



Press Release
For immediate release

Digital Entertainment Leadership Forum Officially Opens Today
*Industry Leaders and Elite Esports Elites Gather at Cyberport as
Digital Entertainment Continues Steadfast Growth*

Hong Kong, 10 December 2021 – The grand opening of the annual Digital Entertainment Leadership Forum (DELFL) took place at Cyberport today, with **Zhang Zhihua, Director General of the Youth Department of the Liaison Office of the Central People's Government in the Hong Kong Special Administrative Region (HKSAR), Dr David Chung, JP, Under Secretary for Innovation and Technology of the HKSAR, Dr George Lam, Chairman of Cyberport, and Peter Yan, CEO of Cyberport** as Guests of Honour. Held in a hybrid format of online and in-person participation, the three-day forum brings together more than 70 overseas and local speakers to discuss under the theme “Infinity Games – Breaking the Limits of Digital Entertainment”. Participants will be able to immerse themselves in digital entertainment and esports experiences with “sea”, “land”, and “air” elements, including 10 esports tournaments and show matches, over 40 live and on-demand forum discussions as well as game experiences and workshops.

In his welcome remarks, **Dr. George Lam** said, “Digital entertainment has seen a robust year both in terms of popularity and profitability. The flourishing technology-driven industry is leading the global entertainment and media markets to continuous growth, with no signs of slowing down. Cyberport has been committed to promoting and facilitating the development of digital entertainment and esports by organising various events and programmes to enable the industry to expand their network, generate business opportunities and nurture new talents. By taking advantage of Cyberport’s state-of-the-art facilities and value-added services, we look forward to seeing local industry players unleash their creativity, showcase their ingenuity on our platforms, and provide more quality and diverse services and products to tap into local and overseas markets.”

Dr. Lam also pointed out that there are currently around 150 companies in the digital entertainment and esports cluster within the Cyberport ecosystem, and that the two esports related support schemes have been met with great enthusiasm, with the Esports Internship Scheme having provided 79 internships for 39 employers, and with the in-demand Esports Industry Facilitation Scheme having approved more than 140 grants with a 17% increase over the past year, reflecting the vibrancy of the industry despite the COVID-19 pandemic.

DELFL has invited speakers from the United States, United Kingdom, Singapore, Mainland China and Hong Kong. During the first day of the event, Adam Simon, US Head of Innovation of UM, and Senior Vice President Strategy of IPG Media Lab, shared his insights on how to



succeed in the future of entertainment amid the industry’s rapid changes and the abundance of information facing the audience every day. Dr Max Howard, former Animation Producer and Studio Executive of Walt Disney, Warner Bros. Feature Animation and Dreamworks, discussed the impact on cinemas and the traditional way of distribution brought by the emerging appetite for streaming services witnessed during the worldwide pandemic. Michelle Zhao, Director of Global Gaming for GCR of Meta, urged the gaming industry to pursue the trend in streaming, and combine their creativity with streaming elements to attract more users and enhance brand value. Cesar Caceres, Technical Head of APAC of disguise explored the future of movie shooting with virtual set technologies. Becky Yeung, Regional Head of Brand Partnerships of Warner Music Asia, noted that music and gaming industries are already working together more closely than ever, with the possibility of further integration in the future. Other speakers highlighted topics such as winning digital strategies for Mainland China, and global scaling of Hong Kong digital entertainment.

In the afternoon, the “Tech Track” and “Venturer Track” breakout sessions featured international and local professionals speaking on hot topics such as brand marketing and art creation in metaverse, extended reality, artificial intelligence, 5G and 6G technologies, as well as analysing other growth trends in technology and innovation.

The “Talent Track” breakout session tomorrow will feature topics on talent cultivation including the role of women in gaming, the gamification of STEM education, and the development of educational esports programmes. The spotlight event APRU Esports MetaGame Conference 2021 will be held in the morning, where local and overseas leaders will discuss digital skills of the future and universities’ role in preparing the next generation of innovators and changemakers, as well as how esports can offer pathways to careers through international collaboration.

A series of spectacular tournaments will be presented in the following two days, while workshops and Experience Zone will be open till this Sunday.

For more details on the event and the full list of speakers, please visit the DELF2021 website: <http://delf.cyberport.hk/>

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For high resolution photos, please download via [this link](#).



