



HONG KONG  
ICT AWARDS  
2026 香港資訊及  
通訊科技獎

Innovate • Inspire • Impact  
創新 • 啟發 • 引領未來

20

# Digital Entertainment Award 數碼娛樂獎



Call for Entries  
參賽須知

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



## 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 was thus established to provide a mechanism upon which local developers could cooperate to ensure industry-wide prosperity and 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 explore and develop new markets;
- To project a positive image associated with playing video games;
- To discourage software piracy; and
- To facilitate communication and interaction between industries, including toys, entertainment and video games, which are associated with digital entertainment.

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
- Conferences
- Overseas Promotions
- Local Promotions
- Seminars and Training

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，主要目的是提供多元化的合作平台以擴闊營商空間，並致力改善本地數碼娛樂公司的營商環境。

### 香港數碼娛樂協會主要宗旨包括：

- 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；
- 開拓新市場；
- 向大眾推廣電子遊戲的正面觀念；
- 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。

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

## 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 HKICTA marks the 20th anniversary this year, celebrating two decades of excellence in Hong Kong's ICT sector.

There are eight categories under the HKICTA 2026. 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數字政策辦公室舉辦，並由香港業界組織及專業團體籌辦，獎項今年踏入二十周年，見證着香港資訊科技界二十載的卓越成就。

2026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，以彰顯並表揚在相關範疇應用人工智能方面取得傑出成就的參賽作品。

## Objective 目的

The **Hong Kong ICT Awards 2026 : Digital Entertainment Award** seeks to recognise and honour the best works produced by the Hong Kong Digital Entertainment Industry and to promote excellence in this field. The Award will grant around 10 superb productions in terms of the five Judging Criteria. It aims to allow accomplished companies, individuals or teams from this industry to participate in the campaign and show off their talent.

“**Certificate of Merit**” will be granted to those productions that impress the judging panel in a specific area which is out of the award titles, which aims to encourage the potential participants in the industry. Besides, “**Best Use of AI**” award is established, to magnify and honour the outstanding achievements in harnessing the power of AI in respective areas.

## Prizes and Benefits for Winners 得獎者的獎勵

The remarkable achievements of the Awards winners (Gold / Silver / Bronze) will be recognised by customers, organisations, the ICT industry practitioners and across the community. Winners will be entitled –

- to receive trophies (Gold / Silver / Bronze) of the HKICTA;
- to display the official logo of the HKICTA in their promotional materials;
- to participate in various promotional campaigns to publicise their achievements;
- to be supported for entering into other regional and international awards and competitions;
- to 3 months free access to co-working space in Hong Kong Science Park Incubation Centre for eligible SMEs<sup>1</sup>;
- to participate in investment matching activities co-organised by the Hong Kong Venture Investment and Business Angel Network Limited (HKBAN) and Hong Kong Science and Technology Parks Corporation (HKSTP);
- to 3 months free access to Flexi Space in Cyberport Entrepreneurship Centre for SMEs<sup>2</sup>;
- to free participation in some large-scale local ICT events (e.g. InnoEX) for marketing exposure; and
- to be invited to join the “HKICTA Winner Circle”.

Grand Award winners (except Student Innovation Category) and “Higher Education” Gold Award winner(s) of Student Innovation Category will also be entitled –

- to receive Green Channel Interview (conditional<sup>3</sup>) offer of “HK Tech 300 Seed Fund” by City University of Hong Kong (CityUHK). The awardee will receive a seed fund of up to HKD100,000 and other support from the programme after passing the interview. (<https://www.cityu.edu.hk/hk-tech300/about-hk-tech-300/hk-tech-300-seed-fund>)

Further details and conditions are available at the website: [www.hkictawards.hk](http://www.hkictawards.hk)

**2026 香港資訊及通訊科技獎：數碼娛樂獎** 目的旨在表揚本地製作的優秀數碼娛樂作品，並推廣業界的傑出成就和專業精神。在五大評審的準則下，約 10 個獎項會頒發給表現出色的優秀作品，為的是讓行業內的公司、獨立創作人士或隊伍透過參加本屆比賽，展示他們的才能。

