For Immediate Release
Press release

‘AI in Education Forum Series & Showcase: eLAFP Deliverables & EdTech Solutions’ Kicks Off Today

Full Showcase of All 22 QEF-Funded eLAFP Deliverables Debuts
More Than 60 EdTech Solutions Spotlight AI-Enhanced Teaching and Learning

5 Feb 2026, Hong Kong — Jointly organised by the Education Bureau of the HKSAR Government, Hong Kong Education City (EdCity) and the Hong Kong Productivity Council (HKPC), the ‘AI in Education Forum Series & Showcase: eLAFP Deliverables & EdTech Solutions’ commenced today at the HKPC Building in Kowloon Tong.

For the first time, the event unveils the entire collection of 22 project deliverables developed under the Quality Education Fund (QEF)-funded ‘e-Learning Ancillary Facilities Programme’ (eLAFP). Over the two days, the event brings together Principal Panels, thematic forums, and solution showcases, offering educators a forward-looking platform to explore how AI can be integrated into authentic teaching scenarios, and to collectively reimagine future learning experiences and pedagogical advancement.

The opening ceremony was graced by **Dr Jeff Sze Chun Fai, JP, Under Secretary for Education**; **Mr Armstrong Lee Hon Cheung, Chairman of Board of Directors of Hong Kong Education City**; and **Dr Lawrence Cheung Chi Chong, Chief Technology Officer of Hong Kong Productivity Council**, all of whom delivered remarks.

Dr Jeff Sze Chun Fai, JP, Under Secretary for Education, said, ‘The Education Bureau is proactively advancing initiatives in AI education. We collaborate with Hong Kong Education City, tertiary institutions, and relevant sectors to support school leaders and teachers in staying abreast of developments in innovative technology and digital education, and to promote the integration of AI into classroom teaching, so as to enhance learning and teaching effectiveness, and drive pedagogical innovation. The ‘AI in Education Forum Series & Showcase: eLAFP Deliverables & EdTech Solutions’ serves as a professional exchange platform, enabling teachers to better understand and apply AI technologies, making technology a powerful assistant in teaching. Meanwhile, through interaction and collaboration between the education sector and the technology industry, information and innovative technologies can be more effectively introduced into primary and secondary school teaching, nurturing a new generation of creative talents.’

Mr Armstrong Lee Hon Cheung, Chairman of Board of Directors of Hong Kong Education City, said, ‘As the ancient saying goes, “A craftsman must sharpen his tools to do his job well.” Through this event, EdCity hopes to broaden educators’ understanding of the wide range of EdTech solutions available in the market, helping them identify those that best address their unique school-based needs. When adopting technology, I encourage the education sector to prioritise appropriateness—should always come first—not necessarily choosing the latest or the most abundant, but what best enhances teaching and learning effectiveness.’

Dr Lawrence Cheung Chi Chong, Chief Technology Officer of Hong Kong Productivity Council said, ‘HKPC fully supports the HKSAR Government’s initiatives to promote digital education, fostering Hong Kong's education to embrace the opportunities of the AI era. To complement the Education Bureau's AI for Empowering Learning and Teaching Funding Programme and to provide greater support for teachers' professional development, HKPC Academy has specially established the EdTech Hub, a technology education centre that supports

the development of digital education by providing AI tools and student training. We will continue to support the education sector in promoting the application of technology in teaching and learning, injecting more innovation into Hong Kong's education system and strengthening the pool of talent in innovation and technology.'

Educators Forward-looking Dialogue: Shaping Learning and Teaching in the AI Era

The Principal Panel, themed 'The Emergence and Exploration of Educational Innovation' and 'Achieve More with Less: AI Integration Strategies for Hong Kong Schools', invited a number of primary and secondary school principals and education leaders to share how principals, as navigators of their schools, formulate strategies for developing digital education based on school-based needs, as well as the practical applications, challenges and opportunities of integrating AI into teaching. The panel also exchanged views on school-based strategies for promoting teacher professional development, classroom design and learning assessment. The concurrent 'EdTech Solutions Showcase" features over 60 innovative solutions covering intelligent assessment, learning management and personalisation, language learning, special education and STEAM. Participants can experience the tools and teaching scenarios on-site, evaluate their alignment with school-based goals, and formulate implementable and scalable strategies.

eLAFP Deliverables Debut: Unlocking New Teaching Possibilities

The exhibition zone marks the debut of all 22 eLAFP project deliverables (see Appendix I) for the first time. Highlights include: 'SWEETIE', an engineering design learning platform developed by the Department of Curriculum and Instruction, The Education University of Hong Kong, offers a design-oriented STEM curriculum for primary and secondary students to progressively nurture their creativity. 'Lambda Math', a secondary school mathematics learning platform developed by the Department of Mathematics, The Chinese University of Hong Kong, leverages AI and data analytics to help teachers plan their teaching more effectively and support students in self-directed learning to improve their academic performance.

