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Smart People Award
智慧市民獎

Background
背景

The Hong Kong ICT Awards aims at recognising and promoting outstanding information and communications technology (ICT) inventions and applications, thereby encouraging innovation and excellence among Hong Kong's ICT talents and enterprises in their constant pursuit of creative and better solutions to meet business and social needs.

The Hong Kong ICT Awards was established in 2006 with the collaborative efforts of the industry, academia and the Government. Steered by the Office of the Government Chief Information Officer, and organised by Hong Kong ICT industry associations and professional bodies, the Awards aims at building a locally espoused and internationally acclaimed brand of ICT awards.

There are eight categories under the Hong Kong ICT Awards 2019. 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.

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政府資訊科技總監辦公室策動，並由香港業界組織及專業團體主辦，目的是為香港建立一個廣受香港社會愛戴、並獲國際認同的資訊及通訊科技專業獎項。

2019香港資訊及通訊科技獎設有八個類別的獎項。每個類別均設有一個大獎，而最終評審委員會從所有大獎中甄選出「全年大獎」。

Objective
目的

Hong Kong ICT Awards 2019: Smart People Award is established to recognise innovative development of ICT products / solutions or ICT-enabled services with the following objectives:

1. To promote the rights of the disadvantaged groups to participate and contribute to the development of information society

2. To recognise the ICT innovations that address the challenges facing the ageing society

3. To encourage ICT in education for all people, safeguard their rights to education and no one will being marginalised

「2019香港資訊及通訊科技獎：智慧市民獎」旨在表揚社會各界致力發展創新資訊科技產品，並投入資訊科技於服務中，目的如下：

1. 推動弱勢社群參與及促進資訊科技社會發展的權利

2. 表揚各資訊科技創新項目，以回應老齡化社會面臨的挑戰

3. 推動資訊科技在教育的應用，讓所有年齡、社經背景的人，均能接受教育以及免被邊緣化

HKCSS 社聯

Mr. CHUA Hoi-wai
Chief Executive
The Hong Kong Council of Social Service

蔡海偉 先生
行政總裁
香港社會服務聯會

Innovation and technology provides new opportunities for improving people's quality of life in different domains such as social services, employment, education, economy and mass communication. Yet,many disadvantaged groups do not have the privilege to fully benefit from the applications of ICT.

Over the years, The Hong Kong Council of Social Service (HKCSS) has worked closely with different sectors to promote digital inclusion. Various activities, exhibitions and services were designed and developed for disadvantaged groups and to promote positive and healthy use of ICT.

This year, we are honoured to be the organiser of the Smart People Award again. In addition to "Smart Inclusion" and "Smart Ageing", we added a new stream of "Smart Education and Learning", to promote the use of ICT in education, in order to facilitate and encourage the learning of students with different abilities, and to achieve the goal of education for all. We are impressed by a large number of entries, showcasing many tailor-made solutions and applications. And we are excited to see the infinite potential of these entries.

I take this opportunity to thank all the entrants for embracing ICT for all and supporting digital inclusion, and congratulate all winners on their success. We share the same mission in promoting the use of ICT in the community and together we will build a just and caring information society.

創新科技在社會服務、就業、教育、經濟、大眾傳播等不同領域改善市民的生活。與此同時，社會上仍有很多弱勢社群未能享受資訊科技所帶來的裨益。

多年來，香港社會服務聯會（社聯）一直與許多不同界別緊密合作，推動數碼共融。透過舉辦不同的活動、展覽及服務，推動弱勢社群善用資訊科技，並宣揚正確及健康使用資訊科技的訊息。

今年我們很榮幸得以再次籌辦「智慧市民獎」，除了智慧共融及智慧樂齡組別外，本年度更新增了智慧教育及學習組別，以推動資訊科技在教育的應用，讓所有年齡、社經背景及不同能力的人士，均能接受教育，學習不同知識及技能。眾多的參賽項目所展示的方案都因應市民不同的需要度身訂造，而且目標明確，令人讚嘆。我們期待這些參賽項目為未來帶來無窮無盡的改變。

我謹感謝各參賽者在推動數碼共融的貢獻，並恭賀各組別的得獎者。我期待與各位繼續合作，透過使用資訊及通訊科技，攜手建立一個公平及關愛的共融社會。

HONG KONG
ICT AWARDS
2019 香港資訊及
通訊科技獎

Mrs. Agnes MAK, MH, JP
Executive Director
iPrinciple Ltd.