更加設「**優異證書**」給予在評審標準外有優異表現的作品，以鼓勵一些有潛質的參賽者。另外，亦新增設「**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。

香港資訊及通訊科技獎金／銀／銅得獎者的卓越成就備受各方賞識，包括客戶、機構、業界人士、以至整個社會。得獎者可獲得：

- 授予金／銀／銅獎之獎座；
- 授權在宣傳物品上展示香港資訊及通訊科技獎的標誌；
- 安排於不同類型的推廣活動中宣傳其得獎項目；
- 協助參加其他區域及國際性獎項和比賽；
- 免費使用香港科技園公司創科培育中心的共享工作空間三個月（只限於合資格中小企業）<sup>1</sup>；
- 參與香港風險及天使投資脈絡有限公司及香港科技園公司共同舉辦的投資配對活動；
- 免費使用位於數碼港的企業發展中心內的靈活辦公桌三個月（只限於中小企業）<sup>2</sup>；
- 免費參與本地大型資訊及通訊科技活動（如「香港國際創科展」）以拓展商機；及
- 獲邀加入「香港資訊及通訊科技獎精英薈」。

大獎（不包括學生獎項類別）及學生獎項類別「大專」組別金獎得獎者亦可獲得：

- 香港城市大學 HK Tech 300 種子基金的面試機會<sup>3</sup>。面試成功的隊伍可獲最高港幣十萬元的基金及其他支援。  
(<https://www.cityu.edu.hk/hktech300/zh-hk/about-hk-tech-300/hk-tech-300-seed-fund>)

詳情及細則可瀏覽網站：[www.hkictawards.hk](http://www.hkictawards.hk)

<sup>1</sup> Hong Kong Science and Technology Parks Corporation (HKSTP) offers one quota to a 3-month rent free access in co-working space in Hong Kong Science Park Incubation Centre (assigned by HKSTP, subject to availability) to the eligible SMEs who are Hong Kong ICT Awards 2026 Gold, Silver or Bronze award winners.

<sup>2</sup> Cyberport offers 1 free Flexi Space in Cyberport Entrepreneurship Centre (5/F, Core F, Cyberport 3) for 3 months to SMEs who are HKICTA 2026 Gold, Silver or Bronze award winners. The number of flexi-desk offered to the Winners is capped to 32. Given the quota, flexi-desk will be offered on a first-come-first-served basis and subject to the availability. Winner shall submit application to Cyberport for the offered flexi-desk on or before 31 March 2027 after the announcement of results. Any submission after the deadline will become ineligible.

<sup>3</sup> 1. Either one of the startup's founders is associated with CityUHK, such as a student / alumnus / research assistant; or  
2. The team should identify at least one CityUHK's intellectual property (IP) for evaluation use and development if there is no associated founder. (<https://www.cityu.edu.hk/en/hktech300/cityu-intellectual-property/cityu-intellectual-property>)

<sup>1</sup> 香港科技園公司為榮獲「2026香港資訊及通訊科技獎」金／銀／銅獎的合資格中小企業提供一個免租金名額，使用香港科技園公司創科培育中心的共享工作空間三個月（由香港科技園公司分配，視乎情況而定）。

<sup>2</sup> 數碼港為榮獲「2026香港資訊及通訊科技獎」金／銀／銅獎的中小企業提供一個免費名額，使用位於數碼港3座5樓（F區）企業發展中心內靈活辦公桌三個月。共設32個名額，會以先到先得的方式安排。獎項公布後，獲獎中小企業需於2027年3月31日或之前提交申請，逾期遞交的申請將不獲處理。

<sup>3</sup> 1. 初創項目團隊的任何一位創辦人須與香港城市大學有關（例如：學生／校友／研究人員）  
2. 若沒有相關的創辦人，得獎者須選取最少一項城大的知識產權進行評估使用和開發。  
(<https://www.cityu.edu.hk/hktech300/zh-hk/cityu-intellectual-property>)