To address the practical needs of schools at different stages, the event also features 'eLAFP One-on-one Consultation Clinics'. The education technology team from HKPC Academy will analyse school-based needs for educators, select the most suitable solutions from the 22 projects, and provides professional advice on the 'AI for Empowering Learning and Teaching Funding Programme' to help schools. This will enable long-term planning of sustainable AI education development roadmaps.

The event features over 60 forums, seminars, workshops, and demonstration lessons focusing on teaching practice and experience sharing, including Teachers' Practical Sharing Sessions, AI-Enabled Teaching Assessment Workshops, as well as seminars on animation, coding, cognitive tools and artificial intelligence. The activities aim to share real-life cases and successful experiences of integrating e-learning tools into the classroom, helping educators transform innovative technologies into replicable and sustainable teaching strategies.

The EDB and EdCity look forward to strengthening the collaboration between schools and EdTech industry through this event, accelerating cross-sector partnerships and smart teaching practices, and expedite the digital transformation of Hong Kong's education sector.

Learn more about the event: edcity.hk/AIED

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About Hong Kong Education City (EdCity)

Hong Kong Education City (EdCity) is a wholly-owned company of the HKSAR Government committed to advancing education through technology. Its platform, EdCity.hk, offers integrated information, resources, professional communities, and online services to support teaching and learning. As of August 2025, EdCity has over 730,000 teacher and student members, with active school users across 975 schools, covering approximately 85% of schools in Hong Kong. Serving as a 'super connector,' EdCity links the education, innovation, and industry sectors to drive digital transformation and enhance teaching and learning through innovative technologies, collectively shaping a future-ready digital education ecosystem.

Media Contact and Enquiries

Natalie Chan
Hong Kong Education City
Tel: (852) 2624 1008
Email: natalie.yschan@hkecl.net

Louis Wong
LeadAll Consulting Limited
Tel: (852) 3520 2223
Email: louis.wong@leadallconsulting.com

Notes to editors:

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Image serial number	Image description
01	The Opening Ceremony was held this afternoon. **Dr Jeff Sze Chun Fai, JP, Under Secretary for Education** (third from right); **Mr Armstrong Lee Hon Cheung, Chairman of Board of Directors of Hong Kong Education City** (second from left); and **Dr Lawrence Cheung Chi Chong, Chief Technology Officer of Hong Kong Productivity Council** (second from right) attended and delivered speeches, together with **Dr Gloria Chan Pik Wa, Deputy Secretary for Education (5)** (third from left), **Dr Tenny Lam Fung, Executive Director of Hong Kong Education City** (first from left)**;** and **Ms Karen Fung, Chief Marketing Officer and General Manager, InnoPreneur and FutureSkills of HKPC** (first from right), officially launched the event.
02	The officiating guests and representatives of strategic partners took a group photograph.
03	**Dr Jeff Sze Chun Fai, JP, Under Secretary for Education** officiated at the 'AI in Education Forum Series & Showcase: eLAFP Deliverables & EdTech Solutions' and expressed in his speech the hope that the education sector will integrate information and innovative technologies to drive pedagogical innovation and nurture creative talents for the new era.
04	**Mr Armstrong Lee Hon Cheung, Chairman of Board of Directors of Hong Kong Education City** encouraged the education sector to prioritise school-based needs in the process of applying EdTech and make the best use of resources.
05	**Dr Lawrence Cheung Chi Chong, Chief Technology Officer of Hong Kong Productivity Council** said, HKPC fully supports the HKSAR Government's initiatives to promote digital education, fostering Hong Kong's education to