麥鄧碧儀女士，MH，JP
執行董事
iPrinciple Ltd.

My sincere congratulations on the success of all winners of Hong Kong ICT Awards 2019: Smart People Award.

Having been involved in the Hong Kong ICT Awards for over a decade, I feel much motivated and inspired again by the innovative development of the ICT products and services presented. The entrants this year have all clearly demonstrated their solid experiences with the needs and challenges faced by the target groups and the public; through the commitment in producing innovative solutions and applications in fostering better living.

On behalf of the Judging Panel, I would like to express my sincere gratitude to all Judges and Assessors, without which Smart People Award would not have been such a success. I would also like to express my hearty appreciation to HKCSS and The HKICT Awards Secretariat Office. Their hard work had greatly contributed to the smooth running of the Award.

Let us hope that this year's awardees and entrants will continue to strive for excellence and work together to promote quality ICT products and services to benefit the community and globally-connected information world.

衷心恭賀所有2019香港資訊及通訊科技獎：智慧市民獎的各位得主！

雖然參與香港資訊及通訊科技獎評審工作超過十多年，今年參賽的創新資訊科技產品及服務再一次啟發了我。參賽隊伍顯現出他們對其服務對象和公眾的需求及所面對的挑戰充分了解，並透過創新的方案及應用，為他們創建一個更好的未來。

智慧市民獎得以成功，實有賴參與的評審及審核成員的鼎力支持，本人謹代表評審委員會向他們衷心致謝。我亦要向香港社會服務聯會和香港資訊及通訊科技獎秘書處致謝，全憑他們的努力，比賽才得以順利進行。

期望本屆得獎者及參賽隊伍繼續追求卓越，協力在社區推動優質資訊及通訊科技產品及服務，讓更多社區以至全球網絡相連的世界受益。

From Left 由左起:	Prof. WONG Yu-cheung; The Hon. Charles Peter MOK, JP; Ms. Christine FANG, JP; Prof. Nancy W.Y. LAW; Mrs. Agnes MAK, MH, JP; Dr. Edith MOK, MH; Ms. Irene LEUNG; Ms. Alice SO; Mr. Peter MOK
	黃於唱教授；莫乃光議員，JP；方敏生女士，JP；羅陸慧英教授；麥鄧碧儀女士，MH，JP；莫關雁卿博士，MH；梁佩瑤女士；蘇雅麗女士；莫偉軒先生
Chairperson 主席	Mrs. Agnes MAK, MH, JP Executive Director, iPrinciple Ltd. 麥鄧碧儀女士，MH，JP iPrinciple Ltd. 執行董事
Members 成員	Ms. Christine FANG, JP Chairperson, Senior Citizen Home Safety Association 方敏生女士，JP 長者安居協會 協會主席 Prof. Nancy W.Y. LAW Professor, Faculty of Education The University of Hong Kong 羅陸慧英教授 香港大學教育學院 教授

Smart People Award Judging Panel
智慧市民獎評審委員會

Members 成員	Ms. Irene LEUNG President, Hong Kong Social Workers Association 梁佩瑤女士 香港社會工作人員協會 會長

The Hon. Charles Peter MOK, JP
Legislative Councillor (Information Technology),
Legislative Council of the HKSAR
莫乃光議員，JP
香港特別行政區立法會 立法會議員（資訊科技界）

Dr. Edith MOK, MH
Vice Chairperson, Hong Kong Society for Rehabilitation
莫關雁卿博士，MH
香港復康會 副主席

Mr. Peter MOK
Head of Incubation Programme,
Hong Kong Science & Technology Parks Corporation
莫偉軒先生
香港科技園公司 科技創業培育計劃主管

Ms. Alice SO
Head of Entrepreneurship,
Hong Kong Cyberport Management Company Ltd.
蘇雅麗女士
香港數碼港管理有限公司 創業家組創業家主管

Prof. WONG Yu-cheung
Associate Professor, Department of Social Work,
The Chinese University of Hong Kong
黃於唱教授
香港中文大學 社會工作學系副教授