## General Eligibility Requirements

### 一般參賽資格

1. The applicant must have the intellectual property right and/or legitimate right over the ICT product/service mentioned in the application. The applicant shall disclose disputes any place over the world over intellectual property right about the applicant's ICT product/service, if any, for the Leading Organiser to consider eligibility of the application.
  2. The application must be submitted by locally (Hong Kong) registered entities (please enclose Company/Business Registration proof) or residents in Hong Kong<sup>4</sup> at the time of closing for entry enrolment.
  3. A significant part of the innovation, design, research and development (R&D) of the mentioned ICT product/service must come from resources in Hong Kong. The applicant should demonstrate significant value-add by the Hong Kong resources contributing to the success of the ICT product/service in the target market.
  4. With the exception of the Student Innovation category, the submitted product/service must have been available<sup>5</sup> in the market for at least 3 months or in live operation for at least 3 months at the time of closing for entry enrolment (please enclose proof – e.g. delivery note, invoice, public announcement, advertisement, internal announcement, etc.).
  5. The same application is only allowed to be submitted to a maximum of ONE award stream among all the Categories. Any application found to have entered into more than one award stream will be disqualified.
  6. Winning entries of the Gold/Silver/Bronze award in previous years of the HKICTA can enter the Awards again only if there is significant change or enhancement in the product/service, or for a new award category.
1. 參賽者必須擁有參賽項目所述資訊及通訊科技產品／服務的知識產權及／或合法權益。有關資訊及通訊科技產品／服務如在世界任何地方發生知識產權的爭議，參賽者必須披露，供籌辦機構考慮其參賽資格。
  2. 參賽者必須在截止報名時為香港註冊公司（請附上公司／商業登記證明）、機構或香港居民<sup>4</sup>。
  3. 參賽的資訊及通訊科技產品／服務項目在創新、設計和研究發展方面的重要部分必須源自香港。參賽者須展示香港資源為其資訊及通訊科技產品／服務帶來顯著增值，促使有關項目在目標市場取得成功。
  4. 除學生的獎項類別外，參賽的資訊及通訊科技產品／服務項目必須在截止報名日期前已經在市場上公開發售最少三個月／或開放予下載應用<sup>5</sup>或已經投入運作最少三個月（請附上證明 - 例如送貨單、發票、外發公告、廣告、內部通告等）。
  5. 同一參賽項目只可參加各獎項類別的其中一個獎項組別。任何項目如被發現報名參加多於一個獎項組別，將被取消資格。
  6. 過往香港資訊及通訊科技獎金、銀、銅得獎項目的產品／服務，必須已作出重大修改或優化，或參加另一個獎項類別，方可再次參賽。

## Rules and Regulations

### 參賽規則

1. Applicants are advised to be aware of the best practice and case-based experience as promulgated by the Office of Privacy Commissioner for Personal Data.
  2. Applicants are reminded that any person who, without the permission of Steering Committee of Hong Kong ICT Awards, offers an advantage to parties involved in the Awards as a reward or inducement for doing any act or showing favour in relation to the Awards commits an offence of the Prevention of Bribery Ordinance (Cap. 201).
  3. To avoid conflicts of interest and the perception as such, applications for the Awards from sponsors will not be accepted.
  4. In case of any dispute, the decision of the Leading Organiser will be final and binding on all parties concerned.
1. 參賽者需留意由私隱專員公署所制訂的最佳行事方式指引及個案經驗。
  2. 參賽單位須注意，根據《防止賄賂條例》（香港法例第201章），任何人士如未經香港資訊及通訊科技獎督導委員會許可，向任何參與該獎項事務的工作人員提供任何利益，作為該工作人員作出任何以其工作身分而作的行為的報酬或誘因，或作為與申請該獎項時給予任何優待或提供任何協助的報酬或誘因，即屬違法。
  3. 為避免利益衝突或任何有關利益衝突的嫌疑，香港資訊及通訊科技獎贊助商的參賽申請將不會被接納。
  4. 如有任何爭議，籌辦機構保留最終決定權，參賽者不得異議。

<sup>4</sup> "Residents in Hong Kong", in the context of HKICTA, include both permanent and non-permanent residents. If an entry is submitted by more than one person, at least half of the members of the group must be Hong Kong resident. For the case of Student Innovation category, certification of Hong Kong resident status can be performed through certifying student status collectively by concerned educational institution.