	embrace the opportunities of the AI era.
06	The distinguished guests and all attendees posed for a group photograph.
07	The event marks the debut of all 22 project deliverables under the Quality Education Fund (QEF)-funded 'e-Learning Ancillary Facilities Programme' (eLAFP).
08	Principal Panel (I), themed 'The Emergence and Exploration of Educational Innovation', was moderated by Ms Rita Pang, Founder of Hong Kong Innovative Education Assication (pending). Guest speakers include (from left to right): Ms Lee Yi Ying, Principal of Kowloon True Light School, Mr Kam Wai Ming, Principal of HKSKH Bishop Hall Secondary School, Mr Jimmy Lam Chi Wai, Principal, Buddhist Yip Kei Nam Memorial College, Ms Ng Hiu Ling, Principal, Lingnan University Alumni Association (Hong Kong) Primary School, Mr Chu Tsz Wing, Director of St. Hilary's School Development (Kindergarten, Primary & Secondary) and Chief Headmaster of St. Hilary's Primary Schools.
09	Principal Panel (II), themed 'Achieve More with Less: AI Integration Strategies for Hong Kong Schools', was moderated by Ms Cherry Lee, Head of HKPC Academy (first from right). Part 1 guest speakers include: (from left to right) Mr Dennis Mok, Principal of HKMA David Li Kwok Po College; Mr Law Kam Yuen, Principal of Chi Lin Buddhist Primary School; and Mr Steven Hon, Principal of Kwok Tak Seng Catholic Secondary School.
10	Principal Panel (II) Part 2 guest speakers include: (from left to right) Mr Victor Wong, School Supervisor of Aoi Pui School; Mr Dion Chen, MH, Principal of Ying Wa College; and Ms Au Wai Shan, Vice Principal (Head of Primary Section) of Hon Wah College.
11	The event also features eLAFP One-on-one Consultation Clinics, where education technology professionals analyse school-based needs and help select

	the most suitable solutions from the 22 projects.
12	Introduction to the Quality Education Fund (QEF)-funded 'e-Learning Ancillary Facilities Programme' (eLAFP). A detailed briefing covering the programme's background, subscription eligibility, a demonstration, and important considerations.
13	The 'EdTech Solutions Showcase' features over 60 innovative solutions covering intelligent assessment, learning management and personalisation, language learning, special education and STEAM.

Appendix 1

"Quality Education Fund e-Learning Ancillary Facilities Programme" (eLAFP)

Service Operator	Project Name	Company Profile
Chinese Young Men's Christian Association of Hong Kong	MyAIBuddy Metaverse English Learning World – AI Companion Robot and Virtual Environment to foster Students' English Speaking Skills	Utilizes Generative AI chatbot technology combined with an English learning platform to help students communicate more in English. Uses AI speech assessment tools provided by ETS to check students' English-speaking performance (fluency, pronunciation, vocabulary, grammar, and tone) and provide instant feedback, allowing students more opportunities to use English.
Department of Curriculum and Instruction, The Education University of Hong Kong	SWEETIE Developing e-Content for Robotics Education: Using Learning Management System to Promote Blended Learning Model and Content Sharing	Sweetie innovates STEM learning by creating a blended learning model through a Learning Management System (LMS). By converting design-driven STEM activities into online courses, it addresses two key barriers in STEM education, i.e., teachers' limited confidence and catering learning diversity. The platform features systematic STEM curriculum structure, innovative 7-Step SWEETIE (Situation, Wondering, Envisioning, Exploration, Thinking-back, Innovation, Extension) teaching pedagogy, six-dimensionally expandable learning kits, flexible learning process, and efficient teacher training.
Department of Mathematics and Information Technology, The Education University of Hong Kong (Animation, Coding, Cognitive Tool as Pedagogies for Subject Learning, Self-Regulated Learning, and Computational Thinking	Animation, Coding, Cognitive Tool as Pedagogies for Subject Learning, Self-Regulated Learning, and Computational Thinking Development: Coding, Chinese Language, English Language, and	This QEF project aims to use, coding, as pedagogies in primary school curriculum, to strengthen primary students' computational and logical thinking, enhance learning interest and motivation in relevant subjects, and encourage the pursuit of technological innovation at various levels.