Smart People Grand Award
and Smart People (Smart Education and Learning) Gold Award
智慧市民大獎
及 智慧市民(智慧教育及學習)金獎

iCare Edutainment Ltd. 智研德育有限公司
iCare Creator
「與別不同」遊戲工作室
www.icare.world

"iCare Creator" is a training programme that helps socially vulnerable groups to get involved in the IT industry. By offering training in their long-term career planning, iCare guides Special Education Needs (SEN) families to create educational moral games and animation, and promotes positive values among the SEN community and the society. iCare also provides job opportunities under social enterprise.

"iCare Creator" training programme introduced the business model of professional gaming companies. According to each individual's diversified talents, iCare offers them corresponding career training in gaming jobs such as Game Project Design, Information Research, Marketing and

「iCare Creator」是推動弱勢社群投身資訊科技行列的培育計劃;透過「職涯規劃」培育方式,引導SEN學童家庭創作益智教育遊戲及動畫,並且傳遞積極正面價值觀,進而於iCare社會企業內提供工作實習崗位。

在「iCare Creator」培育計劃的過程中,特意引入專業遊戲公司的運作模式,按著SEN年青人的才華與天賦,因才施教,個別地培訓他們擔任遊戲策劃、資料搜集、宣傳營運、美術設計及動畫製作等多個既獨立又密不可分的遊戲公司工作崗位,並且技巧地引導特殊學障員工們理解分工合作及團隊精

Promotion, Art Design and Animation. These independent jobs in gaming companies are closely connected with each other as well. Besides, iCare skillfully instills in them the importance of group task distribution and teamwork. Leaders from over 20 gaming companies in Hong Kong participate in the programme. They act as volunteers, mentors and guest speakers who share experience with the programme.

iCare Edutainment Games Series is co-designed and co-created by the joint efforts of a group of SEN youth. This series of smart phone apps has been created with the purpose of enjoying the fun of learning and the quality time accompanied by parents. Over the past year, iCare has created more than 400 Moral Games with 3.5+ million downloads in 176 countries.

神的重要性。香港遊戲行業內有二十多家公司的負責人身體力行一起參與本項目，協助擔任企業義工、導師及分享嘉賓。

「iCare親子德育及功能遊戲系列」由有特殊學習障礙的一群年青人共同策劃及合力以隊工模式一起製作，此系列智能手機App的製作，均以父母有質有效有溫度地陪伴子女一起寓教於樂為主要目的；過去一年多以來，已經製作了超過400個德育益智家庭類App及互動功能遊戲，下載量亦已超過350萬次，遍及世界各地176個中外國家。

Comments from Judging Panel
評審委員會評語

This programme is driven by a pair of very passionate, highly experienced and tech-savvy couple. By means of simple technology tailor-made for the disadvantaged group, it helps their long-term career planning. This programme has significant value, not only for providing assistance to the SEN students and parents, but also in strengthening the self-development of the students.

此項目憑著創辦人夫婦的熱誠及豐富經驗，透過資訊科技幫助弱勢社群建立謀生技能。項目具有顯著的價值，不僅為SEN學童和家長提供協助，同時亦增強了SEN學童自我發展的能力。

Smart People (Smart Education and Learning) Bronze Award
智慧市民(智慧教育及學習)銅獎

HKC Technology Ltd.
香港通訊科技有限公司
Smart Library
www.hkctech.com.hk

HKC Smart Library solution demonstrates is an end-to-end smart service that does not have time and place restrictions, from borrowing books to returning books. It is included the HKC RFID automation system, artificial intelligence book recommender, librarian robot "Jiajia" and smart library kiosk.

