HONG KONG ICT AWARDS 2026 香港資訊及通訊科技獎

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

Student Innovation Award
學生創新獎



Organiser
主辦機構

數字政策辦公室
Digital Policy Office

Leading Organiser
籌辦機構

HKITDA
香港創科發展協會

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Hong Kong ICT Awards 2026: Student Innovation (Higher Education) Award
2026香港資訊及通訊科技獎：學生創新（大專）獎

Gold Award 金獎

The Hong Kong University of Science and Technology
(LEE Sze Chun Matthew / LAI Cheuk Ning / LEUNG Ching Ching / NG Cheuk Ting)
The Chinese University of Hong Kong
(CHAN Ho Pong)

香港科技大學
(李思晉 / 黎卓寧 / 梁晶晶 / 吳卓庭)
香港中文大學
(陳顥邦)

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Silver Award 銀獎

The University of Hong Kong
(WONG Ting Cheung Anson / FOK Chun Man James / CHEN Yingxian)

香港大學
(黃渟樟 / 霍俊民 / 陳穎賢)

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City University of Hong Kong
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The Hong Kong University of Science and Technology
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(望月謙 / 潘銘浩)
香港科技大學
(吳卓諺 / 葉健行)

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Hong Kong ICT Awards 2026: Student Innovation (Higher Education) Award
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Hong Kong ICT Awards 2026: Student Innovation (Junior Secondary) Award
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Gold Award 金獎

St. Clare's Girls' School (CHAN Chee Yau / CHAN Toi Kwan / KWOK Fun Yee) 聖嘉勒女書院 (陳芷悠 / 陳岱珺 / 郭歡儀)	AquaGuardian	14

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Bronze Award 銅獎

Diocesan Girls' School (SO Tsz Tung Nicolette / LAM Alice / YIM Ku Ching / LAW Sum Ki) 拔萃女書院 (蘇梓彤 / 林穎知 / 嚴顧澄 / 羅心琪)	Gemini Vision Pro 星眸智視	17

Hong Kong ICT Awards 2026: Student Innovation (Junior Secondary) Award
2026香港資訊及通訊科技獎：學生創新（初中）獎

Certificate of Merit 優異證書

Christian Alliance Cheng Wing Gee College
(LAU Ming Fung / KONG Yat Nam / LAU Ho Yin)
香港九龍塘基督教中華宣道會鄭榮之中學
(劉銘渢 / 江逸楠 / 劉浩賢)
Peaceful Coexistence
和平共處
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Diocesan Girls' School
(LI Hang Chi / YEUNG Hei Man / YU Lok Yee Ally)
拔萃女書院
(李行知 / 楊稀雯 / 余樂兒)
AIDone
智夠醒
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Tsung Tsin Christian Academy
(CHAN Zhen Zhen / HO Sum Yau Riane / LIN Yi Hsuan Alexia / TSUI Man Yee)
基督教崇真中學
(陳真真 / 何心悠 / 林依璇 / 徐文懿)
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2026香港資訊及通訊科技獎：學生創新（高中）獎

Gold Award 金獎

Hong Kong ICT Awards 2026: Student Innovation Best Use of AI Award
2026香港資訊及通訊科技獎：學生創新最佳人工智能應用獎

Man Kwan Pak Kau College
(HO Yan Tung / LEE Ho Ting Javis)
萬鈞伯裘書院
(何昕曈 / 李澔霆)
Silver Stride
耆蹟漫遊
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Silver Award 銀獎

Raimondi College
(CHAN Ho Lok Daniel / CHOI Chin Lok / AU Ka Wah Julian / KWOK Chung Hei Jayden)
高主教書院
(陳顥樂 / 蔡展諾 / 歐嘉華 / 郭仲希)
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St. Paul's Convent School
(CHAN Hei Tung Cheryl / FUNG Long Hey Ingrid / TAI Cheuk Wing Evia)
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(陳希潼 / 馮葫曦 / 戴卓穎)
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Hong Kong ICT Awards 2026: Student Innovation (Senior Secondary) Award
2026香港資訊及通訊科技獎：學生創新（高中）獎

Certificate of Merit 優異證書

The Church of Christ in China Ming Yin College
(PUN Hong Kin / LEE Kwan Cham)
中華基督教會銘賢書院
(潘康健 / 李錕湛)
Comfort Route
舒適出行
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Diocesan Girls' School
(CHEUNG Hui Yu)
拔萃女書院
(張栩瑜)
HikeSafe
智護行山通
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La Salle College
(MAK Hei Long Gavin / YEUNG Hoiman Griffin / CHAN Cheuk Ngai)
喇沙書院
(麥晞朗 / 楊凱文 / 陳卓毅)
BiodiverCity Atlas
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St. Stephen's Girls' College
(MA Yui Nam / POON Lai Ching / SIN Yee Lam)
聖士提反女子中學
(馬睿嵐 / 潘禮政 / 冼依琳)
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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 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 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), a "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.

The Student Innovation Award is one of the eight categories, specifically designed to nurture young talent and encourage students to apply technology to solve real-world problems.

Hong Kong ICT Awards 2026: Student Innovation Award has been created with the objectives of

- Cultivating a cultural environment that nurtures and encourages innovative and creative thinking
- Increasing student engagement and enthusiasm in the field of Information and Communication Technology (ICT)
- Promoting the application of Computational Thinking for effective problem-solving
- Offering a stage for students to present their innovative concepts and projects
- Revealing the hidden capabilities of students and motivating potential talents to pursue careers as ICT professionals

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。

學生創新獎是八個類別之一，專門為培育年輕人才而設，鼓勵學生運用科技解決現實世界的問題。

2026香港資訊及通訊科技獎：學生創新獎的設立目的是：

- 營造一個培養和鼓勵創新思維的文化環境
- 提高學生在資訊及通訊科技（ICT）領域的參與度和熱忱
- 推廣以運算思維作為有效解決問題的應用方式
- 為學生提供一個展示創新概念和項目的舞臺
- 發掘學生潛能，激勵潛在人才投身成為ICT專業人員

Message from Representative of Leading Organiser
籌辦機構代表獻辭



Mr Victor LAM, SBS
Member, Hospital Authority
Advisor, Hong Kong Innovative Technology Development Association

林偉喬先生，SBS
醫院管理局成員及
香港創科發展協會顧問

On behalf of the Leading Organiser, I would like to extend my warmest congratulations to all the winning teams and student participants who have distinguished themselves in the Hong Kong ICT Awards 2026: Student Innovation Award.

As the leading organiser of this award stream, we are immensely proud of the innovative mindset, vibrant energy, and ingenuity demonstrated by students across all three streams this year. Anchored firmly on Hong Kong's strategic development priorities, this year's evaluation focused closely on four overarching themes: Enhancing Information, Media, AI and Data Literacy, Open Data, Cultivating Nationalism and Wellness. The shortlisted entries not only displayed solid technical competency but also exhibited profound civic awareness. Many projects addressed critical livelihood challenges—such as gerontechnology, smart environmental sustainability, and accessibility solutions—truly exemplifying the innovation ethos of utilising technology to improve the quality of life of the people in Hong Kong.

The aspiration of this competition extends far beyond bestowing accolades; it is about building an empowering platform for our new generation of tech talent to practice, grow, and transform. Every student who brought their research and development from concept to fruition and delivered a confident live presentation has demonstrated remarkable problem-solving capability and steadfast perseverance. In an era of rapid technological advancement, the inquisitive and collaborative spirits demonstrated throughout this competition will undoubtedly remain invaluable lifelong assets.

The resounding success of this award would not have been possible without the visionary leadership of the Chairman of the Judging Panel, the dedication and profound expertise of all our assessors, and the unwavering guidance of school principals and teachers. To each of you, I express my deepest respect and heartfelt appreciation.

Looking ahead, we remain dedicated to collaborating closely with industry and academia to nurture Hong Kong's fertile ground for innovation and technology. May this milestone serve as an inspiring starting point for our students to hold fast to their passion for exploration, lead Hong Kong to shine ever brighter on the international Information and Communications Technology stage, and stride confidently forward into the future!

本人謹代表籌辦機構，向所有在「香港資訊及通訊科技獎 2026：學生創新獎」中脫穎而出的得獎團隊及參賽同學致以最衷心的祝賀。

作為本獎項的籌辦機構，我們十分欣喜地看見本年度三個組別的參賽同學所展現的創新思維與蓬勃朝氣。今年，比賽緊密圍繞香港的關鍵發展方向——「提升資訊、媒體、AI及數據素養」、「開放數據」、「培養國家情懷」及「身心健康」四大範疇展開評選。入圍作品不僅展現了扎實的技術根基，更難能可貴的是具備敏銳的社會責任感——眾多作品深入聚焦樂齡科技、智慧環保及無障礙應用等民生課題，切實體現了以科技提升香港市民生活質素的創科精神。

舉辦本項競賽的初衷，遠不止於褒獎榮譽，更在於為新一代創科人才築造實踐與蛻變的平台。每一位完成項目研發並自信登台演講的同學，均充分展現了出色的問題解決能力與堅持不懈的精神。身處科技日新月異的時代，大家在參賽過程中所展現的求真精神與協同力量，必將成為伴隨各位一生的寶貴資產。

本獎項的圓滿舉行，有賴評審委員會主席、全體評審專家、各學校校長及指導老師的悉心引領與無私奉獻，本人在此致以崇高敬意與由衷感謝。

展望未來，我們將繼續攜手業界與學界，深耕本地創科沃土。期望同學們以此為新起點，懷抱探索熱忱，帶領香港在資訊及通訊科技國際領域上繼續發光發亮，穩步前行！

Message from Representative of Leading Organiser
籌辦機構代表獻辭



Professor the Hon Nick CHAN, BBS, MH, JP
Hong Kong Deputy to National People's Congress of the People's Republic of China and Member of the Legislative Council of the HKSAR (Legal Functional Constituency)
Hong Kong Innovative Technology Development Association Honorary President / Distinguished Legal Counsel

陳曉峰教授議員, BBS, MH, JP
香港特別行政區全國人民代表大會代表及香港立法會議員功能界別 - 法律界
香港創科發展協會名譽會長/榮譽法律顧問

On behalf of the Hong Kong Innovative Technology Development Association (HKITDA), I extend my warmest congratulations to all award-winning students and participating teams of the Hong Kong ICT Awards 2026: Student Innovation Award.