Development: Coding, Chinese Language, English Language, and Mathematics)	Mathematics	
Stanley Ho Big Data Decision Analytics Research Centre, The Chinese University of Hong Kong / SpeechX Limited	LingoTask: An AI-Powered English Teaching and Learning System	LingoTask Workshop, an AI-powered platform designed to support Hong Kong teachers and students in language learning. The system offers comprehensive features for reading, writing, listening, and speaking, with real-time assessment, high-precision handwriting recognition, and interactive speaking exercises. Importantly, it supports multiple marking schemes—including DSE, TSA, HKAT, and custom options—to streamline the grading process.
Xianggang Putonghua Yanxishe	QDCS Use innovative technology to make assessment paper interactive, collect learning data and generate analysis automatically	Organized by Xianggang Putonghua Yanxishe and OKA, funded by QEF, QDCS uses AI to make assessment paper interactive, quickly grade and collect learning data, generate analysis automatically. To help teachers accurately grasp student learning progress, improve teaching efficiency and student participation, and make teaching and learning easier and more effective (saving teachers at least 80% of assessment time). It can be used instantly both inside and outside the classroom by both primary and secondary school.
Yan Chai Hospital Board of Directors	A New Learning Era of Learning, Evaluation and Teaching	LATTE uses artificial intelligence and big data technology to provide diverse reading materials, text genres, question types, difficulty levels and past paper practice. Teachers can utilise automated grading and analytics tools to monitor student progress accurately, optimise the

		"learning, assessment, teaching" cycle and help students achieve better results in their examinations.
Centre for Information Technology in Education, Faculty of Education, The University of Hong Kong	Intelligent Design-Aware Learning analytics empowered 21C L&T System (IDEALS)	The project vision is to empower teachers in creating meaningful learning journeys for students, enhancing learning effectiveness and fostering 21st century skills. The IDEALS system provides guidance and feedback, leveraging the latest advancements in learning and AI technologies to support scalable curriculum and pedagogical innovation. The system also supports students in managing their e-learning and collecting feedback for self-directed learning. Our goals include promoting professional development in curriculum design for teachers, cultivating professional communities, advancing the application of learning analytics in teaching and learning, and supporting students in developing self-directed learning, digital literacy, and 21st century competencies through appropriate e-learning design and system support.
Ho Koon Nature Education cum Astronomical Centre (Sponsored by Sik Sik Yuen)	Geography E-learning Package about Climate Change, Version 2.0 (Education Kit for Climate Change)	"Geography E-learning Package about Climate Change, Version 2.0" is designed with the core mission of "Clarifying Climate Myths and Promoting Actionable Knowledge". This comprehensive resource not only features optimized data content and enriched educational resources but also integrates e-learning elements—including the "Climate Change VR" escape game, the digital board game "Draw and Guess: Climate Change", and a "Microclimate Field Study Data Collection System"—transforming abstract concepts into engaging, interactive experiences. Furthermore, through diverse activities such as the "DIY Automatic Weather Station" workshop, Weather Observation Competition, and teacher sharing sessions, the program successfully extends learning beyond the classroom, establishing an educational experience that seamlessly integrates knowledge with practice.
Department of Mathematics, The Chinese University of	The use of Algorithms and AI technologies to enable Adaptive	Lambda Math (Learning And Mastering By Dynamic Algorithms) is a secondary school mathematics learning platform developed by the Department of Mathematics of the Chinese University of Hong Kong. Through artificial