HKC Library RFID Automation System LIBRA, integrates RFID technologies with web-based applications to produce an efficient, ideal and self-service library environment. This system benefits both users and librarians resulting in more updated inventory information, reduced labour costs, higher productivity and an enhanced level of customer service.
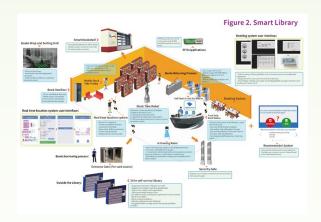
Launching the rapid development of Smart Library 4.0, HKC has developed the artificial intelligence inventory robot "Jiajia". It has a preset auto-navigation and charging system that automates the cumbersome book counting process. It automatically scans 35,000 books per hour, with an accuracy rate of 99%. At present, when you are looking for a book in the library, you need to take the code number and go to the bookshelf on the floor where the collection is located, or ask a librarian for help. If the book is placed on the wrong shelf, the whole process of finding the book will be far more time consuming. The robotic automatic navigation (SLAM) technology not only helps in inventory inspection, but allows the robot to assist and guide the reader to find the location of the required books.

HKC AI book recommenders is using Collaborative Filtering. Based on users preferences, the system will recommend books to users proactively.

Finally, the smart library kiosk breaks the traditional book lending system as part of the continuous development trend of modern libraries. It does this by providing a 24-hour smart library service without borrowing time limit and provides a more convenient self-service book borrowing experience for citizens in any region.

Figure 2. Smart Library

香港通訊智能圖書館解決方案是一個沒有時間及地點限制，從借閱書到歸還書的端到端智能服務。當中包括香港通訊圖書館RFID自動化系統，人工智能書籍推薦器，圖書館機器人「佳佳」和智能圖書站。

香港通訊圖書館RFID自動化系統LIBRA將RFID技術與基於網絡的應用程序集成在一起，以產生高效，理想和自助的圖書館環境。該系統使用戶和圖書館員都受益，從而產生更新的庫存信息，降低勞動力成本，提高生產率並提高客戶服務水平。

踏入智能圖書館4.0的迅速發展年代，香港通訊公司研發了人工智能盤點機械人「佳佳」。它擁有預設的自動導航及充電系統讓以往煩覆的圖書盤點程序變得自動化。它可於一小時內自動掃描三萬五千本書籍，準確率達99％。現時於圖書館尋找書本時需要拿下索書號，並根據索書號碼前往館藏所在樓層的書架尋找，或是找圖書館員幫忙，如果書本放了在錯誤的貨架上，找書的整個過程更費時。所以盤點機械人的自動導航(SLAM) 技術不僅有助於庫存檢查，機械人還可協助及指導讀者找到所需書籍的存放位置。

人工智能書籍推薦器透過隨機森林技術分析用戶的閱讀喜好，系統將根據用戶偏好推薦圖書，並主動向用戶推薦圖書。

最後智能圖書站打破傳統文獻服務模式是現代圖書館的持續發展趨勢，提供24小時的智能圖書站能打破借閱時間限制，給予任何地區的市民提供更方便的自助借書體驗。

Comments from Judging Panel
評審委員會評語

This system demonstrates the innovative use of well developed technology, which helps to promote reading atmosphere in culture community, encourage people to read.

此項目展示了成熟科技的創新運用，對推動社區閱讀風氣，提升社會人士閱讀興趣和動機。

Smart People (Smart Education and Learning) Bronze Award
智慧市民(智慧教育及學習)銅獎

Hong Kong Research Center on Child Learning / Pendo Technology Ltd.
香港兒童讀寫學習研究協會 / 磐度科技有限公司

Smart Handwriting Analysis & Recognition Platform (SHARP)
兒童讀寫障礙識別評估系統
www.hkrccl.org

SHARP provides speedy and group screening assessment on child's handwriting abilities. It is co-developed with the Department of Rehabilitation Science, The Hong Kong Polytechnic University and the Department of Computer Science, The City University of Hong Kong, supported by HKSAR Information & Technology Funding (ITF). SHARP invention applies latest technologies on AI, Big Data, Deep Learning, as well as a Digital Tablet. By capturing child's handwriting ink data on speed, acceleration, coordination, tilt angle, pen stroke, pressure level, on-air stroke and time, etc., analysing with big data by normal distribution and standard deviation, SHARP will produce a full report with parameters determining the symptoms of the child's handwriting abilities and disorders, as well as characteristics related to special education needs (SEN – Attention Disorder, Visual Perception, Fine Motor). Per latest research, there are 12-15% of primary students having dyslexia and different levels of handwriting difficulties, Primary 1-3 is the golden period of discovering and offering supports. The objective of SHARP is to provide an in-school, accurate and scientific analysis to assist teachers on broad screening, assist professionals (OT/EP) on analysing and designing suitable learning method to each SEN child.