The grand opening of the annual Digital Entertainment Leadership Forum (DELTA) takes place at Cyberport today, with (from left to right) **Peter Yan, CEO of Cyberport, Zhang Zhihua, Director General of the Youth Department of the Liaison Office of the Central People's Government in the Hong Kong Special Administrative Region (HKSAR), Dr George Lam, Chairman of Cyberport** and **Dr David Chung, JP, Under Secretary for Innovation and Technology of the HKSAR** as the officiating guests. DELTA is being held in a hybrid format this year.



Under the theme of “Infinity Games – Breaking the Limits of Digital Entertainment”, the three-day Digital Entertainment Leadership Forum (DELTA) gathers over 70 speakers.



In his welcome remarks, **Dr George Lam, Chairman of Cyberport**, says Cyberport is focused on the development of digital entertainment and esports by organising various events and programmes to facilitate the industry to expand their network, generate business prospects and nurture new talents.



Adam Simon, US Head of Innovation of UM, and Senior Vice President Strategy of IPG Media Lab, shares his insights on how to succeed in the future of entertainment amid the industry's rapid changes and the abundance of information facing the audience every day.



Dr Max Howard, former Animation Producer and Studio Executive of Walt Disney, Warner Bros. Feature Animation and Dreamworks, discusses the impact on cinemas and the traditional way of distribution brought by the emerging appetite for streaming services witnessed during the worldwide pandemic.

About Cyberport

Cyberport is an innovative digital community with around 800 on-site start-ups and technology companies. It is managed by Hong Kong Cyberport Management Company Limited, which is wholly owned by the Hong 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 on their growth journey, fostering industry development by promoting strategic collaboration with local and international partners, and integrating new and traditional economies by accelerating digital transformation in the public and private sectors.

For more information, please visit www.cyberport.hk

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Appendix 1 – Agenda of Digital Entertainment Leadership Forum 2021

Digital Entertainment Leadership Forum 2021 Agenda

Day 1 – 10 Dec 2021 (Fri)

Opening	
0900-0930	Registration
0930-0940	Opening
0940-0945	Welcome Remarks Guest of Honour: Dr George Lam, Chairman, Cyberport
0945-0950	Opening Remarks Guest of Honour: Dr David Chung, JP, Under Secretary for Innovation and Technology, Hong Kong Special Administrative Region
0950-1000	Group Photo
Winning Digital Strategies for Future Entertainment	
1000-1020	How to Win the Future of Digital Entertainment? Speaker: Mr Adam Simon, US Head of Innovation, UM; Senior Vice President Strategy, IPG Media Lab
1020-1040	Channel without Limit: The Changing Landscape of Entertainment Distribution Speaker: Dr Max Howard, Former Animation Producer & Studio Executive, Walt Disney, Warner Bros. Feature Animation & DreamWorks; Visiting Professor, Academy of Film, Hong Kong Baptist University
1040-1100	Streaming without Limit: Enabling Content Creation and Streamers Moderator: Mr Michael Heina, International Sector Director, Esports & Gaming, YouGov Speakers: 1/ Mr Carlos Alimurung, CEO, ONE Esports 2/ Ms Michelle Zhao, Director, Global Gaming for GCR, Meta
1100-1120	Experience without Limit: Next-generation of Virtual Production for Films and Videos Moderator: Mr Eddy Wong, CEO, ICE Production Co., Ltd. Speaker: Mr Cesar Caceres, Technical Head of APAC, disguise
1120-1130	Speed without Limit: FIA Motorsport Games Digital Cup HK Representative Show Match
1130-1200	Sporting without Limit: Digitalisation of Spectacular Sports – A Turnkey Solution for Fan Engagement Moderator: Mr Eric Yeung, Founding President, Esports Association Hong Kong Speakers: 1/ Mr Kenneth Lam, Executive Committee Member & Immediate Past President, Hong Kong Golf Association 2/ Mr Owen Chan, Chief Executive, Hong Kong Automobile Association
1200-1220	Audio without Limit: The Integration of Game and Music Speakers: 1/ Ms Becky Yeung, Regional Head of Brand Partnerships, Warner Music Asia 2/ Ms Olivia Dawn, CEO & Artist, ODM (Olivia Dawn Music)
Winning Digital Strategies for Mainland Market	
1220-1240	Culture without Limit: Redefinition between Esports and City Dynamics Speaker: Mr Ben Zhao, General Manager, NetEase Esports

