Press Release
For Immediate Release

Cyberport and Education Bureau launch Professional Development Programme for Innovation and Technology
Helping primary and secondary STEAM teachers to master innovative technologies and trends

Hong Kong, 22 September 2022 – In collaboration with the Education Bureau (EDB), Cyberport has launched the "**Professional Development Programme on Innovation and Technology for STEAM Co-ordinators of Schools**" for the coming academic year (2022/23). The programme comprises a series of professional development courses for primary and secondary school teachers in STEAM (Science, Technology, Engineering, Arts, and Mathematics) subjects. Through diverse technology solutions and application provided by Cyberport start-ups, teachers will be able to grapple with the latest technology trends and applications, as well as integrate I&T examples and elements into their teaching. The kickoff ceremony was held at Cyberport today, and teachers can apply for the courses starting now. The whole course series is expected to benefit around 600 educators.

Education Bureau: Collaborates with Cyberport to promote STEAM education
Ms Edith Tse, Principal Assistant Secretary (Curriculum Support) at the Education Bureau, said, "Building on existing STEM teaching, the Education Bureau will further develop and promote science and innovation and technology (I&T) education in order to strengthen students' ability to integrate and apply knowledge and skills across disciplines, stimulate creative thinking and nurture future I&T talent. The EDB is currently optimizing the curriculum to boost students' interest in learning I&T. It is also strengthening STEAM co-ordinators' training to keep them abreast of the latest developments in science and technology and enhance the teaching profession. EDB is delighted to collaborate with Cyberport to launch professional I&T training for teachers who coordinate STEAM education. Through exchanges with the I&T industry, I believe participating teachers will learn how to promote STEAM education planning in schools, introduce I&T elements in the classroom, and make good use of digital technologies."

Eric Chan, Chief Public Mission Officer of Cyberport, said, "Cyberport is committed to nurturing talent, providing new blood for I&T development, and offering I&T education and training through the Cyberport Academy. We are delighted to collaborate with the Education Bureau to launch this professional development programme, demonstrating Cyberport's capacities as an EdTech and I&T hub. We bring together more than 750 technology venture companies that offer smart living solutions, including 180 EdTech start-ups. Diverse real-life

solutions from our community can meet the needs of STEAM teachers and learners, helping educators to understand I&T knowledge as well as integrating that knowledge into STEAM teaching to enhance the learning experience and promote the development of the EdTech ecosystem."

Courses covering multiple technology topics open for applications today
A kickoff ceremony for the "Professional Development Programme on Innovation and Technology for School STEAM Co-ordinators" was held today at Cyberport. The professional development programme consists of ten courses and will be rolled out from October 2022 to March 2023. To help teachers gain a thorough understanding of tech-related knowledge, each course covers two tech topics, such as Artificial Intelligence and Drone Coding, GeronTech and Art Tech, IoT and Green Tech, etc. Each 7-hour course includes a seminar, a solution demonstration, a workshop, a start-up visit and tour, and a discussion led by Cyberport start-ups. Around 600 teachers are expected to participate.

The first four courses opened for applications today. Participating Cyberport start-ups include AESIR, which offers interactive learning materials using augmented reality (AR) and virtual reality (VR) technologies. Farmacy, a developer of smart "mobile farms" that grow vegetables hydroponically, uses IoT technology to monitor and control vegetable growth. Other companies include MakeOmni, which provides easy-to-use 3D printers that let students create three-dimensional works; Peanut King Solutions, which offers programming learning kits, and TalentLabs which features courses in various online technologies.

For details and registration, please visit the Education Bureau's website.

Cyberport endeavors to promote the use of technology to improve teaching and learning, and is committed to fostering educational technology clusters to provide a variety of tech solutions to the education sector. Last November, Cyberport organised STEAM Week for Educators, a five-day event supported by the Education Bureau and the Office of the Government Chief Information Officer (OGCIO), to introduce the latest teaching developments in STEAM to around 100 primary and secondary school principals and teachers. Cyberport start-ups also showcased their innovative solutions, while Cyberport helped to match schools with appropriate EdTech solutions to enhance efficiency in learning and teaching and boost student motivation.