SHARP提供快速及群體評估學童的讀寫能力。跟香港理工大學康復治療科學系及香港城市大學電腦科學系合作研發,並獲香港政府創新科技基金支持。結合人工智能,大數據,深度學習及數位墨水技術,透過手寫筆跡數據,如速度,加速,座標,角度,筆順,壓力,空中軌跡及時間,跟大數據常態分佈及標準差進行分析,提供全面的報告,分析小孩的讀寫能力及困難等級,讀寫障礙及特殊學習需要的相關特徵(專注力不足,視覺感知,大小肌肉協調等)。據研究報告,目前有12-15%的小學生患有不同程度的讀寫困難,小一至小三為發掘及支援的黃金期。SHARP研發目的是提供一套校本,準確及科學化的識別工具,協助老師作快速群體甄別,職業治療師及教育心理學家分析及設計適效的教育方向,給有需要的學童。

Comments from Judging Panel
評審委員會評語

The application offers a user-friendly and cost effective tool in speedy facilitating the screening of assessment on child's handwriting abilities.

此評估系統提供了一個易於使用且經濟實惠的有效方法,快速地協助老師識別懷疑有讀寫障礙的學童,以便作進一步評估和跟進。

Smart People (Smart Education and Learning)
Certificate of Merit
智慧市民(智慧教育及學習)優異證書

Cherrypicks Ltd. 創奇思有限公司

Coding Galaxy
銀河編程師
www.cherrypicks.com

Coding Galaxy is an all-in-one teaching and learning solution and e-learning platform with comprehensive teaching materials. It aims to develop students with a computational thinking mindset, an essential ability in the 21st century. Through two years of development, Coding Galaxy is the culmination of results from research in a diversity of areas, including learning behaviour, teaching environment, pedagogy, technological development trend and more.

Cherrypicks have created a unique teaching and learning solution for computational thinking education with learning technology, and provide a comprehensive online and offline solution, including digital teaching plans, unplugged activities and teaching materials, integrating with artificial intelligence (AI) to analyse student performance and facilitating teachers in effectively improving their students' problem-solving ability and 4C skills (collaboration, communication, creativity, and critical thinking) to prepare them as "smart" citizens.

Numerous schools and institutions in Hong Kong have used Coding Galaxy to teach computational thinking and programming concepts. In addition to Hong Kong, the product has been localised and deployed in many regions globally such as, China, the USA, Australia, Thailand, South Korea, and the UK.

銀河編程師(Coding Galaxy)是擁有完整教學配套的教學方案及電子學習平台，旨在培育學生掌握廿一世紀的必備技能— 計算思維。歷時兩年的開發，Coding Galaxy結集學習行為、教學環境、教學法、科技發展趨勢等眾多研究結果而成。

創奇思運用學習科技(Learning Technology)開創獨一無二的計算思維教學方案，完整的線上線下方案內容包括電子教學課程、不插電學習活動及教學工具，並結合AI技術分析學生的計算思維能力，助教師有效地提升學生的4C—批判性思維(collaboration)、溝通(communication)、創意(creativity)及協作(critical thinking)—與ICT技能，培育學生成為智慧公民。

眾多香港學校及機構已採用Coding Galaxy進行計算思維及編程概念教學。產品亦已落戶中國、美國、澳洲、泰國、韓國、英國等地，惠及全球各地的學生用戶。

Comments from Judging Panel
評審委員會評語

The application combines interesting coding mobile learning App with unplugged activities, teaching materials and learning analytics and management system for primary students and teachers.

此應用結合手機學習程式、桌上遊戲、老師教材及智能學習分析系統，為小學生及教師提供一個有趣而全面的編程學習體驗。

Smart People (Smart Education and Learning)
Certificate of Merit
智慧市民(智慧教育及學習)優異證書

Labwork Technology Ltd.

Labwork (Remote Laboratory)
Labwork 遙距實驗室
www.labwork.com.hk

Labwork adopts MCU, IoT and 3D printing technologies to create a centralised repository of science experiments for Hong Kong DSE syllabus, named remote laboratory. Remote laboratory allows students to remotely control laboratory equipment outside school via the internet. No extra programme is required for users to install, an ordinary web browser is enough to access the platform. School joining the platform can access the experimental equipment we developed in 24/7.