1240-1300	Talent without Limit: Nurturing Digital Creators for the Metaverse Moderator: Mr John Huen, CEO, Koding Kingdom (HK) Ltd Speaker: Mr Senlin Feng, CEO, Taozicoding
1300-1400	Lunch Break
Global Scaling of Hong Kong Digital Entertainment	
1400-1420	Gaming without Limit: Building a Metaverse for Gamers Speaker: Mr Hendrick Sin, MH, Co-Founder & Vice Chairman, CMGE Technology Group Limited
1420-1440	Purpose without Limit: Construction of Open Metaverses Essential for Web 3.0 Development Speaker: Mr Evan Auyang, Group President, Animoca Brands
1440-1510	Talent without Limit: Building a Globally Thriving Entertainment Business Model Programme Partner: Yesports Media Limited Moderator: Mr Timothy Shen, Founder & Investor, Yesports Media Limited Speakers: 1/ Mr Christopher Mong, CEO, Mongson Trading Company Limited; CEO, Never Second Company Ltd; Principal & Chief Architect, GoWithYou Technology Limited 2/ Mr Hanjin Tan, Co-Founder, Naffiti 3/ Dr Henrietta Tsui-Leung, Founder & CEO, Ora-Ora
1510-1550	Nordic Hour - Fun without Limit: Spreading the Happiness of Nordic to the Rest of the World through Digital Entertainment Programme Partner: Nordic Innovation House Hong Kong Moderator: Mrs Binh Johansson, Community Director, Nordic Innovation House Hong Kong Speakers: 1/ Mr Matti Rätty, Senior Director, Engineering, Unity Technologies 2/ Mr Peter Lübeck, CEO, Game Habitat 3/ Ms Suvi Latva, Chief Business Advisor, Neogames Finland
1550-1600	Scaling Hong Kong DE Companies to Nordics: Hong Kong Delegates Ceremony

Breakout Sessions:

Time	Main Stage	Tech Track	Venturer Track
1600-1845	1600-1630 HKFA FIFA eNation HK Representatives Show Match	1600-1645 Speed without Limit: Fast and Furious Flying Excitement Programme Partner: Hong Kong Drone Sports Association (HKDSA) Moderator: Mr Andy Chau, Chairman, Hong Kong Drone Sports Association Speakers (Session 1): 1/ Mr Bruno Delor, Drone Sport Subcommittee Chairman, World Air Sports Federation (Fédération Aéronautique Internationale - FAI)	1600-1645 Marketers without Limit - How to Connect Brands with Audiences in Metaverse Programme Partner: Interactive Advertising Bureau Hong Kong (IAB Hong Kong) Moderator: Mr Ben Chien, Managing Director, AnyMind Speakers: 1/ Mr Kevin Lee, Founder & CEO, Redspots Creative (Hong Kong) Co. Ltd. 2/ Mr Roger Li, Senior Director of Ad Creative, Yahoo Creative Studios, Yahoo

		<p>2/ Mr Eric Li-Koo, Technical Standards Director, British Drone Racing Association (BDRA)</p> <p>Speakers (Session 2): 1/ Mr James Kang, Chairman, Korea Drone Racing Association 2/ Dr Michael Kostka, CEO, Drone Champions AG (DCL)</p>	<p>3/ Mr Steve Ip, CEO, Conductive Research</p>
1645-1815 LIMITS x UCOLLEX Battle – Cyberport	1645-1700	<p>Reality without Limit: Embracing Extended Reality for Performance Art Programme Partner: Hong Kong Extended Reality Association (HKXRA) Speakers: 1/ Mr Dino Fung, Partner, XR Experience Ltd 2/ Mr Steve Ng, SVP, Commercial Group, Product Marketing & Solutions Consulting, HKT</p>	1645-1715 Branding without Limit: Talon – Brand Partnership with PSG on League of Legends Moderator: Mr Sean Zhang, CEO, Talon Esports Speakers: 1/ Mr Ringo Lung, Head of Business Development, Talon 2/ Mr Yassine Jaada, Chief Gaming Officer, Paris Saint-Germain Esports
	1700-1715	<p>Production without Limit: How AI Scripting will Change the Entertainment Production Speaker: Mr Kelvin Choy, Business Development Manager, mm2</p>	
	1715-1730	<p>Speed without Limit: New levels of Wireless in B5G and 6G Speaker: Dr Steve Wong, Associate Professor, Department of Electrical Engineering, City University of Hong Kong; Deputy Director, The State Key Laboratory of Terahertz and Millimeter Waves</p>	
	1730-1745	<p>Engagement without Limit: Technology Solutions for the Sports and Entertainment Sector Speaker: Mr Eduardo Castell, Delegate, LaLiga in Hong Kong</p>	
			1715-1745 Growth without Limit: A Sharing Session by "Hong Kong Game Enhancement and Promotion Scheme (GEPS)" Awardees Programme Partner: Hong Kong Digital Entertainment Association (HKDEA) Moderator: Mr Gabriel Pang, Chairman, Hong Kong Digital Entertainment Association Speakers: 1/ Mr Billy Hui, CEO, Trefle & Co. Limited 2/ Mr Hank Choi, Co-Founder, Minidragon Limited 3/ Mr Janus Wong, CEO, Genuine Studio Ltd