The Hong Kong ICT Awards celebrates its 20th anniversary this year. Two decades of dedicated work have witnessed Hong Kong's rapid development as a smart city. The Student Innovation Award is a cradle for discovering and nurturing future I&T leaders. HKITDA has always made technology talent training a core task. Through various IT promotion activities, it helps students develop an interest in STEAM and build a foundation for entering the technology industry. Over the past year, my fellow members and I have continued to promote technology and data applications through different platforms, including hosting the TV programme AI and Data: Inspiring the Future. We visited more than 80 guests from the Cyberport community across government, industry, academia, research and investment, exploring how AI is reshaping Hong Kong's economy and society, covering talent development, data-driven development and policy support.

In an era of AI for all, the threshold for creativity is no longer only technology but mindset—whether one can start from user needs and define problems worth solving. This year's four themes—enhancing information, media, AI and data literacy; open data applications; cultivating national sentiment; and physical and mental well-being—echo HKITDA's direction of promoting wider I&T application. I am pleased to see students use AI across industries, from retail technology, cybersecurity and fintech to healthcare, construction, heritage arts, sports and wellness, and gerontechnology. Their projects cover system development, platform design, smart devices, geospatial data and business digital transformation, with a strong focus on gerontechnology and accessibility, addressing elderly home care and the needs of disadvantaged groups. Many teams have achieved proof of concept, backed by business plans and R&D proposals, showing that the new generation is creative and able to connect technology with real scenarios. The Best Use of AI Award winner shows that creative ideas can be put into practice regardless of age; the award recognises good use of AI with ethical and social awareness.

As a professional who focused on digital governance, data security, cybersecurity and legal compliance, I know that a technology achievement with lasting vitality depends not only on sophisticated algorithms but on balancing compliance frameworks, data governance and commercialisation. Students' rigorous validation, teamwork and respect for law and ethics are a solid foundation for scaling up and industrialisation.

AI is rapidly changing every industry, but tools remain tools. Innovation ultimately depends on Human Authority includes observe, ask questions and try things hands-on. I encourage all winners and participants to keep their original aspiration of solving real problems and turn today's achievements into sustainable, scalable solutions.

I sincerely thank all judges and assessors for their professional commitment, co-organisations, supporting organisations and teachers for their dedicated guidance. May all students, through pragmatic innovation, inject momentum into Hong Kong ICT ecosystem, maintain passion for truth-seeking and exploration, uphold responsible technology ethics, work together to benefit people's livelihoods, continue shining on the international I&T stage.

本人謹代表籌辦機構，向「香港資訊及通訊科技獎2026：學生創新獎」的所有得獎同學及參賽隊伍，致以最熱烈的祝賀！

由數字政策辦公室推動的「香港資訊及通訊科技獎」今年迎來二十周年誌慶。二十載深耕細作，見證了香港智慧城市的飛躍發展。「學生創新獎」作為發掘與孕育未來創科領航者的搖籃。香港創科發展協會一直將科技人才培訓視為核心工作，透過不同資訊科技推廣活動，協助學生培養對STEAM領域的興趣，為投身科技行業打好基礎。過去一年，本人與一眾會友亦持續透過不同平台推廣科技與數據的應用，當中包括主持電視節目《AI數啟未來》，走訪數碼港社群超過八十位來自政、產、學、研、投的嘉賓，全面探討人工智能如何重塑香港經濟與社會運作，涵蓋人才培育、數據驅動及政策配套等範疇。

在全民AI的時代，創意的門檻不再是技術，而是思維模式——能否從用戶需求出發，定義值得解決的問題。今屆學生創新獎以提升資訊、媒體、AI及數據素養、開放數據應用、培養國家情懷及身心健康為四大主題，正好呼應協會推動創科應用普及的方向。樂見同學以AI輔助不同行業，由零售科技、網絡安全、金融科技、大健康、建築、文物藝術、運動健康到樂齡科技，作品涵蓋不同系統開發、平台設計、智能裝置、地理空間數據及商業數碼轉型等，深耕樂齡科技與各類無障礙應用，切實解決長者居家照顧與弱勢群體的生活痛點。不少隊伍已具備概念驗證，配合商業計劃及研發方案，證明新一代不僅有創意，更懂得將技術與真實場景扣連。由本屆「最佳人工智能應用」獎項得獎團隊的方案中，可見創意思念實踐不限年齡，正是表揚能夠善用AI工具、同時理解其倫理與社會影響的作品。

作為長期關注數字治理、數據安全、網絡安全與法律合規的專業人士，我深知一項具備長遠生命力的科技成果，不僅取決於算法的精妙，更在於能否在合規框架、數據治理及商業落地之間取得平衡。同學們在運用開放數據與研發人工智能應用時，所展現的嚴謹驗證精神、團隊協同默契以及對法律倫理的尊重，正是未來科技成果邁向規模化、產業化發展的堅實基石。

人工智能正迅速改變各行各業，但工具終究是工具，創新的核心始終在於人是否願意觀察、發問、動手嘗試。寄語各位得獎同學，保持這份解決真實問題的初心，將今天的成果轉化為可持續、可推廣的方案。

謹此感謝各評審的專業付出、協辦與支持機構的並肩同行，以及老師們的悉心指導。願各位同學以務實創新，為香港創科生態注入源源不絕的動力，永葆求真探索熱忱，恪守負責任的科技倫理，攜手以創科智慧造福民生，引領香港在國際科技創新舞台上繼續發光發亮！

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



Ir Dr Samson TAM, JP
Chairman, Group Sense (International) Limited

譚偉豪博士工程師, JP
權智（國際）有限公司主席

It is my immense honour to serve as the Chairman of the Judging Panel for this year' s HKICT Awards 2026: Student Innovation Award. Participating in the assessment process has been truly inspiring, and witnessing the growth and creativity demonstrated by our young participants has been deeply gratifying. HKICT Awards 2026: Student Innovation Award continues to play a pivotal role in nurturing future tech talent and fostering local innovation.

Taking into holistic consideration key criteria such as Innovation & Creativity, Functionality, Market Potential, and Benefits & Impact, the judging panel has selected an outstanding group of winning teams. The students not only displayed solid technical competency, but also showed an acute awareness of real-world challenges. Many projects addressed critical societal issues—including elderly care, environmental protection, and accessibility solutions—demonstrating our youth's proactive commitment to social responsibility. This embodies precisely the direction envisioned by the Government in driving I&T development: leveraging technology to meet livelihood needs and using innovation to serve the wider community.

The significance of this competition extends far beyond winning accolades. Every student who saw their project through to completion and delivered a live presentation has proven their problem-solving acumen and steadfast perseverance. While technologies will continually evolve, the rigorous discipline cultivated here—analysing complex problems, collaborating across teams, and conducting iterative validation—will remain an invaluable lifelong asset.

As long as one remains curious and determined, age is never a barrier to achieving breakthroughs or changing the world. I sincerely hope all students will take this experience as a launching pad, embrace their passion for discovery, and continue to shine brightly and stride confidently forward along their journey in the Information and Communications Technology (ICT) sector.

本人十分榮幸出任本年度「2026香港資訊及通訊科技獎：學生創新獎」 評審委員會主席。參與評審工作，為本人帶來新的啟發；年輕參賽者所展現的成長與創造力，更令人欣喜。此獎項對培育科技人才、推動創新，發揮著重要作用。

評審團就創新性、技術實現、應用價值及社會效益等方面作出綜合考量，最終選出一批優秀團隊。參賽同學不僅展現扎實的技術功底，更具敏銳的問題意識。不少作品聚焦長者照護、環境保護、無障礙應用等社會課題，體現年輕一代對社會責任的自覺承擔。這正是政府推動創科發展所樂見的方向：以科技回應民生，以創新服務社會。

競賽的意義並不限於獎項。每一位完成作品和現場演示的同學，均已證明自己具備解決問題的能力與堅持到底的毅力。技術會不斷更新，然而分析問題、團隊協作、反覆驗證的嚴謹態度，將伴隨各位終身。

只要保持好奇心與毅力，年齡絕非創造突破、改變世界的障礙。期望同學們以此為起點，懷抱探索的熱忱，在創新路上發光發亮，穩步前行。

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



From Left 由左起:

Mr Albert WONG / Chairman, AiTLE
資訊科技教育領袖協會主席 黃健威先生

Mr Fred SHEU / National Technology Officer, Microsoft Hong Kong
微軟香港區域科技長 許遵發先生

Ir Dr John HUI / Deputy Executive Director, Vocational Training Council
職業訓練局副執行幹事 許仁強博士工程師

Mr WONG Ming Yam, SBS, BBS, JP
Founding Director, InnoLink Investments Limited
崇賢投資有限公司創建董事 王明鑫先生，SBS，BBS，JP

Ms Wendy KWAN / Assistant Commissioner (Digital Government)3,
Digital Policy Office, The Government of the Hong Kong Special Administrative Region
香港特別行政區政府數字政策辦公室助理數字政策專員 (數字政府)3 關穎賢女士

Ir Dr Samson TAM, JP / Chairman, Group Sense (International) Limited
權智（國際）有限公司主席 譚偉豪博士工程師，JP

Mr Victor LAM, SBS / Member, Hospital Authority
醫院管理局成員 林偉喬先生，SBS

Professor Helen MENG / Patrick Huen Wing Ming Professor of
Systems Engineering & Engineering Management, The Chinese University of Hong Kong
香港中文大學禤永明系統工程與工程管理學教授 蒙美玲教授

Ir Dr Wilton FOK / Associate Dean (Student Enrichment),
Department of Electrical and Computer Engineering, The University of Hong Kong
香港大學工程學院副院長（學生拓展） 霍偉棟博士工程師

Mr Sean LEE / Chairman, Hong Kong Internet Registration Corporation Limited
香港互聯網註冊管理有限公司主席 李帆風先生

Ms Serena CHEUNG / General Manager, Hong Kong and Macau, Lenovo
聯想香港及澳門區總經理 張苑瑩女士

Message from the Chairman of the Organising Committee
籌辦委員會主席獻辭



Ms Celia LEUNG
Council Member, Hong Kong Innovative Technology Development Association
HKICT Awards 2026: Student Innovation Award: Organising Committee Chairman

梁凱喬女士
香港創科發展協會理事
2026香港資訊及通訊科技獎：學生創新獎籌辦委員會主席

This year marks the 20th anniversary of the Hong Kong ICT Awards. For two decades, the Awards have seen many young people use technology to meet social needs. The Student Innovation Award continues to nurture innovation and technology talent, helping students turn classroom learning into solutions to real problems.