As a research spin-off of PolyU, Labwork shows professional expertise in STEM education. Remote laboratory was awarded the "Asia Gold Award" in the Wharton-QS Stars Reimagine Education 2016 Competition, organised by the Wharton School at the University of Pennsylvania. The platform was also financially supported by QEF and PolyU. Labwork were featured in different media, such as HKET, TOPick etc.

SEN students, especially students with physical or mobility disabilities, could now perform different science experiments in remote laboratory without physical and time-space limitation. Originally, they are not able to interact with different apparatus due to their physical limitation, but they are able to use computer. With remote laboratory, they can now interact with remotely accessible apparatus and perform real experiments by their controls.

Labwork採用微控制器、物聯網和3D打印技術為香港DSE課程創建集中的科學實驗平台,名為遙距實驗室。遙距實驗室允許學生通過互聯網遙距控制校外實驗設備,用戶無需額外安裝程式,利用瀏覽器已可登入實驗平台。

遙距實驗室為香港理工大學的研究衍生成果,亦充分展示其對STEM教育的專業肯定。遙距實驗平台在賓夕法尼亞大學禾頓商學院舉辦的禾頓商學院QS星級創新教育2016大賽中獲得「亞洲金獎」,並能使學生能夠隨時隨地進行實驗。平台除曾得到QEF及理大財政支持,亦有不同媒體報道,如經濟日報、TOPick等。

SEN學生(身體或行動障礙)能夠使用電腦,但因身體限制而無法使用儀器進行實驗,而通過遙距實驗室,他們可以遙距控制儀器,進行真實實驗。

Comments from Judging Panel
評審委員會評語

The application makes use of MCU, IoT& 3D printing. Bring science to experiments students through internet to tackle the cost & safely issue of a real experiments. It brings positive improvement in teaching and learning of science education.

透過採用微控制器,物聯網及3D打印技術的互動應用,創建遙距實驗室平台,減省真實實驗的成本及安全問題。使實驗科學更普及化。

Smart People (Smart Ageing) Bronze Award
智慧市民(智慧樂齡)銅獎

Motive Force Technology Ltd.
原動力科技有限公司

SilverMOVE: VR Physical Training for
Healthy Aging and Rehabilitation
SilverMOVE

www.motivef.com

SilverMOVE, a user-friendly VR sport training system, improves preventive exercising or rehabilitation training for elderly and disabled with gamified experience. It comes with wireless, attachable and cost effective motion sensor, SilverMOVE Hub, which is compatible with diversified equipment, so that traditional sport equipment can be upgraded at ease.

- SilverMOVE focuses on elderly's needs on healthy ageing and disabled's needs on rehabilitation training. To cater the practical needs of slow motion tracking, SilverMOVE sensor hub is specially developed with high sensitivity, making it suitable for a wide range of moving speed. Without noticeable delay, users are able to enjoy VR game upon real time motion.

- SilverMOVE Platform connects sensor hub and VR content pool. Real time data transferred from sensor hub to VR 3D game motion in any visual equipment.

- Diversified 3D VR scenes with colorful and interesting 3D game elements enhance exercise with fun. VR content pool will be updated constantly in order to provide endless fun for users.

SilverMOVE是一款操作簡易的虛擬現實運動訓練系統，採用無線、可黏貼、經濟實惠的動作感應器，適用於各種器材，將傳統運動器材的升級程序輕便化，運動過程遊戲化，令長者的健身運動和殘障人士的康復運動更有樂趣。

- 動作感應器注重長者對樂齡運動和殘障群體對復康治療訓練的需求，為運動緩慢的用家設計的低延遲感的動作感應器，令用家體驗實時VR遊戲的樂趣。

- 虛擬現實互動軟件平台連接動作感應器與遊戲內容庫，實時接收動作感應器的運動數據，將數據轉化為運動場景內的動作畫面，達到運動動作無延遲、直接控制3D虛擬遊戲內容的效果。

- 不斷更新的遊戲內容庫為玩家提供多元化的3D虛擬現實場景，場景內包含多彩的遊戲元素，提升用家運動的趣味性。

Comments from Judging Panel
評審委員會評語

The product offers a user-friendly and cost-effective solution for the healthy ageing application, affordable and can be used on existing sports equipment for home use and also for elderly centre use.