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For high-resolution photos, please download via this link.
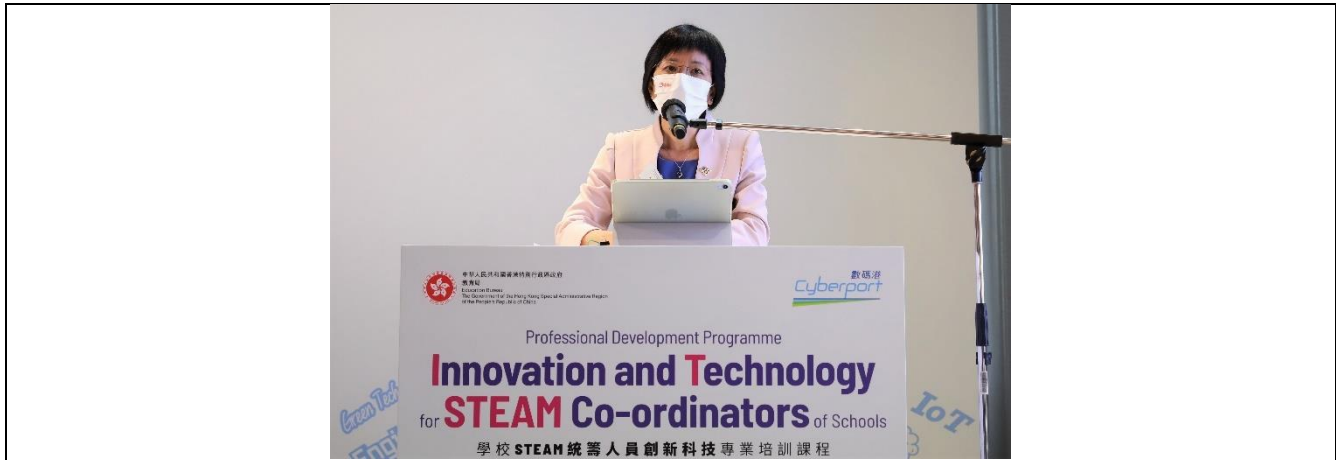
Ms Edith Tse, Principal Assistant Secretary (Curriculum Support) at the Education Bureau, said, "Teachers' professional competence is key in promoting STEAM education. Through this collaboration, I believe Cyberport's large start-up community and extensive experience with I&T applications will keep STEAM teachers apprised of the latest technology developments. EDB will spare no effort in promoting STEAM education, optimising the curriculum, and continuing to provide resources and STEAM training for schools."

Eric Chan, Chief Public Mission Officer of Cyberport, said, "Cyberport is delighted to collaborate with the Education Bureau to launch this professional development programme, demonstrating Cyberport's capacities as an EdTech and I&T hub. Diverse solutions from our community can meet the needs of STEAM teachers and learners, helping educators to understand I&T knowledge as well as integrating that knowledge into STEAM teaching to enhance the learning experience."

Cyberport has collaborated with the Education Bureau (EDB) to launch the "Professional Development Programme on Innovation and Technology for STEAM Co-ordinators of Schools", offering professional development courses for primary and secondary school teachers in STEAM (Science, Technology, Engineering, Arts, and Mathematics) subjects. The kickoff ceremony was held today at Cyberport, various start-ups showcase their EdTech solutions. (Right) Cyberport start-up ASK Idea showcases their drone coding solution.

(From left) Ricky Choi, Senior manager of Cyberport (Smart Living), Raymond MAK, Co-founder & CEO of Farmacy HK, Roy LI, Head of Information Technology at St. Paul's Convent School (Secondary Section), King Tao, Co-founder and CTO of Formula Square, and William Lam, Chief Curriculum Development Officer (Science) of Education Bureau, discuss how STEAM education and EdTech complement each other to nurture future talent.

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About Cyberport

About Cyberport Cyberport is an innovative digital community with over 1,800 members including over 800 on-site and 900 off-site start-ups and technology companies. It is managed by Hong Kong Cyberport Management Company Limited, wholly owned by the Hong 5 Kong SAR Government. With a vision to be the hub for digital technology, thereby creating a new economic driver for Hong Kong, Cyberport is committed to nurturing a vibrant tech ecosystem by cultivating talent, promoting entrepreneurship among youth, supporting start-ups, fostering industry development by promoting strategic collaboration with local and international partners, and integrating new and traditional economic by accelerating digital transformation in the public and private sectors.

For more information, please visit www.cyberport.hk