This year four themes are: 1)Enhancing Information, Media, AI and Data Literacy; 2) Open Data; 3) Cultivating Nationalism ; and 4) Wellness. These themes reflect Hong Kong' s development priorities and give students clear starting points. Innovation need not be grand but it must meet people needs. We appreciate the support and active participation from industry and academia, all Judges, Assessors and the Committee for their professionalism and effort. Students have used creativity and AI to support areas such as sport, shopping for visually impaired people, smart devices, geospatial applications and business digital transformation. Their proof-of-concept work shows solid ability in software and hardware. It also shows that young people can listen to society.

AI is changing every industry, but tools are still tools. Innovation is always about people authority —whether students are willing to observe, ask questions and try things for themselves.

I congratulate all this year winners. You should be proud of your work, and I hope this recognition encourages you to keep exploring. I also thank the judging panel, co-organisers, supporting organisations, institutions and teachers for their support, which helps this platform grow.

May all students remain curious, respond to the challenges of our time with technology, and warm people's lives through innovation.

今年是香港資訊及通訊科技獎踏入二十周年的重要里程碑。二十年來，這個平台見證了無數青年以科技回應社會需要的初心與堅持；學生創新獎亦一直肩負培育創科人才的使命，鼓勵同學將課堂所學轉化為解決真實問題的方案。

今屆比賽設四大主題：提升資訊、媒體、AI及數據素養、開放數據、培養國家情懷，以及身心健康。這些主題並非憑空設定，而是呼應香港當前發展方向，也為同學提供了清晰的切入點——創新不必追求宏大，卻要與人的需要緊密相連。感謝業界、學界的積極參與、大會的支持，各評審及評核的專業精神及付出，我們看到同學運用創意、以AI輔助不同行業、應用的方案，對應香港發展不同應用場景，如體育運動、視障人士購物、智能裝置、地理空間、商業數碼轉型等，概念驗證已具備一定實力並配合程式開發及硬件。這些作品證明，年青一代不僅掌握創意、技術，更懂得聆聽社會的聲音。

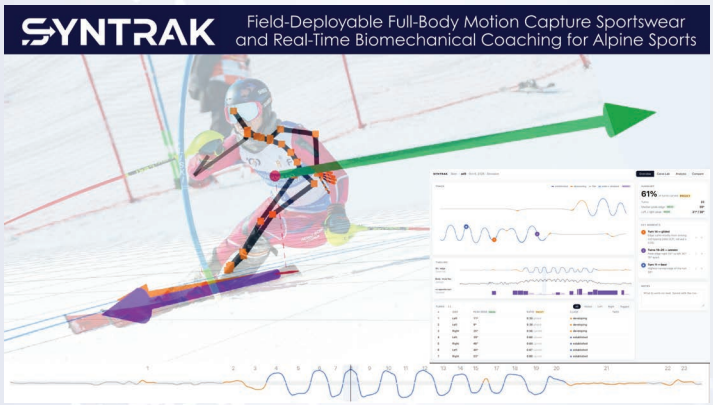
人工智能正迅速改變各行各業，但工具終究只是工具，創新的核心始終在於人——在於同學是否願意觀察、發問，並動手嘗試。

謹此祝賀本屆所有得獎同學。你們的成果值得驕傲，也希望這份肯定成為你們繼續探索的起點。同時，我衷心感謝評審委員會的嚴謹付出、協辦機構、支持機構、院校的並肩同行，以及一眾老師的支持，讓這個平台得以持續壯大。

願各位同學保持好奇，以科技回應時代，以創新溫暖人心。

Student Innovation Grand Award
and Student Innovation (Higher Education) Gold Award
學生創新大獎
及 學生創新 (大專) 金獎

The Hong Kong University of Science and Technology 香港科技大學
(LEE Sze Chun Matthew / LAI Cheuk Ning / LEUNG Ching Ching / NG Cheuk Ting)
(李思晉 / 黎卓寧 / 梁晶晶 / 吳卓庭)
The Chinese University of Hong Kong 香港中文大學
(CHAN Ho Pong)
(陳顥邦)



Syntrak

(http://syntrak.io)

Syntrak is a sports-tech startup developing smart thermal wearables that capture full-body movement, enable 3D body reconstruction, and deliver real-time AI coaching. Starting with skiing, Syntrak aims to make performance analysis and coaching more accessible, objective, and actionable before expanding into other sports and industries.

Skiers often receive delayed, subjective, and limited feedback, making consistent improvement difficult. Syntrak combines motion-capture hardware embedded in thermal wear, a 3D digital twin for visualisation, and personalised AI coaching in one platform, helping users understand their movements and improve in real time.

Syntrak's software-driven service is built on a hardware foundation and operates through a B2B2C model, with ski schools, training teams, and instructors serving as distribution partners. Revenue comes from one-time hardware purchases and recurring software subscriptions, combining upfront sales with ongoing service revenue.

In just six months, Syntrak has secured institutional support, received coverage from reputable news outlets, and become one of Cyberport' s youngest incubatees. The team includes a full-time PhD researcher and Olympic athletes, combining research expertise with firsthand sporting experience. Together, the team is working towards the 2027 launch to help athletes, coaches and scouts turn movement data into meaningful progress.

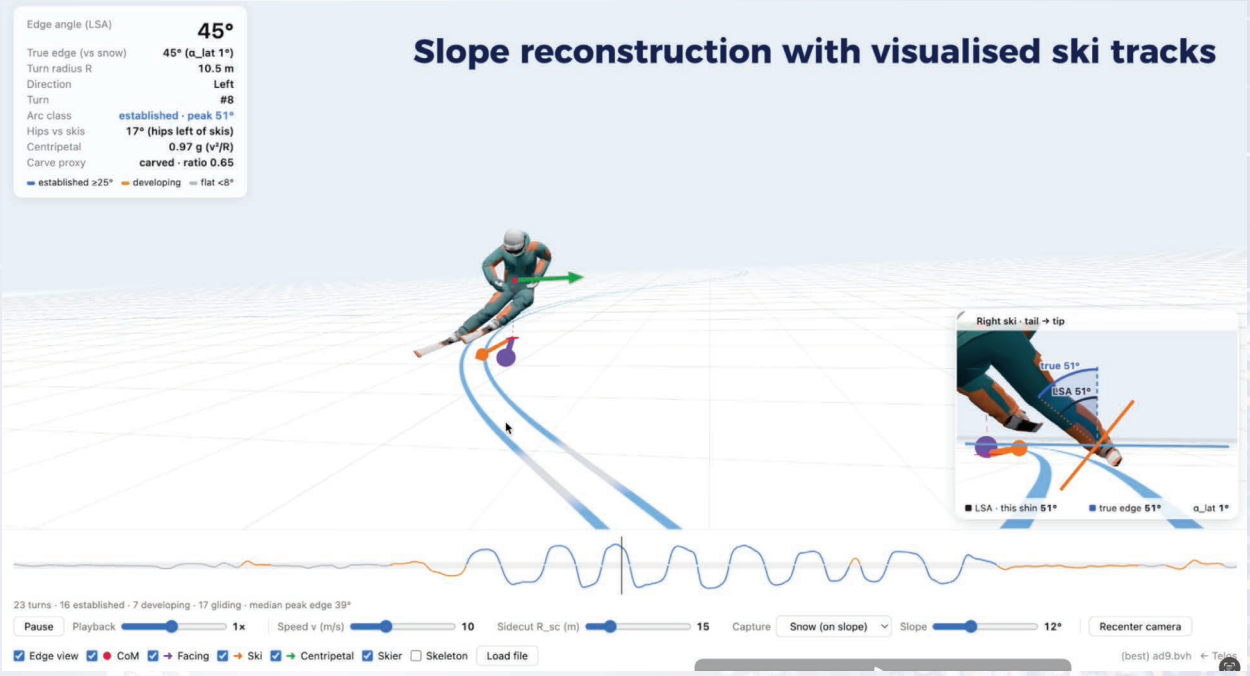


Syntrak是運動科技初創，研發智能保暖衣，捕捉全身動作，實現3D身體重建及實時AI指導。Syntrak從滑雪切入，讓運動分析與指導更普及、客觀且實用，未來再拓展至其他運動及行業。

滑雪回饋常延遲、主觀且有限，妨礙進步。Syntrak整合衣物內置動作捕捉硬件、三維數字孿生及個人化AI指導，助用戶理解動作並即時改善。

服務以硬件為基礎、軟件為核心，採用B2B2C模式，透過滑雪學校、訓練團隊及教練分銷，以硬件銷售及軟件訂閱創收。

六個月內，Syntrak獲得多個機構的支持及知名媒體報道，成為數碼港最年輕的培育企業之一。團隊由全職博士研究員與奧運選手組成，融合科研與實戰經驗，目標於2027年推出產品，協助運動員、教練與選拔人員將動作數據轉化為實質進步。



Comments from Judging Panel
評審委員會評語

This project effectively applies market-driven mechanisms and demonstrates a deep understanding of sports technology. The product has been launched as a mobile application featuring multi-functional architecture for both training and interactive modules. The team demonstrates solid operational and business-model planning, with the capability to respond to market demands and practical scenarios, precisely addressing the needs of coaches and practitioners. Overall, the project clearly demonstrates strong commercialisation capability for its R&D outcomes.

這個項目將市場導向機制應用於運動科技領域。產品已上線並建立使用者基礎，應用程式（App）採用多元功能架構，涵蓋運動訓練與互動功能模組。團隊已有營運規劃與對接需求及應用場景的能力，能精準回應教練及業界在運動項目之實際需求，能展現學術研發成果並具備產品商業化的能力。

Student Innovation (Higher Education) Silver Award
學生創新 (大專) 銀獎

The University of Hong Kong 香港大學

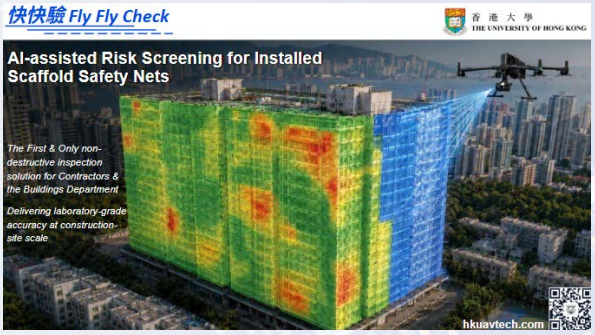
(WONG Ting Cheung Anson / FOK Chun Man James / CHEN Yingxian)
(黃淳樟 / 霍俊民 / 陳穎賢)

Chemical-Grade Construction Net Compliance Check by Hyperspectral Drone

(https://hkuavtech.com/)

HKUAVT is developing a drone-based hyperspectral inspection system for non-destructive verification of fire-retardant construction safety nets. Conventional compliance testing relies on manual sampling and laboratory analysis, which can be costly, slow, disruptive and limited to small sample areas. The solution combines unmanned aerial vehicles, short-wave infrared hyperspectral imaging and artificial-intelligence-based spectral classification to identify chemical differences between treated and untreated nets across large building façades.