		<p>1745-1815</p> <p>Distribution without Limit: Technologies Empowering and Optimising Game Sales and Distribution Worldwide</p> <p>Speakers:</p> <p>1/ Mr Jingbo Chen, Head, Xsolla Greater China</p> <p>2/ Mr Lilong Su, Founder & CEO, Long Tech Network</p>	<p>1745-1800</p> <p>Creation without Limit: Digital and NFT Art for the Metaverse</p> <p>Speaker: Mr Vincent Yeung, Founder & Artist, Avatarisms</p>
			<p>1800-1815</p> <p>Gaming without Limit: Blockchain Gaming 101</p> <p>Speaker: Mr Simon Wong, Vice-Chairman, Hong Kong Game Industry Association (GIA); Board Member, Hong Kong Digital Entertainment Association (HKDEA)</p>
		<p>1815-1830</p> <p>Sporting without Limit: Insights of Cycling Esports</p> <p>Speaker: Mr Nicholas Aaron Khoo, Co-Founder, SCOGA</p>	<p>1815-1830</p> <p>Protection without Limit: Microinsurance for Digital Assets</p> <p>Speaker: Ms Kelly Lui, Head of Operations HK, YAS Microinsurance</p>
		<p>1830-1845</p> <p>Audio without Limit: Secret of Game Music Production for Indie and AAA Studios</p> <p>Speaker: Mr Collin Chu, Game Composer, Spike and Crowd Studios</p>	<p>1830-1845</p> <p>Scaling without Limit: Mainland Opportunities for Hong Kong Mobile Games</p> <p>Speaker: Mr Eric Tang, Director, Giant Fun</p>

Day 2 – 11 Dec 2021 (Sat)

0830-0900	Registration	
	Main Stage	Talent Track
0900-1800	0900-1230 APRU Esports MetaGame Conference 2021	1200-1245 Breaking the Limits for Women in Games Programme Partner: WIG Ambassadors Moderator: Ms Dan Sun, Senior People Program Manager, Riot Games Speakers: 1/ Ms Kah Hui Teo, Global Localization Manager, Keywords Studios 2/ Ms Kathy Wen, Director, People & Operations, Riot Games 3/ Ms Rebecca Chan, General Manager, Visual Concepts China
	1230-1300 Break	1245-1315 Changing the Narrative: The Future of Esports Programme Partner: Women in Esports Moderator: Dr Maria Stukoff, Director, Maker Space, University of Salford Speakers: 1/ Ms Alice Leaman, Head of Operations, British Esports Association 2/ Mrs Shoubna Naika-Taylor, Curriculum Lead & Esports Manager for Coventry Crosshairs, Coventry College 3/ Ms Sue Lavasani, PPC Specialist, Corsair
	1300-1800 Esports Corporate Challenge Finals – FIFA & Wild Rift	1315-1330 Development without Limit: Insights from the Survey Report on the Development of Esports in Hong Kong Speaker: Dr Claudia Wong, Post-doctoral Research Fellow, Hong Kong Baptist University
		1330-1400 Ideation without Limit: Sharing Session of Esport Elites Business Case Competition Winners Programme Partner: The Y. Elites Association and Student Elites Moderator: Mr Leonard Chan, Chairman, Hong Kong Innovative Technology Development Association Speakers: 1/ Ms Dorothy Chow, Esport Elites' University Group Champion 2/ Mr Jacky Lo, Esport Elites' University Group 1st Runner Up 3/ Ms Candy Lai, Esport Elites' High School Group Champion 4/ Mr Zac Lee, Vice-Chairman of Student Elites
1400-1430 Talent without Limit: Unleashing Youth's Potentials Programme Partner: Yesports Media Ltd. Moderator: Ms Maki Chan, Founder, "BAND A LIVE!" Speakers: 1/ Humanbomb, Professional Street Fighter Player 2/ AJ Cheung, Amateur Player 3/ Keevin Tin, Amateur Player		