<sup>5</sup> Examples are applications and products already in the market, application systems deployed internally in a company, and mobile solutions available at App Stores. For startup companies competing for ICT Startup Award, prototypes appear only on kickstarter or similar platforms are NOT considered as available in the market.

<sup>4</sup> 在香港資訊及通訊科技獎的準則下，「香港居民」包括永久居民和非永久居民。如參賽項目由多於一人的組織申請，該參賽組織至少有一半成員必須是香港居民。學生創新獎方面，香港居民身份可由相關學校以統一證明學生身份的方法代替。

<sup>5</sup> 例如該資訊及通訊科技產品／服務項目已經投入於市場，該應用程式已被應用於公司內部的系統，以及該流動解決方案已於App Stores 可供下載。至於競逐資訊科技初創企業獎的初創公司，如其原型樣辦只在kickstarter或類似平台出現，將不會被視為已投入於市場。

## Award Streams 獎項組別

**Animation and Visual Effects:** a video or film featuring computer animation and visual effects for mass media

**Entertainment and eSports Software:** an entertainment and eSports software for computer, mobile device and TV set, including Smartphone Apps, PC games, PC online games, console games, etc.

**Interaction Design:** Interactive experience in form of digital device, service, solution, immersive design, system design or Art Tech projects or products applying technologies such as virtual reality, augmented reality, extended reality, real time animation etc.

Under the **Animation and Visual Effects**, three awards are suggested:

- Gold
- Silver
- Bronze

Under the **Entertainment and eSports Software**, three awards are suggested:

- Gold
- Silver
- Bronze

Under the **Interaction Design**, three awards are suggested:

- Gold
- Silver
- Bronze

### “Best Use of AI” Award

“Best Use of AI” Award will be granted to the entry with the most outstanding achievement in harnessing the power of AI.

### Certificate of Merit

“Certificate of Merit” will be granted to those entries that impress the judging panel in a specific area which is out of the award titles.

### Grand Award

The **Hong Kong ICT Awards 2026: Digital Entertainment Grand Award** will be awarded to the best of the best entry.