The system is designed to provide rapid, high-coverage on-site screening without cutting or damaging installed safety nets. It can support contractors, consultants and regulatory authorities by identifying potentially non-compliant areas for further investigation and improving the efficiency of existing compliance procedures. The project is supported by a multi-disciplinary team with experience in civil engineering, drone operations, artificial intelligence and hyperspectral sensing. The long-term objective is to establish a scalable inspection platform for fire-safety compliance and other regulated construction materials.



以高光譜成像無人機作棚網的化學級合規檢測

HKUAVT 正研發一套無人機高光譜成像建築安全網化學級合規檢測系統。現行阻燃安全網檢測主要依賴現場抽樣及實驗室測試，成本高、需時較長，而且只能覆蓋極小部分網面。本系統結合無人機、短波紅外高光譜成像及人工智能光譜分類技術，在無需剪取或破壞已安裝安全網的情況下，辨識經阻燃處理與未經處理物料之間的化學差異。系統可快速掃描大面積建築立面，協助承建商、顧問及監管部門找出潛在不合規區域，提升檢測覆蓋率、效率及工地安全，並可進一步應用於其他受規管建築材料的非破壞檢測。

Comments from Judging Panel
評審委員會評語

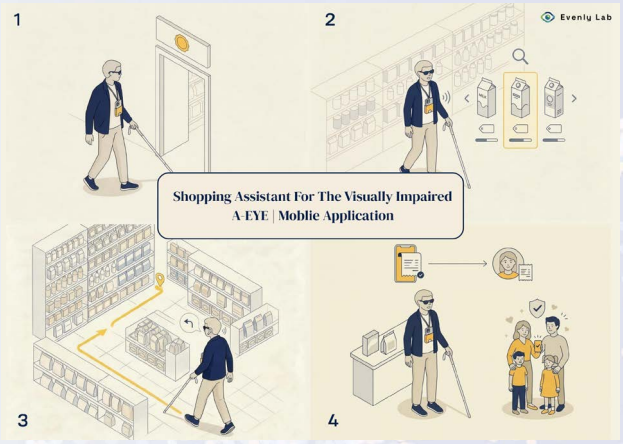
This project establishes an automated monitoring system designed to inspect flame-retardant safety nets on high-rise building sites across Hong Kong. Utilising a low-cost, integrated hardware and software architecture to perform non-destructive material identification and automated risk detection.

這個項目針對香港本地社會安全問題，採用低成本架構與技術方案進行分析與處理；同學們結合無人機、紅外高光譜成像及人工智能光譜分類技術，建立阻燃安全網之檢測系統機制，展現出相關技術之整合與應用能力。

Student Innovation (Higher Education) Bronze Award
學生創新 (大專) 銅獎

City University of Hong Kong 香港城市大學
(MOCHIZUKI Ken / PUN Ming Ho)
(望月謙 / 潘銘浩)

The Hong Kong University of Science and Technology 香港科技大學
(NG Cheuk Yin Andre / YIP Kin Hang)
(吳卓諺 / 葉健行)



A-EYE: Immersive Intelligent Shopping Assistant for the Visually Impaired

Current assistive tools for the visually impaired mostly solve outdoor navigation and stop at store entrances, ignoring real needs like independent in-store shopping, accessing the latest product information, self-esteem, and safety.

A-EYE addresses this gap with a low-cost, software-only mobile app. It achieves indoor positioning using just paper ArUco tags and built-in smartphone sensors (IMU, compass, LiDAR). Spatial audio navigation allows users to 'feel' the guided direction. It dynamically compresses and switches AI vision models to reduce computing costs, and features 3D location memory based on a 'detect once, then extrapolate' approach.

Features include an AI voice assistant, zone navigation, item recognition, price comparisons, product recommendations and information, checkout guidance, banknote identification, and obstacle warnings.

A-EYE 沉浸式視障人士智慧購物助理

現時視障輔助工具大多僅解決戶外導航、止於店門，忽略了店內獨立購物、獲取最新商品資訊、自尊與安全等真正需求。

A-EYE　以低成本純軟件方案回應此缺口。A-EYE 是一款手機 App僅憑紙質 ArUco 標籤及手機內建感應器（IMU、指南針、激光雷達）實現室內定位；立體音效導航令用戶「感覺」到指引方向；即時壓縮並切換 AI 視覺模型以減低運算成本；3D 位置記憶「偵測一次後靠推算」。

功能涵蓋 AI 語音助理、區域導航、物品識別、比較價格、商品推薦、商品資訊、結帳指引、鈔票識別及障礙警示。

Comments from Judging Panel
評審委員會評語

This project implements a multi-module technical architecture designed to meet operational requirements in socially vulnerable groups. Through systematic optimisation of software architecture, hardware configuration, and data calibration algorithms, this project establishes a framework focused on data accuracy, system stability, and modular execution.

這個項目針對弱勢社群的需求，引進多項技術模組進行系統優化。同學們針對軟件架構、硬件配置及數據精確度進行多輪反覆運算與調整，完成技術整合與系統升級。

Student Innovation (Higher Education) Certificate of Merit
學生創新 (大專) 優異證書

The Chinese University of Hong Kong 香港中文大學

(CHOW Chun Him) (周駿謙)

Access5yee

(https://fypwys.web.app/)

Access5yee is an accessibility-focused project designed to support people with mobility difficulties by providing timely, practical, and reliable information on barrier-free facilities. The project includes a mobile application on the Google Play Store, an official website, an administrative control system, and an Instagram promotional platform. Together, these components improve access to information, encourage public participation, and strengthen communication among users. The mobile application helps users identify accessible facilities and plan more convenient journeys. The website, developed with HTML, CSS, and JavaScript, provides five core functions: project introduction, user tutorials, public submission of facility information, facility search, and a discussion forum. Through the submission system, users can contribute updated information on facilities in different districts. All submitted content is stored in the database and reviewed through the admin control system before publication, ensuring data accuracy and quality. The forum further supports interaction by allowing users to share experiences, raise concerns, and suggest improvements. To increase public awareness and engagement, the project also operates an Instagram account, @wys.fyp_access5yee, which regularly shares promotional content, accessibility issues, and public submission campaigns. The account currently has approximately 2,700 followers, reflecting its growing community reach and impact.



伍易上斜

「伍易上斜」Access5yee是一個以無障礙出行為核心的項目,包含已上架於 Google Play Store 的手機應用程式、官方網站及後台管理系統,旨在為行動不便人士提供準確、實用及最新的無障礙設施資訊。網站以 HTML、CSS 和 JavaScript 開發, 設有計劃介紹、使用教學、公眾投稿、設施搜尋及論壇等功能;　所有投稿資料均經後台審核後發佈, 以確保資訊質素。此外, 項目亦透過 Instagram 帳戶@wys.fyp_access5yee 進行宣傳, 現有約2,700名追蹤者, 有助提升公眾參與度及社會關注。

Hong Kong Institute of Information Technology 香港資訊科技學院

(LIU Hongzhou / LI Ho Yin) (劉洪州 / 李浩然)

Relic Radiance AI

Large numbers of broken artefacts remain unseen and poorly understood, and conservators are in severe shortage. Relic Radiance AI was created in response. It is an AI-driven platform for digital artefact restoration and a digital tool connecting venues with visitors. A user photographs a damaged artefact; the self-developed recognition model annotates the fragment's features, each with a confidence score, and matches them against the dataset of 30,000 National Palace Museum Open Data items. When a match is found, genuine collection images present the original appearance; when not, generative AI reconstructs it and says so clearly. The output is an original-appearance image plus an interactive 3D model. Delivered as a web page with nothing to install, it suits venues large and small, and also offers knowledge guides, card collecting, and classroom study tours. The platform has three goals: to bring broken artefacts back into view and pass them on; to open every feature at a public-friendly price of HK$1, passing Chinese culture to young people through collectable cards kept as souvenirs, and sharing it with the world; and to let culture shape tourism and tourism carry culture, drawing visitors into local museums for artefacts and cards, so cultural identity takes root among young people and worldwide.



煥古AI

面對大量破碎文物難以被看見、讀懂與傳承，修復人才嚴重短缺，「煥古AI」應運而生。它是AI驅動的文物數碼復原平台，亦是連接場館與旅客的數碼工具。用戶拍攝殘件照片，自研識別模型即標註碎片特徵並附置信度，再與三萬件國立故宮博物院OpenData比對：命中則採用館藏真品影像，未命中才由生成式AI推測並如實標明，最後生成原貌圖與可互動3D模型。系統以網頁交付、免安裝，大小展館均可部署，並設有知識導讀、卡牌收藏與課堂研學。平台有三大目標：讓破碎文物重見光明並傳承下去；以一元大眾價格開放全部功能，藉卡牌手信把中華文化傳予年輕人，並與世界共賞；以文塑旅、以旅彰文，吸引旅客為實物與卡牌走進本地博物館，帶動人流，讓文化認同在青年心中與世界各地落地。

Student Innovation (Higher Education) Certificate of Merit
學生創新 (大專) 優異證書

The Hong Kong Polytechnic University 香港理工大學

(LI Kwan To) (李鈞濤)

MemoSpace

(https://kelvinli24.github.io/memospaceweb/)

MemoSpace is an immersive ICT platform that transforms real-world spaces into digital environments that can be preserved, revisited and used for personalised memory experiences. MemoLens uses smartphone AR guidance to help non-expert users capture suitable video for 3D Gaussian Splatting, reducing the dependence on specialist 3D scanning skills. The captured footage is processed through COLMAP/Structure-from-Motion and 3D Gaussian Splatting to reconstruct high-fidelity 3D scenes for immersive viewing on Apple Vision Pro. MemoSpace also integrates a lightweight local Qwen language model with Retrieval-Augmented Generation (RAG), enabling digital-human storytelling and dialogue grounded in authorised Life Story data, while reducing unnecessary transmission of sensitive personal memories to external cloud services. The platform combines reconstructed spaces with photos, voices, videos and interactive objects to support memory recall, life review and family engagement, and can further extend to digital heritage preservation, historical-site documentation and immersive history education.