		<p>1430-1445 Change without Limit: Grooming Youth through Esports Programme Partner: Caritas Infinity Teens Moderator: Ms Ching Yi Wong, Social Work Supervisor, Cyber Youth Support Team, Caritas Infinity Teens Speaker: Mr Ka Hei Wong, Caritas' Youth Representative</p> <p>1445-1515 Creativity without Limit: A Teaser Workshop on Roblox Game Development Speaker: Mr Lincoln Sin, Game Developer, Koding Kingdom</p> <p>1515-1545 Education without Limit: Gamification is the Magic Key of STEM Education Programme Partner: Centre for Information Technology in Education (CITE) Moderator: Mr John Huen, CEO, Koding Kingdom (HK) Ltd Speakers: 1/ Dr Gary Wong, Assistant Professor, Faculty of Education, The University of Hong Kong; Director, Centre for Information Technology in Education 2/ Dr Stanley Wong, Head, Department of Information Technology, Hong Kong Institute of Vocational Education (Lee Wai Lee) 3/ Dr William Lai, Assistant Professor, Department of Creative Arts, School of Arts and Social Sciences, Hong Kong Metropolitan University</p> <p>1545-1615 How Art Tech Can Facilitate STEM Education? Moderator: Prof Jack Lau, Advisor, ArticoIn Speakers: 1/ Mrs Gillian Howard, Founder & CEO, Digital Art Fair 2/ Ms Peggy Cheung, Co-Founder, ArticoIn 3/ Mr Stephen Lam, Founder & Product Creator, DigitalOasis 4/ Ryan Tang, Student</p> <p>1615-1630 Talent without Limit: Uplifting Students' Sense of Achievement through Esports Speaker: Principal Hoi Kin Au, Vice Chairman, iFuture Education Association</p> <p>1630-1700 BTEC Qualifications in Esports Programme Partners: British Esports Association and Pearson Moderator: Mr Tom Dore, Head of Education, British Esports Association Speakers: 1/ Ms Annabel Lawday, International Portfolio Manager, Pearson 2/ Mr Gary Tibbett, Education Manager, British Esports Association</p>
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		1700-1730 How to Develop a Successful Esports Program? Speaker: Mr Kalam Neale, Curriculum Lead, Barnsley College; Director of Education, Strategic Esports Group
		1730-1745 Safeguarding Young People and Solutions to the Issues Speaker: Mr Tom Dore, Head of Education, British Esports Association

Day 3 – 12 Dec 2021 (Sun)

0830-0900	Registration
	Main Stage
0900-1230	Elderly Esports Experience Day by Hong Kong Innovative Technology Development Association (HKITDA) & Rotary Club of Smart Hong Kong (RCSHK)
1230-1330	FIFA Tournament by Government Information Technology Professionals Association (GITPA) & Electrical and Mechanical Services Department (EMSD) Staff Club
1500-1800	Harry Potter: Magic Awakened Yesports Asia Cup Final

Appendix 2 – Schedule of Tournaments

Day 1 – 10 Dec 2021 (Fri)

	Tournament	Venue	Format
0100-0800	2021 VALORANT Champions	Cyberport Esports YouTube Channel	Online
1120-1130	Speed without Limit: FIA Motorsport Games Digital Cup HK Representative Show Match	CyberArena, Arcade @ Cyberport	Hybrid
1430-1600	CityU Underwater Robotics Competition	Multi Purpose Court, The Podium, L4, Cyberport 2	Hybrid
1600-1630	HKFA FIFA eNation HK Representatives Show Match	CyberArena, Arcade @ Cyberport	Hybrid
1645-1815	LIMITS x UCOLLEX battle – Cyberport	CyberArena, Arcade @ Cyberport	Hybrid

Day 2 – 11 Dec 2021 (Sat)