此產品透過簡易使用的方式促進和增強長者運動的興趣，而且可以配合現有的運動器材使用，經濟實惠，適合個人家庭或長者中心等設施使用。

Smart People (Smart Inclusion) Silver Award
智慧市民(智慧共融)銀獎

Tung Wah Group of Hospitals 東華三院
V Power for Rehabilitation
復康V力量
www.tungwah.org.hk

In view of the physical limitations of people with disabilities (PWDs) and elders, the heavy manpower for the service and the environmental condition, it is a challenge for service providers to enhance their life experiences and rehab trainings.

Application of Virtual Reality with evident-based becomes an option despite the bad weather, the physical constraints of the users. Regular and frequent trainings can be provided with lower risk and more participants at a time. Users can also experience the never-experienced, like being a pilot, polar destination travel.

Adopting the VirCube software platform, we have designed tailor-made controllers with respect to the specific needs of users. Programmes for physical, cognitive, emotion, community living skills training are also developed. We aims to enhance the quality of life of PWDs, to strengthen the training and treatment effectiveness, and to promote social inclusion and the development of rehab technology.

Since May 2018, about 3000 people have participated in the project. About 90% participants enjoyed the programmes, 50% participants indicated improvement in understanding and sensory functions.

Integration of rehab technology and STEM in education is a trend. Through interaction between students and PWDs, better understanding about the needs of PWDs would enhance smart social inclusion, and would also facilitate the popularity of VR programme development at lower cost.

復康服務機構面對殘疾人士、長者身體上的限制,需要較多人力的照護,加上人手緊張及環境狀況,要提升殘疾人士的生活趣味、訓練效能實在是一大挑戰。

有實證支持的虛擬實境應用方案能提供穩定的訓練次數,職員可同時讓多名參加者於安全的環境下參與訓練,讓參加者突破身體及物理環境限制,體驗生活中的不可能。

計劃以沉浸式虛擬現實體驗平台、配合度身訂造的遊戲控制器、製作包括肌能、認知、情緒、社區生活技能等遊戲內容,務求提升殘疾人士的生活體驗、加強復康訓練及治療效果,推廣社會共融及復康科技的發展。

自2018年5月至今約有3000名人次使用,90%參加者參與活動時表現開心、50%於理解及感知能力方面有改善。

STEM課程及復康科技的發展已經是社會趨勢。透過讓學生與殘疾人士相互溝通了解,不但啟發學生為殘疾人士設計合適的虛擬實境體驗內容,亦能讓大眾明白殘疾人士日常需要,減少誤解,促進社會共融。

Comments from Judging Panel
評審委員會評語

This rehabilitation service demonstrates the innovative use of immersive VR system with a wide-range of beneficiaries. Multi-users can participate in the training at any time regardless of weather, manpower for a better training effect

此復康服務以創新方式運用沉浸式虛擬現實體驗平台,令不同群體受惠。多位用家可在不受環境及人手影響下同時參與訓練,以達到更佳的復康效果。

Smart People (Smart Inclusion)
Certificate of Merit
智慧市民(智慧共融)優異證書

Collaction Company Ltd.
Collaction
www.collaction.hk

Collaction is a crowdsourcing platform for social innovation projects and hosting online Hackathon. It is an integrated project management system, with a focus on community - it is designed to host projects as well as to design solutions via public engagement. Transparency is our core value - all the data, processes and discussion of a project are accessible to the public, such that everyone in the community has the equal right to participate and engage in the process.

On their platform, Collaction also actively collaborates with different stakeholders to organise hackathons, a popular event among western IT industries to crowdsource talents and solutions. The hosting cost can be significantly reduced with their online project management service. It develops a new social innovation process which is more simplified and accessible to the public. The hackathons aim to empower civic engagement, particularly targeting teenagers and young adults, in solving social issues.