記憶星圖

MemoSpace是一套把真實空間轉化為可保存、重遊與互動記憶的沉浸式ICT平台。MemoLens以手機AR導引新手完成原需專業技巧的3DGS素材採集；影片再經COLMAP/SfM及3D Gaussian Splatting重建為高真實感三維場景，並於Apple Vision Pro呈現。系統亦整合Qwen本地輕量模型與RAG，讓數字人物依據已授權Life Story進行個人化故事敘述及對話。平台支援長者記憶喚回、生命回顧及家庭陪伴，亦延伸至數位遺產、文物古蹟保存與歷史教育。

The Hong Kong Polytechnic University 香港理工大學

(CHEUNG Ki) (張祈)

The Education University of Hong Kong 香港教育大學

(KWONG Sin Hang) (鄺善珩)

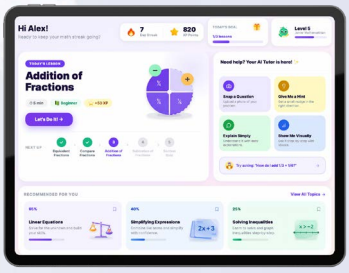
FunMA

(https://inspireeducation.com.hk)

FunMA developed by Inspire Education, is an AI-powered personalised and interactive mathematics learning platform for Primary 1 to Secondary 6 students. It combines a large language model with an in-house adaptive learning engine and a dynamic mastery model.

Using observable learning signals including answer accuracy, recent attempts, response time, hint usage, question difficulty and prior mastery, the system updates each learner' s estimated knowledge state and identifies likely misconception patterns. Every learning session follows a closed loop: Diagnose learning difficulties; Guide the learner through progressive prompts and interactive visualisations; Adapt the next question and learning pathway; and Reassess understanding using a new problem variant.

Rather than stopping at right-or-wrong marking or immediately displaying a worked answer, FunMA connects learning analytics, AI-generated scaffolding and adaptive sequencing, allowing every response to inform the learner's next step.



FunMA由創想教育研發，是面向小一至中六學生的AI 個人化互動數學學習平台。其 ICT 核心由大語言模型、自適應學習引擎及動態掌握度模型組成。系統綜合作答的正確性、近期嘗試、反應時間、提示使用情況、題目難度及既有掌握度等學習訊號，持續更新學生的掌握狀態，並推定可能的概念誤區。

每次學習均按照「診斷—引導—調節—重測」的閉環運作：先識別學生的卡關模式；再以階梯式提示及互動可視化工具支援推理；其後根據最新掌握狀態調整下一題及學習路徑；最後以新題覆核學生能否應用相關概念。

FunMA的技術價值在於將學習分析、AI教學鷹架和自適應派題串聯成一個持續更新的決策流程，使每次作答都能影響後續的學習支援。

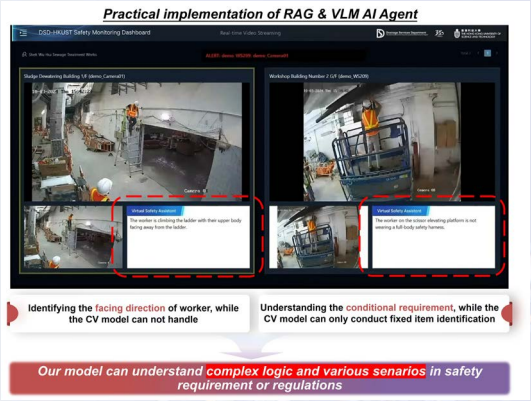
Student Innovation (Higher Education) Certificate of Merit
學生創新 (大專) 優異證書

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

(GUO Xiaowen / WU Yifan) (郭曉文 / 吳一帆)

RAVISafe: Retrieval-Augmented VLM-Driven Intelligent AI Site Safety Inspection System

RAVISafe is a retrieval-augmented visual-language framework for proactive construction safety compliance monitoring. It addresses persistent industry challenges, including serious accident risk, limited scalability of scene-specific computer vision models, and the difficulty of interpreting complex safety rules through conventional visual detection. The framework integrates two core components: a VLM AI Agent for image-based safety recognition and semantic reasoning, and a RAG AI Agent for dynamic retrieval of relevant safety rules according to scene context. The VLM component is adapted to construction safety through a two-stage curriculum learning strategy using a 1,500-image image-text dataset, including 900 images for training and validation and 600 real-site images from the Shek Wu Hui Sewage Treatment Works project for testing. The RAG component applies context-aware chunking, hybrid dense and sparse retrieval, BM25, and reranking to improve regulation retrieval and support rule-grounded reasoning. Ontology-driven hierarchical prompt engineering further helps embed safety requirements into step-by-step visual-language inference. Reported results show 89.4% sensitivity, 88.4% specificity, 5.8% false positives, and 5.3% false negatives. RAVISafe also supports interactive safety Q&A, real-time alerting, structured safety reporting, and potential extension to PPE monitoring, lifting works, fire prevention, and broader construction safety management.

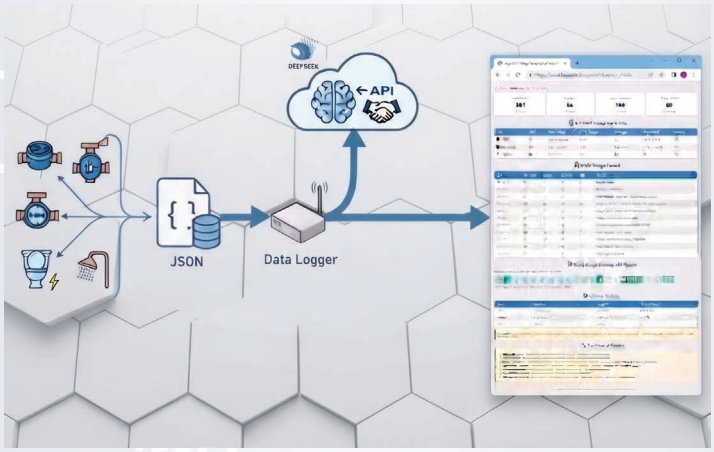


RAVISafe 是一種建築施工安全合規監測的檢索增強型視覺語言框架，針對傳統 CV 場景適應性不足、複雜規則難以解釋、以及人工巡檢覆蓋有限等問題。系統結合 VLM AI Agent 與 RAG AI Agent，實現影像安全辨識、語意推理和法規動態檢索。 VLM 透過兩階段學習完成領域適應微調，使用 1,500 張圖文數據，包含 900 張訓練/驗證影像和 600 張真實現場測試影像，RAG 採用上下文感知分塊、混合檢索和重新排序以提升法規檢索準確性。專案結果顯示敏感度為 89.4%、特異度為 88.4%，並支援安全問答、即時警報與結構化報告。

Student Innovation (Junior Secondary) Gold Award
學生創新 (初中) 金獎

St. Clare's Girls' School 聖嘉勒女書院

(CHAN Chee Yau / CHAN Toi Kwan / KWOK Fun Yee)
(陳芷悠 / 陳岱珺 / 郭歡儀)





AquaGuardian

(https://www.aquaguardian.net)

AquaGuardian is an innovative eldercare monitoring system that seamlessly integrates Internet of Things (IoT) and Artificial Intelligence (AI) technologies.

The system utilises smart sensors installed in bathrooms, washbasins, and toilets to collect real-time water usage data. If an abnormality is detected—such as continuous water flow for over 30 minutes or zero usage for more than 8 hours—the system instantly alerts caregivers via SMS.

To ensure comprehensive care, AquaGuardian features a web dashboard for social workers to monitor the community in batches, alongside a mobile app for families to track individual status. Furthermore, water usage data is securely formatted into JSON and transmitted via API to DeepSeek AI for behavioural analysis, generating health risk reports for medical personnel.

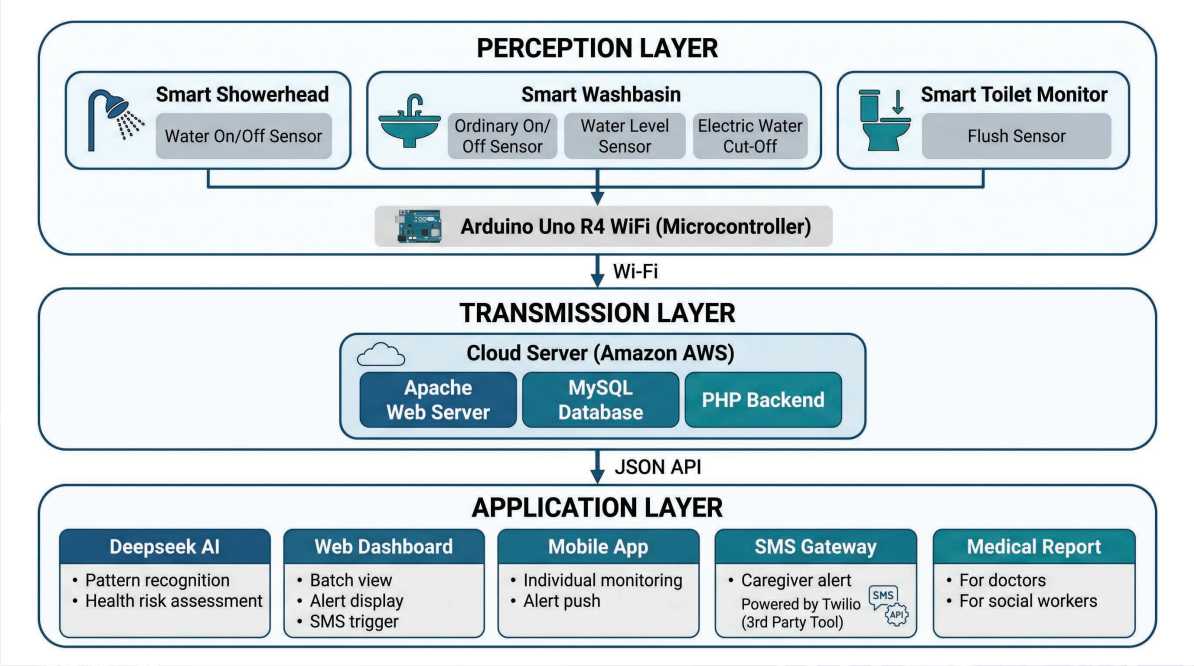
Ultimately, AquaGuardian demonstrates the power of big data and AI in smart healthcare, leveraging technology to connect communities and safeguard the dignity of the elderly.

