THEIA+應用程式也將開發,追蹤用戶的即時位置,向家人發送緊急通知,並保存用戶數據,包括食物過敏或疾病等資訊。

Comments from Judging Panel 評審委員會評語

This project demonstrates a comprehensive approach to visual impairment assistance through Al glasses technology. The integration of real-time scene analysis and navigation support shows good technical understanding.

To further improve the project, we recommend enhancing privacy protection measures for user data and addressing ethical considerations in product design. The device's size and weight should be optimized for better usability by visually impaired users. More testing in critical situations would help validate the system's reliability, and the demonstration could better highlight the advantages in prompt engineering and LLM applications.

此項目透過AI眼鏡技術為視障人士提供了全面的輔助方案,即時場景分析與導航支援的結合展現了良好的技術理解。

建議加強用戶數據的隱私保護措施,並在產品設計中考量倫理因素。設備的尺寸與重量需優化以提升視障使用者的便利性。透過更多關鍵情境測試來驗證系統可靠性,並在演示中更突出提示工程與大型語言模型的應用優勢。

Introduction of Leading Organiser 籌辦機構簡介



Established in 2000 with the support of the Quality Education Fund, Hong Kong Education City (EdCity) was incorporated in 2002 to become a wholly-owned company of the Government. Its mission is to enable better adaptation to change curriculum initiatives through technology. With a strong commitment to academic collaboration, resource sharing, and professional development, EdCity aims to empower educators, students, and parents in their pursuit of excellence in education.

香港教育城(教城)於二零零零年在優質教育基金資助下成立,並於二零零二年公司化,成為政府全資擁有的公司。致力推動學界利用資訊科技適切配合課程變革。教城堅持學術合作、資源共享和專業發展的承諾,旨在幫助教育工作者、學生和家長追求卓越的教育。

For more information, please visit

https://www.edcity.hk

有關教城的詳情,請瀏覽

https://www.edcity.hk

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Organising Committee 籌辦委員會



(按英文字母姓氏排列) (in Alphabetical Surname Order)

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(香港中文大學學習科學與科技中心總監)

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Mr Anthony Kwok Chu LEUNG (China People Education & Training Institute Limited) 梁國柱先生(凱華創建教育培訓學院)

Mr Albert Kin Wai WONG (Association of I.T. Leaders in Education (AiTLE)) 黃健威先生(資訊科技教育領袖協會)

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Dr Lai Fong, Yvonne WONG (Internet Professional Association) 黃麗芳博士(互聯網專業協會)

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Ms Faye WONG (Senior Education Officer) 黃海儀女士(高級教育主任)



Judging Panel 評審委員會

Category Judging 決賽評審

Chief Judge 首席評審

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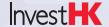


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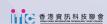








































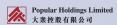






















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