Collaction是專為社會創新人仕而設的群眾外包 (Crowdsourcing)網絡協作平台以及線上 hackathon管理工具。Collaction提供項目提案系統，公開透明地把群眾對於各個社會議題的建議及想法顯示出來，促進跨界別、跨地域的群眾投入參與協作。

同時，平台參考科技界盛行的Hackathon比賽模式，與政商界合辦多種領域的提案活動。 Collaction提供的一站式提案管理服務，大大降低籌辦成本，令發起及參與社會創新項目變得簡化和輕易。Collaction 目標推動不同階層、不同背景的群眾，特別是年輕人就著社會議題提出更具創意的解決方法。

Comments from Judging Panel
評審委員會評語

This platform serves a good social purpose by a passionate group. It brings great social benefits to the community while having a simple project management system.

此項目由一個充滿熱誠的團隊為社區建立了一個良好的網絡協作平台。它提供了簡易項目管理工具之同時，亦為社區帶來相當大的社會效益。

Introduction of Leading Organiser
籌辦機構簡介

The Hong Kong Council of Social Service is a federation of non-government social service agencies of Hong Kong. We were established in 1947 with the aim to plan and coordinate large scale relief works and social welfare after the Second World War. In 1951, we became a statutory body under the ordinance, chapter 1057.

The Council has since become an essential partner of the Hong Kong Government in social welfare and development. Today we represent more than 470 Agency Members, providing quality social welfare service through their 3,000 operating units in Hong Kong.

香港社會服務聯會〔簡稱社聯〕是一個代表非政府社會服務機構的聯會組織。社聯的成立源於第二次世界大戰結束後。當時香港社會需要大量大規模的救濟工作，社聯於是在1947年成立，負責統籌及策劃日趨多元化的各種救濟和福利服務並於1951年根據香港法例1057章正式成為法定團體。

戰後香港發展一日千里而社會福利服務亦成為政府發展的焦點之一。社聯一直緊守崗位，於七十年代開始成為政府發展社會福利的重要夥伴至今。目前，社聯有超過四百七十間機構會員，它們透過屬下三千多個服務單位，為本港市民提供優質社會福利服務。

Enquiry
查詢

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Acknowledgement
鳴謝

Organising Committee 籌辦委員會

Names are listed in alphabetical order by surname 以英文姓氏排序

Chairman	Dr. John FUNG 馮一柱博士	The Hong Kong Council of Social Service 香港社會服務聯會
Members	Mr. Francis FONG 方保僑先生	The Hong Kong Information Technology Federation 香港資訊科技商會
	Prof. WONG Yu-cheung 黃於唱教授	The Chinese University of Hong Kong 香港中文大學

Acknowledgement
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Panel of Judges 評審委員會

Smart Education & Learning 智慧教育及學習

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	Mr. Raymond WONG 黃廣威先生	Lam Tai Fai College (till Aug 2018) 林大輝中學 (至2018年8月)
	Mr. Christopher YU, MH 余榮輝先生，MH	The Hong Kong Institute of Family Education 香港家庭教育學院

Smart Inclusion 智慧共融

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	Mr. Robert WONG Yao-wing 黃祐榮先生	The Samaritan Befrienders Hong Kong 香港撒瑪利亞防止自殺會

Smart Ageing 智慧樂齡

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	Dr. Vivian LOU 樓瑋群博士	Sau Po Centre on Ageing, The University of Hong Kong 香港大學秀圃老年研究中心
	Mr. NG Ting-shan 伍庭山先生	Care for the Elderly Association Ltd. 敬老護老愛心會有限公司
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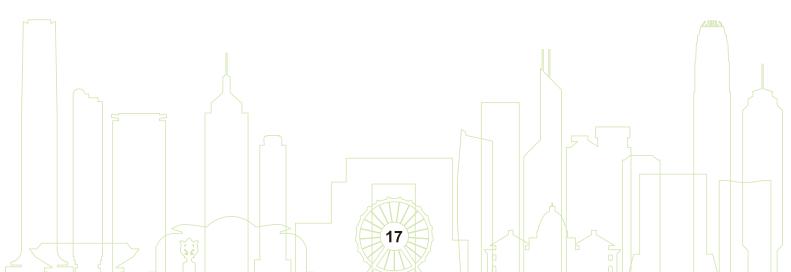通天地
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