AquaGuardian是一套結合物聯網及人工智能的長者守護系統， 以監測長者的用水行為，實時分析其活動能力及身體狀況， 讓長者在家中，有尊嚴地獨立生活。

系統透過浴室、洗臉盆及馬桶感應器實時採集用水數據。當偵測到異常（如連續用水逾 30分鐘或逾8小時無用水），會即時發送短訊通知照顧者。

系統同時提供網頁儀表板與手機App，方便社工批量監測及家人個別監測，實現數據視覺化。此外，數據會以JSON格式透過API傳送至DeepSeek AI，分析長者用水行為模式，並生成潛在健康風險報告，供醫護參考。

AquaGuardian展示了大數據與 AI 在智慧健康監測的創新應用，以科技連繫社區、守護長者尊嚴。



Comments from Judging Panel
評審委員會評語

This project establishes a hybrid hardware-software system that utilises residential water consumption telemetry to monitor elderly physiological conditions and daily activity patterns. By integrating hardware flow sensor arrays with a centralised analytics software platform, the system models baseline usage trends and provides real-time automated anomaly alerts to support non-invasive wellness tracking and preventive emergency intervention.

這個項目整合硬件的感測裝置與軟件分析平台，採用軟硬件混合架構設計。團隊亦透過採集日常用水數據，建立用量趨勢模型以評估長者之生理狀況與生活作息模式，並針對異常用水數據提供即時預警。

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

Cheung Sha Wan Catholic Secondary School 長沙灣天主教英文中學

(KWOK Nap Hang / TSIN Ho)
(郭納衡 / 錢皜)

Tongue Duck

Tongue Duck is an elderly tongue-training project that combines AI with music games. The team began with a common ageing problem: reduced tongue mobility that makes eating and swallowing harder. They turned repetitive tongue exercises into a playful interactive experience.

The system uses an AI image-recognition model trained on footage the team shot themselves. A camera identifies, in real time, how far the tongue extends and which way it moves. Songs, rhythm, and on-screen prompts then guide users through different movements.

To fit different settings, the team built both a smart-mirror version and a smartphone version, taking the idea through concept, AI training, coding, and testing.

Tongue Duck applies AI, coding, and STEAM to a real daily-life need. Its core idea is technology with care: making training lighter and more fun, and showing the social value of innovative tech.



好 Tongue 得

好Tongue得是一款結合人工智能與音樂遊戲的長者舌頭訓練作品。團隊從長者因年齡增長而出現舌頭活動能力下降、進食及吞嚥較吃力的問題出發，將重複的舌頭練習轉化為有趣的互動體驗。作品利用自行拍攝影像訓練的 AI 影像辨識模型，透過鏡頭即時辨識舌頭伸展及移動方向，配合歌曲、節奏及遊戲提示，引導使用者完成不同動作。團隊因應需要分別開發了智能鏡子及智能手機版本，實踐構思、AI訓練、程式開發及測試流程。「好Tongue得」運用 AI、Coding 與 STEAM 解決生活問題，以「科技融入關懷」為核心，讓訓練更輕鬆有趣，體現創新科技的社會價值。

Comments from Judging Panel
評審委員會評語

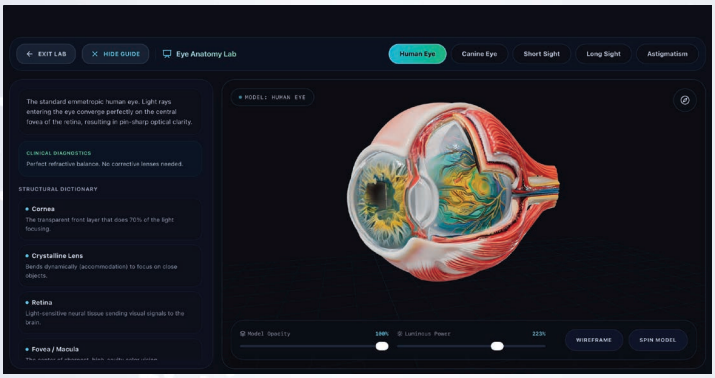
This project integrates music rhythm mechanisms with targeted lingual exercises. The engineered system targets key oral muscle groups, including lingual and deglutitive musculature, to support functional therapy for speech and swallowing. The user interface incorporates high-contrast colour palettes, a large-type layout, and intuitive visual iconography to maximise visual legibility.

這個項目整合音樂節奏機制與舌頭運動訓練系統，針對長者口腔肌肉群（含舌肌與吞嚥相關肌群）進行功能性訓練。團隊針對用戶介面的設計更採用高對比度配色、大字型版面佈局與直覺式圖像化圖示，降低操作門檻並提升視覺辨識度。

Student Innovation (Junior Secondary)
Bronze Award
學生創新 (初中) 銅獎

Diocesan Girls' School 拔萃女書院

(SO Tsz Tung Nicolette / LAM Alice / YIM Ku Ching / LAW Sum Ki)
(蘇梓彤 / 林穎知 / 嚴顧澄 / 羅心琪)



Gemini Vision Pro

(https://canva.link/zobm35dvsmzs3fs)

Gemini Vision Pro is an app created with Gemini Canvas. It features a 3-D anatomy lab, a vision simulator, a science consultant, a live quiz, and an eye test. The anatomy lab has a 3-D glb model of the eyes, which you can spin in 360 views and adjust the luminosity and opacity to view inner structures. The science consultant is a Gemini gem that was created to act as a professional eye consultant. The live quiz is an eye-related quiz that challenges students, with a live leaderboard hosted in a Firebase database. The eye test lets users test their eyes and see if they have myopia. Finally, the vision simulator simulates eye diseases such as astigmatism, myopia, and long-sightedness.

星眸智視

星眸智視是一款基於Gemini Canvas開發的應用程式。它包含3D解剖實驗室、視覺模擬器、科學顧問、即時問答以及視力測試功能。

在3D解剖實驗室中，使用者可以透過 360 度旋轉眼球的3D GLB模型，並調整其亮度與透明度，從而清晰地觀察內部結構。科學顧問是一位專門打造的Gemini Gem，旨在擔任專業的眼科顧問。即時問答功能為學生提供了一個挑戰自我、鞏固眼睛相關知識的平台，並配備了基於Firebase資料庫託管的即時排行榜。視力測試可幫助使用者測量視力並檢測是否患有近視。最後，視覺模擬器能夠模擬患有散光、近視和遠視等眼部疾病時的真實視覺效果。

Comments from Judging Panel
評審委員會評語

This project establishes a 3D interactive simulation platform engineered for ophthalmic anatomy and optics education. The system incorporates 360-degree panoramic models of ocular anatomy and visual pathologies, using spatial visualisation techniques to demonstrate anatomical variations and light-refraction pathways across diverse pathological states. The platform provides a quantitative framework for evaluating ocular physiological mechanisms and pathology, serving as a standardised digital learning (e-Learning) deployment system aligned with national digital education policy directives.

這個項目旨在建立一個應用於眼科解剖學與光學教學的3D互動式模擬平台。同學們運用360度全景眼球解剖結構與視覺病理模型，充分利用空間可視化技術，平台展現不同病理狀態下之眼球結構變異與光線折射路徑，全面連接眼部生理機制與病理特徵之量化評估。展現出標準化的數位學習例子，更貼切國家數位教育推進的政策導向。

Student Innovation (Junior Secondary) Certificate of Merit
學生創新 (初中) 優異證書

Christian Alliance Cheng Wing Gee College
香港九龍塘基督教中華宣道會鄭榮之中學

(LAU Ming Fung / KONG Yat Nam / LAU Ho Yin)
(劉銘渢 / 江逸楠 / 劉浩賢)



Peaceful Coexistence

'Peaceful Coexistence' integrates Artificial Intelligence (AI) and the Internet of Things (IoT) to mitigate human-wildlife conflicts safely and non-invasively. Key ICT elements include:

1. Edge AI Visual Recognition: Powered by a HuskyLens v2 module trained with deep learning models (via Roboflow), the system performs real-time edge processing to identify wildlife such as monkeys and wild boars with over 92% accuracy.

2. Microcontroller & Target Drives: Driven by a micro:bit MCU, the system triggers tailored, directional ultrasonic frequencies (e.g., 25–30 kHz for monkeys, 40 kHz for wild boars) based on AI recognition to deter animals without causing harm.

3. IoT Cloud Network & Early Warning: Installed on distance posts or light poles, devices stream detection logs to a cloud platform (ThingSpeak). By analysing multi-node data, the system broadcasts real-time safety alerts to a mobile app for residents and offers data-driven insights for authorities.

和平共處

《和平共處》是一套結合人工智慧（AI）與物聯網（IoT）的智慧生態防衛系統，旨在以無創方式解決人與野生動物衝突，促進社區與大自然的和諧共生。 系統核心的ICT元素包括：

1. 邊緣AI視覺識別：採用 HuskyLens AI 視覺模組與深度學習模型（Roboflow），能於邊緣端實時精準辨識猴子、野豬等特定野生動物，準確率達 92% 以上。

2. 微控制器智慧驅趕：以 micro:bit 為控制核心，根據 AI 辨識結果自動發射對應頻率的指向性超聲波（如猴子25—30kHz、野豬40kHz）進行精準驅離。

3. IoT 雲端預警與聯防：裝置部署於郊野公園標距柱或燈柱，將數據即時上傳至雲端平台（ThingSpeak）。透過多點聯網分析動物活動蹤跡，系統能向居民App發送預警，並為相關部門提供前瞻性的管理數據。

Diocesan Girls' School 拔萃女書院

(LI Hang Chi / YEUNG Hei Man / YU Lok Yee Ally) (李行知 / 楊稀雯 / 余樂兒)

AIDone

The AIDone project integrates ICT elements across both hardware and software layers to build an interactive emergency training system. At the hardware core, users can learn and practice first aid skills through a system of light sensors and LED paths. They are controlled by an Arduino 2560 microcontroller that is also responsible for time tracking and ensuring precise environmental adaptability. In the software domain, the product features a supplementary web application powered by the Gemini AI API. Utilising secure REST protocols and rigorous system prompt engineering, the AI acts as an authoritative, evidence-based virtual coach that evaluates user performance and provides real-time cognitive feedback. Together, this fusion of LED pathways, light sensors, and generative AI bridges physical skill acquisition with intelligent virtual guidance.