	Tournament	Venue	Format
0100-0800	2021 VALORANT Champions	Cyberport Esports YouTube Channel	Online
1200-1300	APRU Esports Fellowship Graduation Competition	Cyberport Esports YouTube Channel	Online
1300-1800	Esports Corporate Challenge Finals – FIFA & Wild Rift	CyberArena, Arcade @ Cyberport	Hybrid
1330-1930	2021 FAI Hong Kong Open Drone Racing Championship	The Podium, L4, Cyberport 2	Hybrid

Day 3 – 12 Dec 2021 (Sun)

	Tournament	Venue	Format
0100-0800	2021 VALORANT Champions	Cyberport Esports YouTube Channel	Online
0900-1230	Elderly Esports Experience Day (By Hong Kong Innovative Technology Development Association (HKITDA) & Rotary Club of Smart Hong Kong (RCSHK))	CyberArena, Arcade @ Cyberport	Hybrid
1230-1330	FIFA Tournament by Government Information Technology Professionals Association (GITPA) & Electrical and Mechanical Services Department (EMSD) Staff Club	CyberArena, Arcade @ Cyberport	Hybrid
1500-1800	Harry Potter: Magic Awakened Yesports Asia Cup Final	CyberArena, Arcade @ Cyberport	Online

Attachment 3 – Experience Zone @ Cyberport

Activity	Description
AWS DeepRacer Experience	Get hands-on experience with machine learning through AWS DeepRacer’s cloud based 3D racing simulator, a fully autonomous race car driven by reinforcement learning model at the physical track in Cyberport.
AME Motion Esports	Asia Motion E-Sports (AME) introduces brand new virtual reality / interactive technology, innovates simulation devices and self-developed game content to impact your cognition of fitness and esports experience.
Gaming that Feels Real! by NMES	Creating an ecosystem of movement experiences through total immersion, the SWIFT2 innovative closed loop system interprets your unique data to provide you with all the sensorimotor responses you need - precisely when your body tells you it needs them.
ER Esports Racing & Flight Simulation Experience	ER Esports is a new concept eSports enterprise that offers diverse all-about-eSports activities like experiencing, professional training, live event planning, tournament organizing and academic education.
Formula Square Experience	Formula Square is a platform for hosting “real-life virtual” model car competitions.
CityU Underwater Robotics Experience Zone	Underwater robotics public experience event
Cyberport Mobile Games Exhibition	A comprehensive mobile games exhibition from Cyberport community which covers multiple game genres.
Talon Esports Fans Meeting	PSG Talon onsite fans meeting
HKMU Creative Arts Graduation Show	A creative art exhibition which covers animation, creative writing, file art, cinematic design, interactive entertainment etc.
“Infinity Photons” Interactive Projection	Bathed in ambient video light iterations of your image cascade around you creating haunting, shadowy figures resonating from your silhouette - audiences are invited to play, dance and collaborate in this immersive environmental experience.

Projection Mapping & MoCap Experience	The showcase presents four elements, including a student performance from the Hong Kong Projection Mapping Festival, a motion capture experience to sync your motions with a CG animation, create a CG animation with your own face, as well as one of the most effective PE STEM & recreational sport event technologies.
IVE Virtual Idol	IVE Virtual Idol is a full-body virtual avatar with an independent Artificial Intelligence with facial expression and eye changes.

Attachment 4 – DE*SPARK

Date	Activity	Description	Format
8 Oct-19 Dec 2021 (Every Saturday & Sunday) 1430-1900	RoboMaster 2021 Youth Tournament (Hong Kong)	The RoboMaster Youth Tournament adopts a battle format combining two aerial and land R&D robots to cultivate the youth's engineering and AI knowledge.	Hybrid
20 Dec 2021	AWS DeepRacer 500 Strong Training Day	The training allows participants to understand the basics of machine learning, the applications of AI deep neural networks, cloud computing, and the reinforcement learning and training algorithms in AWS DeepRacer.	Online
9 Jan 2022 0900-2000	RoboMaster 2022 Youth International Exhibition Game	The champion and runner-up teams of the RoboMaster 2021 Youth Tournament (Hong Kong) will participate in the international game to compete with contestants from other countries.	Hybrid
20-30 Jan 2022	Global Game Jam 2022 Hong Kong	Participants will work collaboratively with developers around the globe to create a game around a central theme within 48 hours.	Hybrid