**電腦動畫及視覺特效:** 以大眾傳播媒體的錄影或影片電腦動畫及視覺特效為特色。

**娛樂及電子競技軟件:** 為互聯網、電腦、電視而設計的娛樂及電子競技軟件，包括智能手機遊戲、電腦遊戲、網絡遊戲及電視遊戲等。

**互動設計:** 以數碼儀器、服務、解決方案、環境、系統設計等構成互動體驗或應用虛擬實景(VR)、擴增實境(AR)、擴展實景(XR)、實時動畫等科技的藝術科技項目或產品。

**電腦動畫及視覺特效**，將設三個獎項：

- 金獎
- 銀獎
- 銅獎

**娛樂及電子競技軟件組別**，將設三個獎項：

- 金獎
- 銀獎
- 銅獎

**互動設計組別**，將設三個獎項：

- 金獎
- 銀獎
- 銅獎

### 最佳人工智能應用獎

以彰顯並表揚在應用人工智能方面取得最傑出成就的參賽作品。

### 優異證書

給予在評審標準以外有優異表現的作品，以鼓勵一些有潛質的參賽者。

### 數碼娛樂大獎

最佳的作品可成為**2026香港資訊及通訊科技獎：數碼娛樂大獎**的得主。

## Judging Criteria and Judging Criteria for “Best Use of AI” Award 評審準則及「最佳人工智能應用」獎的評審準則

| Award Category 獎項類別                                                                              |                              | Digital Entertainment Award 數碼娛樂獎  |                    |  |
|--------------------------------------------------------------------------------------------------|------------------------------|------------------------------------|--------------------|--|
| Streams                                                                                          | Animation and Visual Effects | Entertainment and eSports Software | Interaction Design |  |
| 獎項組別                                                                                             | 電腦動畫及視覺特效                    | 娛樂及電子競技軟件                          | 互動設計               |  |
| Innovation and Creativity in ICT<br>資訊及通訊科技創新及創意                                                 | 20%                          | 20%                                | 20%                |  |
| Functionality<br>功能                                                                              | 20%                          | 20%                                | 20%                |  |
| Market Potential/ Performance,<br>Internal User Buy-in or Public Acceptance<br>市場潛力/表現，內部或公眾接受程度 | 20%                          | 20%                                | 20%                |  |
| Benefits and Impact<br>裨益及影響                                                                     | 20%                          | 20%                                | 20%                |  |
| Quality<br>質量                                                                                    | 20%                          | 20%                                | 20%                |  |

  

| Best Use of AI Award 最佳人工智能應用獎     |                              |                                       |                               |
|------------------------------------|------------------------------|---------------------------------------|-------------------------------|
| Innovation and Creativity<br>創新及創意 | Benefits and Impact<br>裨益及影響 | User Experience / Buy-in<br>用戶體驗／接受程度 | Ethical Consideration<br>道德考慮 |
| 25%                                | 25%                          | 25%                                   | 25%                           |



## Application Procedures 報名方法

Entrants must submit completed Entry Forms enclosed with:

1. Three images of each entry in jpg format of 300 dpi (maximum file size less than 3MB)
2. Filled in the Entry Form with declaration which related to:
  - a) the right of legal use of associated intellectual property rights (copyright, trademarks or patents) and licenses of the submitted entry; or the authorisation of being the proper representative of the submitted entry; **and**
  - b) the right of the Leading Organiser to use the submitted entry in any way related to the AWARDS and its activities; **and**
3. Upload full version of the film, animation or video in MP4 format (HD) and the script of the screenplay. The length of Short Film should not be more than 25 minutes. The length of Feature Film should not be less than 25 minutes. (for submissions competing for Animation and Visual Effects streams); **OR**
4. A copy of the entertainment & eSports software / software of interaction design (if any) with basic playing / operating instruction and a demo video of length not more than 10 minutes in MP4 format (HD) (for submissions competing for Entertainment and eSports Software / Interaction Design streams)

**Please upload all related videos, documents and files in Google Drive or OneDrive (Outlook) and attach a link in the Entry Form for the Organiser download.**

Applicants must fill in and submit the Entry Form ([www.hkdea.org/icta2026](http://www.hkdea.org/icta2026)) as well as the above mentioned materials by **3:00 pm on 20 July 2026**.

All personal data submitted by the entrants will be treated as confidential and will not be published without authorisation.

參賽單位須填妥參加表格，並與以下資料一併遞交：

1. 每項作品的三張300 dpi jpg 格式圖像  
(只接受3MB以內的檔案)
2. 於參加表格內所涉及之保障條款，對以下權利作出正式的聲明：
  - a) 參賽作品的有關版權和專利的合法使用權或/及合法代表權；及
  - b) 授予籌辦機構權利可使用參賽作品作為2026 香港資訊及通訊科技獎及其他有關活動之用；及
3. 以MP4 (高清版) 制式上載完整的參賽電影，動畫作品或影像及故事劇本。短片的片長必須為25分鐘以下，電影的片長則必須為25分鐘以上。(只適用於角逐有關電腦動畫及視覺特效的獎項)；**或**
4. 娛樂及電子競技軟件/互動設計的相關軟件(如適用)之正本乙份和基本遊戲/操作說明及一段不多於10分鐘的示範短片，可使用MP4 (高清版) 制式。(只適用於角逐有關娛樂及電子競技軟件/互動設計的獎項)