智夠醒

智夠醒在硬體與軟體層面融合了ICT元素，構建出互動式急救訓練系統。在硬體核心部分，通過光感測器的感應及LED路徑的引導，用戶可以學習和訓練不同的急救技能。Arduino透過AI動態由閾值校準模型，根據環境光調校暗閾值，使光感測器不再受環境光干擾，能精準判斷三角巾覆蓋的位置。

在軟體與智慧化層面，系統配備了由Google Gemini AI API驅動的解耦式現代網頁應用程式。藉由安全的REST協定與嚴格的系統提示詞工程，AI能夠扮演具備循證依據的虛擬教練，評估學員表現並提供即時的認知回饋。嵌入式系統、智慧感測陣列與生成式AI的完美結合，將實體技能習得與智慧數位指導緊密連結。

Student Innovation (Junior Secondary) Certificate of Merit
學生創新 (初中) 優異證書

Tsung Tsin Christian Academy 基督教崇真中學

(CHAN Zhen Zhen / HO Sum Yau Riane / LIN Yi Hsuan Alexia / TSUI Man Yee)
(陳真真 / 何心悠 / 林依璇 / 徐文懿)

HealTH-ai

HealTH-ai is an all-in-one smart health and daily-life support application designed for older adults and their caregivers. Through Bluetooth connectivity, the app integrates a thermometer, blood-pressure monitor, pulse oximeter, heart-rate belt, smart scale and smart skipping rope. It automatically captures, stores and visualises health data, including temperature, blood pressure, oxygen saturation, heart rate, weight, BMI and body-fat percentage. The app also provides medication reminders, a health dashboard, emergency calling and GPS location sharing. Its AI-based nutrition feature recognises food from meal photographs, analyses nutritional value, and combines the results with users' health records and illnesses to produce personalised dietary suggestions. In addition, HealTH-ai uses government and public data to provide weather alerts, bus information, news, supermarket price comparisons and senior-card offers. A simple interface, voice input, multilingual support and step-by-step guidance make digital services more accessible to older users.



HealTH-ai是專為長者及照顧者設計的一站式智能健康與生活支援應用程式。系統透過藍牙連接體溫計、血壓計、血氧儀、心率帶、體重磅及智能跳繩，自動擷取、儲存及圖像化健康數據，並整合用藥提醒、健康概覽、緊急求助及GPS定位。AI功能可辨識膳食相片、分析營養價值，配合疾病及健康紀錄生成個人化飲食與運動建議。平台亦運用政府及公開數據提供天氣、交通、新聞、超市價格及長者優惠，並以簡潔介面、語音輸入及多語言支援降低長者使用科技的門檻。

Student Innovation (Senior Secondary) Gold Award and Student Innovation Best Use of AI Award
學生創新 (高中) 金獎及 學生創新最佳人工智能應用獎

Man Kwan Pak Kau College 萬鈞伯裘書院

(HO Yan Tung / LEE Ho Ting Javis)
(何昕曈 / 李澔霆)



長者以方向盤轉向，踩踏腳踏機於虛擬香港前進



Open3DHK 真實三維香港街景與即時漫遊介面



腳踏機曲柄磁鐵、霍爾感應器與 Arduino Leonardo

Silver Stride

Silver Stride turns an ordinary home exercise bike into an interactive walk through a real three-dimensional Hong Kong. An Arduino Leonardo board, a Hall sensor and a magnet detect each pedal stroke without touching the moving parts. Built-in USB HID makes the computer see the board as a standard keyboard, so pedalling sends a W key and the view moves forward. A separate USB steering wheel controls turning, so the hands and feet are trained together. No driver installation or Bluetooth pairing is required. A 0.8-second software buffer converts uneven pedalling into continuous movement and reduces visual stutter. The software is built in Unity. Cesium for Unity streams official Open3DHK map data from the Lands Department, using latitude, longitude and 3D Tiles. Only the streets inside the player's view are loaded: distant buildings stay simple, and nearby streets gain detail. The full city model does not need to be downloaded first, so the system runs smoothly on an ordinary computer. Riders can also open a map and jump straight to landmarks such as Tsim Sha Tsui.

耆蹟漫遊

《耆蹟漫遊》把家用腳踏機升級為可漫遊真實香港的互動系統。Arduino Leonardo配合霍爾傳感器及磁鐵讀取踩踏，並以USB HID模擬鍵盤輸出「W」向前鍵。USB方向盤負責轉向，免安裝驅動程式及藍牙配對。0.8 秒緩衝，把不均勻的踩踏轉成連續移動。軟件以Unity經 Cesium 串接地政總署Open3DHK，按玩家視野以三維瓦片即時串流建築、道路與地形，遠處用簡模，走近才載入細節，普通電腦無需下載全港模型亦能流暢運行，並可一鍵前往尖沙咀等地標。

Comments from Judging Panel
評審委員會評語

This project establishes a virtual fitness environment and performance-tracking platform engineered to support senior physical exercise routines. The system ingests public open-data resources and cross-platform mobile application datasets. By synthesising Hong Kong Government open-data street-view databases with spatial geospatial information, the platform dynamically renders 3D real-world virtual exercise scenarios, providing quantitative movement telemetry ingestion and progress-tracking capabilities.

這個項目整合公開數據資源與同類型應用程式（App），進行跨平台資料採集與結構化處理；同學們也加以整合香港政府開放數據之全港街景數據庫與空間地理資訊，結合3D實景技術，實時建構長者體適能運動之虛擬場景，提供量化運動數據採集與進度追蹤功能。

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

Raimondi College 高主教書院

(CHAN Ho Lok Daniel / CHOI Chin Lok / AU Ka Wah Julian / KWOK Chung Hei Jayden)
(陳顥樂 / 蔡展諾 / 歐嘉華 / 郭仲希)



ReSay

ReSay is an AI-driven assistive communication app for dysarthric patients; it translates slurred, unclear speech to support daily communication. Unlike other voice assistant tools that demand perfect pronunciation, ReSay uses Acoustic Fingerprinting to recognise the patterns of the user's speech. ReSay's Train-Store-Speak process allows users to record phrases to create a unique word bank. Even if speech sounds muffled, like a rusty key, the algorithm recognises the rhythm to 'unlock' the text. Dysarthric patients can communicate freely in daily life, anytime, anywhere, helping them regain the dignity, independence, and confidence every voice deserves.

再聲

再聲是一款專為構音障礙人士設計的人工智能語音輔助工具，為構音障礙人士翻譯他們模糊的語音，協助他們日常溝通。傳統語音科技要求標準發音，再聲則透過聲學指紋技術學習用家的獨特規律，採取「練、儲、用」三部曲：用家先透過錄音讓再聲熟悉其發音節奏；再將常用的用語儲存於字庫；最後在實際溝通時，即便發音模糊，人工智能也能如一把「生鏽的鎖匙」精準匹配鎖孔，憑聲紋規律匹配，將語音即時還原為清晰的文字。這讓用家不再依賴他人猜想心意，重拾自主與尊嚴。再聲主動適應人類的獨特性，讓每一種聲音都被世界聽懂，實現溝通無障礙。

Comments from Judging Panel
評審委員會評語

This project implements an Acoustic Fingerprinting translation system designed to address communication requirements for dysarthric patients. Expanding beyond standard pre-trained baselines, the project establishes a custom deep learning model architecture optimised for non-standard acoustic patterns. It is recommended to improve recognition accuracy and word error rate (WER) metrics by incorporating multi-model AI ensemble techniques and multimodal data fusion pipelines.

本項目針對語音障礙社群之日常溝通需求，團隊於現有預訓練模型之基礎上，進行自研模型架構之設計與訓練。建議導入結構更成熟、更多元的AI模型與數據融合，以提升語音識別之準確率。

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

St. Paul's Convent School 聖保祿學校

(CHAN Hei Tung Cheryl / FUNG Long Hey Ingrid / TAI Cheuk Wing Evia)
(陳希潼 / 馮葭曦 / 戴卓穎)

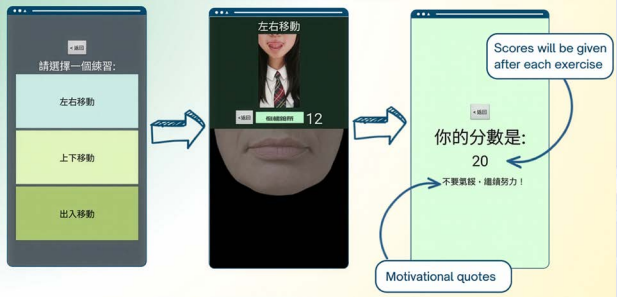
SeniorSpeak

SeniorSpeak is a mobile app designed to help seniors strengthen their swallowing muscles through tongue yoga exercises.

The app provides:

- video-guided exercises for safe and effective swallowing therapy
- exercises in different levels for high achievers
- AI-powered tongue tracking for real-time feedback
- gamified progress scoring to keep users motivated
- scoring database for speech therapists to follow up effectively

SeniorSpeak was created to provide a low-cost, home-based solution that improves quality of life. The SeniorSpeak team is passionate about ageing-in-place technology and preventive healthcare.



SeniorSpeak是一款行動應用程序，旨在透過舌肌瑜珈練習幫助老年人增強吞嚥肌。

該應用程式提供：

- 安全有效的吞嚥治療影片指導練習
- 為高階使用者提供不同程度的練習
- 提供人工智慧驅動的舌部追踪，提供即時回饋
- 以遊戲化的進度評分，激勵用戶堅持練習
- 設有評分資料庫，方便語言治療師進行有效跟進

SeniorSpeak的創立宗旨是提供一種低成本的居家解決方案，以改善老年人的生活品質。SeniorSpeak的團隊對居家養老技術和預防性醫療保健充滿熱情。

Comments from Judging Panel
評審委員會評語

Grounded in academic literature, this project establishes a tongue-exercise training mechanism targeting elderly dysphagia through non-pharmacological and non-invasive rehabilitation methods. The team also integrated computer vision and AI action-recognition modules, developing a low-cost solution that monitors and evaluates users' tongue-movement trajectories, range of motion, and exercise completion in real time to assist elderly individuals.

這個項目以學術文獻為基礎，以非藥物及非侵入性復健的方法，針對長者吞嚥困難建立舌頭運動訓練機制。同學們亦整合電腦視覺與人工智能動作辨識模組，針對使用者之舌頭運動軌跡、伸展幅度及動作完成度進行實時監測與數據評估的低成本方法幫助長者。

Student Innovation (Senior Secondary) Certificate of Merit
學生創新 (高中) 優異證書

The Church of Christ in China Ming Yin College 中華基督教會銘賢書院

(PUN Hong Kin / LEE Kwan Cham) (潘康健 / 李鋸湛)

Comfort Route

'Comfort Route' is a smart navigation system integrating big data and GIS. Its ICT architecture features a front-end built with React and Leaflet.js for map rendering, and a back-end utilising Node.js serverless functions and caching; it accesses real-time weather information and open data from data.gov.hk (including 3D pedestrian networks and digital terrain models) via APIs. At the algorithmic level, it employs an enhanced 'dynamic microclimate routing engine' that converts factors such as shading, air-conditioning coverage, and slope gradients into dynamic weights. Combined with 3D indoor-outdoor network topology technology, the system calculates—within seconds—routes that avoid rain and heat across different vertical levels, thereby filling a technological gap in climate-adaptive navigation.



舒適出行

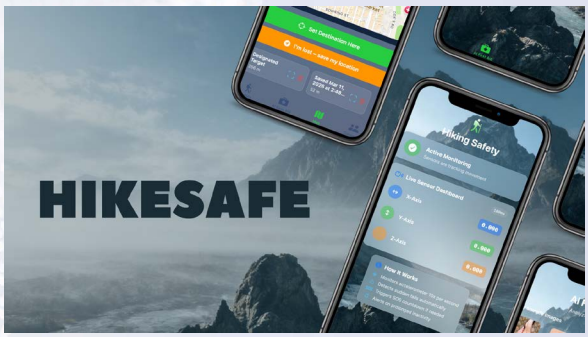
「舒適出行」是結合大數據與 GIS 的智慧導航系統。其ICT核心包含前端使用React 與Leaflet.js繪製地圖，後端採用Node.js Serverless配合快取架構，透過API實時接入天氣數據，並整合data.gov.hk開放數據（涵蓋3D行人路網與數碼地形模型）。演算法層採用「動態微氣候尋路引擎」改進型演算法，將遮蔭率、冷氣覆蓋與坡度轉換為動態權重，配合3D室內外路網拓撲技術，秒級計算跨層避雨避暑路線，填補氣候適應型導航的技術空白。

Diocesan Girls' School 拔萃女書院

(CHEUNG Hui Yu) (張栩瑜)

HikeSafe

HikeSafe is an intelligent mobile application leveraging artificial intelligence, augmented reality, and smartphone sensors to prevent hiking accidents and streamline search-and-rescue operations. Built to assist even when users cannot call for help, the app features automatic fall detection that alerts emergency contacts and rescuers with precise coordinates within 10 seconds of abnormal inactivity. Its AI-driven wound recognition system, trained on 3,000 medical images via CoreML, identifies injuries like cuts, burns, and sprains with 92% accuracy to deliver instant first-aid instructions. Meanwhile, AR navigation powered by ARKit and Apple Maps guides lost hikers along safe routes, reducing traditional GPS errors from up to 100 metres to within 5 metres. Beyond critical safety, HikeSafe serves as an educational tool that promotes STEM concepts, digital literacy, and outdoor independence. By teaching users to read terrain and respond to emergencies, it builds practical life skills and problem-solving confidence.



智護行山通

「智護行山通」是一款結合人工智慧、擴增實境與智慧型手機感測技術的智慧行動應用程式，旨在預防健行事故並提高搜救效率。該應用程式專為使用者無法自主求救的緊急狀況設計，其自動跌倒偵測功能可在檢測到異常無活動狀態後的10　秒內，向緊急聯絡人與救援人員傳送精確座標。其AI傷口識別系統基於CoreML架構並經過3,000　張醫學影像訓練，能以92%的準確率識別割傷、燒傷與扭傷等傷情，並提供即時急救指導。同時，由ARKit與Apple地圖驅動的擴增實境導航可引導迷路的健行者走向安全路線，將傳統GPS定位誤差從最高100公尺降至5公尺以內。

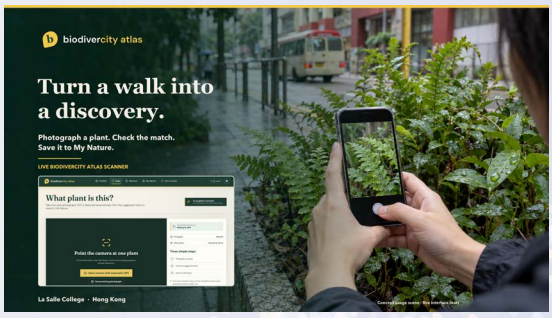
Student Innovation (Senior Secondary) Certificate of Merit
學生創新 (高中) 優異證書

La Salle College 喇沙書院

(MAK Hei Long Gavin / YEUNG Hoiman Griffin / CHAN Cheuk Ngai) (麥晞朗 / 楊凱文 / 陳卓毅)

BiodiverCity Atlas

BiodiverCity Atlas is a Hong Kong web application that brings together open data, AI-assisted plant recognition and interactive mapping. Residents can explore nature locations across all 18 districts, photograph plants, review ranked identification candidates and visible-feature notes, and add confirmed discoveries to a private journal. Field missions, a daily quiz, points and a leaderboard give each visit a purpose and encourage further exploration. The organisation workspace combines species records from the Agriculture, Fisheries and Conservation Department with transport, weather and air-quality information. It presents the status of each source and compares candidate sites through five visible, adjustable scoring factors. Users can inspect the score breakdown, shortlist locations, record field checks and export information for discussion. The two experiences connect public discovery with practical planning for schools, community organisations and site operators. The result is an ICT platform that makes Hong Kong' s environmental information easier to explore, interpret and use in local projects.



BiodiverCity Atlas是結合香港開放數據、人工智能輔助植物識別及互動地圖的城市生物多樣性平台。公眾可按定位探索十八區自然地點，拍攝植物、查看識別候選及特徵提示，確認後加入私人自然誌；實地任務、每日問答、積分和排行榜讓探索與學習連成持續體驗。機構介面整合漁護署物種紀錄、運輸署交通資料、天文台天氣資訊及空氣質素健康指數，並顯示資料來源和更新狀態。使用者可透過五項可調權重比較候選場地、檢視評分明細、建立考察清單及記錄實地檢查。平台把個人觀察、公開資料與場地規劃連結起來，協助學校、社區組織及場地營運者發掘具體行動機會。

St. Stephen's Girls' College 聖士提反女子中學

(MA Yui Nam / POON Lai Ching / SIN Yee Lam) (馬睿嵐 / 潘禮政 / 冼依琳)

Virtue Wear AI

'Virtue Wear AI' integrates a hardware-software system featuring six core ICT elements:

1. Cross-Platform & Cloud Sync: Seamlessly connects a wardrobe-mounted Web Application (Smart Display) with a Mobile App via real-time cloud data synchronisation.
2. Digital Wardrobe Cataloguing: Employs AI computer vision to automatically recognise garment attributes and upload them to a centralised cloud database.
3. Reverse AI Outfit Recommendation: Utilises a proprietary reverse algorithm to prioritise idle garments, integrating Hong Kong Observatory open APIs (weather, 24 solar terms, traditional festivals) and smartwatch IoT health metrics (HRV, sleep quality).
4. AI Multimodal Search: Combines Natural Language Processing (NLP) for voice/text commands with AI image feature matching to determine exact physical storage locations.
5. Shopping Assistant: Applies image matching algorithms to compare prospective purchases against existing wardrobe inventory in real time, actively preventing duplicate buys.
6. AI Fair Pricing & Virtual Try-On: Delivers AR/AI virtual try-ons and objectively evaluates pre-owned garment values using multi-variable AI models.



智惜著

「智惜著」整合軟硬件系統，包含六大核心 ICT 要素：

1. 跨平台與雲端同步：衣櫃大屏網頁介面與手機應用程式雙端運作，數據經雲端實時同步。
2. 衣物數位化建檔：運用AI圖像識別自動解析衣物特徵並上傳至雲端。
3. 逆向AI穿搭推薦：演算法優先推薦閒置衣物，整合香港天文台API與智能手錶健康數據。
4. AI多模態搜尋：結合NLP解析語音/文字指令，比對 AI圖像標籤，精準回傳衣物收納位置。
5. 購物助理：利用圖像比對演算法即時比對擬購衣物與現有衣庫，防範衝動與重複購買。
6. AI公平定價與虛擬試穿：提供AR/AI虛擬試穿，並以多維AI模型客觀評估二手衣物價值。

Introduction of Leading Organiser
籌辦機構簡介

The Hong Kong Innovative Technology Development Association (HKITDA) was established in 2018 by a group of professionals in the innovation and technology sector. It is dedicated to promoting the wider application of innovative technologies and advancing the sustainable development of Hong Kong's Technology & Innovation industry. The Association strengthens collaboration within the Guangdong–Hong Kong–Macao Greater Bay Area, nurtures emerging talent, and aligns with government policy directions to reflect industry views and contribute to sector development. By uniting industry stakeholders, HKITDA promotes broader adoption of innovation and technology for the benefit of society.

HKITDA is committed to cultivating future information and communications technology (ICT) talent through career talks and IT outreach programs in schools, inspiring students' interest in STEAM and preparing them for technology careers. It also organises industry delegations to foster knowledge exchange, collaboration, and a broader global perspective.

For more information, please visit https://itda.hk/

香港創科發展協會（HKITDA）於2018年由從事創新科技的專業人士組成，致力推動創新科技的廣泛應用，促進香港科技及創新產業的可持續發展。協會積極加強粵港澳大灣區的合作，培育新興人才，並配合政府政策方向，反映業界意見，為行業發展作出貢獻。HKITDA凝聚業界持份者，推動創新科技惠及社會。

HKITDA致力透過在學校舉辦職業講座及資訊科技推廣活動，培育未來資訊及通訊科技人才，激發學生對STEAM的興趣，為其科技事業作好準備。協會亦組織業界代表團，促進知識交流、合作及拓展全球視野。

有關香港創科發展協會的詳情，請瀏覽https://itda.hk/

Enquiry
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Contact Person 聯絡人:

Tel 電話：5747 9951 (Voice Mailbox 語音信箱)

Email 電郵：info@itda.hk

Fax 傳真：5747 9950

Website 網址：https://itda.hk

Acknowledgement
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Organising Committee
籌辦委員會

Dr LEE Woon Ming, Wendy (Chairman, Hong Kong Innovative Technology Development Association, HKITDA)
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