**請上載所有相關的視頻，文檔和文件至Google雲端硬盤或OneDrive (Outlook) 內，並於參加表格內附上連結以供籌辦機構下載。**

參賽單位須填妥電子參加表格 ([www.hkdea.org/icta2026](http://www.hkdea.org/icta2026)) 並連同以上資料於**2026年7月20日下午3時正或之前**遞交。

所有由參賽單位提供之個人資料將絕對保密。未經參賽單位同意下，資料將不會被公開發表。

## Assessment Process 評審過程

In the course of evaluation, assessors may require access to relevant information in the applicant's possession and access to the applicant's premises. The applicant will be notified in advance if such access is required. Any information supplied by the applicant for the purpose of the Hong Kong ICT Awards 2026 will be treated as confidential, and will not be released by the Leading Organiser and related parties without the applicant's permission.

評審期間，評審人員或會索取參賽者持有的資料及作現場參觀，若有這方面的需要，參賽者將預先獲得通知。參賽者就2026香港資訊及通訊科技獎所提供的資料將獲保密處理，未獲參賽者的同意，籌辦機構及有關機構不會發表有關的資料。

## Timetable 時間表

|                                                        |               |                         |
|--------------------------------------------------------|---------------|-------------------------|
| Official Call for Entries                              | 接受報名          | 2026.04.28              |
| Deadline for Enrolment                                 | 截止報名          | 2026.07.20              |
| Adjudication                                           | 評審            | 2026.08.17 – 2026.09.25 |
| Categories' Awards Presentation Ceremonies (Tentative) | 各獎項類別頒獎典禮（暫定） | 2026.11.19              |
| Awards Presentation Ceremony cum Dinner (Tentative)    | 頒獎典禮暨晚宴（暫定）   | 2026.11.19              |

*There will be a Participants Briefing after the closing of the application submission. Areas of attention for applicants will be highlighted in the Briefing. Past Judges/Assessors and winner will be invited to share their views and experiences.*

截止報名後，大會會舉辦參賽者簡介會，為參賽者摘要介紹需要注意的地方，亦會邀請過往的評委及獲獎單位分享心得和經驗。

## Enquiries 查詢

**Contact Person 聯絡人** : Ms Natalie Wong / 黃藝賢小姐

**Tel 電話** : (852) 9673 7313

**Email 電郵** : [icta@hkdea.org](mailto:icta@hkdea.org)

**Website 網址** : <https://www.hkdea.org/ict2026>

Organiser  
主辦機構

Leading Organiser  
籌辦機構



數字政策辦公室  
Digital Policy Office



Awards Supporting Organisations  
大會支持機構



Hong Kong Applied Science and  
Technology Research Institute Company Limited  
香港應用科技研究院有限公司



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



Hong Kong Productivity Council  
香港生產力促進局



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



Hong Kong Trade  
Development Council  
香港貿易發展局



Innovation and  
Technology Commission  
創新科技署



Invest Hong Kong  
投資推廣署



OASES

Office for Attracting Strategic Enterprises  
The Government of the Hong Kong Special Administrative Region  
of the People's Republic of China

Office for Attracting  
Strategic Enterprises  
引進重點企業辦公室





Organiser  
主辦機構

Leading Organiser  
籌辦機構



數字政策辦公室  
Digital Policy Office



Supporting Organisations  
支持機構



創意媒體學院  
香港城市大學  
City University of Hong Kong



香港都會大學  
人文社會科學院  
Hong Kong Metropolitan University  
School of Arts and Social Sciences

創意藝術學系  
Department of Creative Arts

POLYU  
DES'GN



香港樹仁大學  
HONG KONG SHUE YAN UNIVERSITY

Department of Applied Data Science  
應用數據科學學系



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

Members of VTC Group VTC 機構成員



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



Hong Kong  
ACM SIGGRAPH



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



Internet Society  
Hong Kong Chapter



maYan  
// Hong Kong Maya User Group //



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



care 傳恩惠您