Hong Kong	learning in Mathematical Education (Lambda Math)	intelligence and data analysis, teachers can plan teaching more effectively, facilitate students' self-directed learning, and thus improve students' mathematics level and performance.
Sam Shui Natives Association School Fund Limited	Using Big Data to 「Teach precisely, Learn efficiently」to further Develop One-stop Learning Management System and e-Learning resources to cater for different learning needs	This project develops RainbowStar, an innovative one-stop e-learning platform specifically designed for students with special educational needs (SEN). Building on our extensive experience in special education technology, the platform integrates six core objectives: differentiated instruction, precision assessment, and personalized learning pathways. Key technological innovations include a big data analytics dashboard, interactive gamified English learning modules for dyslexia, and cloud-based collaborative tools. The platform offers 572+ updated e-textbooks, adaptive exercises, and remote learning features. Expected outcomes include enhanced teacher professional development, improved student autonomy, and inclusive education through our "Co-create, Share, Integrate" model. Unique advantages include our award-winning track record in SEN e-learning solutions and cross-sector partnerships with universities and tech firms.
Centre for Learning Sciences and Technologies (CLST), The Chinese University of Hong Kong	EduVenture® Self-directed Learning Resources Programme: General Studies (Humanities and Science) in Primary Education and Citizenship and Social Development in Secondary Education	EduVenture® Premium: The Complete AI Solution for Outdoor Field Studies Turn field trips into powerful learning experiences with Hong Kong's first AI-driven outdoor learning platform. Trusted by 500+ schools, EduVenture® Premium blends GPS exploration, instant content creation, and smart assessments into one seamless tool. From Primary General Studies (Humanities and Science) and Secondary Citizenship and Social Development to any other subjects that can benefit from outdoor experiential learning, this all-in-one platform empowers teaching and boosts student engagement — anytime, anywhere.
Centre for Information Technology in Education, Faculty of Education, The University of Hong Kong	Enhancing Literacy Education with Artificial Reality Neo-platform (eLEARN) 2.0	With the eLEARN 2.0 platform, students can immersively experience scenarios such as ancient marketplaces, underwater worlds, or galaxies, which allows them to interact with historical figures or take on astronaut roles in exploring different planets, etc, which is engaging and motivating. The classroom VR device management control panel makes it easier for teachers to manage the flow

		and the classroom.
Department of Special Education & Counselling, The Education University of Hong Kong	Apply AI teaching and classroom management skill practice for pre-service teachers in Field Experience	TeachTech+ is a teacher training platform integrating EdUHK's evaluation forms, AI algorithms, and user requirements. It employs Machine Learning and Natural Language Processing technologies to offer comprehensive features, including teaching plan analysis, classroom evaluation, and scenario simulation. Educators can access feedback at any time to refine their teaching strategies and practices, enhancing their performance and benefiting students.
Department of Rehabilitation Sciences, The Hong Kong Polytechnic University	Digital Physical Quotient and Learning Platform	Digital Physical Quotient (DPQ) Learning Platform (www.dpqland.com) transforms early childhood development for children aged 3-8 through gamified training and early assessments by integrating gross motor, fine motor, and cognitive skill development into a single and user-friendly platform. DPQ provides a holistic solution for parents, educators, and caregivers seeking to support children's growth. The platform offers gamified assessment and training activities combined with its engaging interface and AR features, making assessments and training both effective and enjoyable, setting the foundation for lifelong success.
Department of Applied Physics, The Hong Kong Polytechnic University	Dissemination of Borderless Lab365 platform to secondary and primary students	This project offers two platforms: Utilizing IoT technology, BL365 allows students independently conduct real-time hands-on experiments anytime/anywhere. Through remote-access via internet, students can operate setups in a way similar to running the experiments in school laboratories. Various L&T modes (such as flipped-classroom, inquired-based learning, etc) can be adopted by teachers, enabling student-centered learning. Our BL365 has been successfully implanted in more than 40 secondary schools. STEAM enrichment Programme (SEP) allows students performing experiments outside school laboratories using smartphone and Arduino-based sensors. This dramatically increases the potential experiments and even permits project-type experiments in many science subjects.
Center for Language	AI-assisted Virtual	By integrating the Global English curriculum with cutting-edge technologies, including Artificial

Education, The Hong Kong University of Science and Technology	Reality English Speaking Program for Secondary Students	Intelligence (AI) and Virtual Reality (VR), Global Englishes AI-assisted Virtual Reality Learning System (GAVIS) offers a transformative learning experience for students. Tailored to secondary school students, the curriculum enables them to apply English appropriately to different contexts and audiences. The system utilizes AI to evaluate students' English speaking performance in specific scenarios and provides personalized feedback and recommendations. It also incorporates VR-enhanced learning to immerse students in practical, real-world environments, fostering experiential learning that deepens their understanding and application of English.
Office for Advancement of Learning and Teaching, Hong Kong Metropolitan University	Revitalizing Open English Materials Through Multimedia Components and Creation of a Mobile Application to Support LTI: Facilitating Blended Learning and Self-Directed Learning for Primary 1 to Secondary 6	Oasis: All-In-One Open English Learning Platform integrates the "Open English" textbook from Hong Kong Metropolitan University, aligning with the EDB English Language Curriculum for primary and secondary levels. The platform utilizes videos, animations, and games to enhance skills in reading, listening, grammar, vocabulary, and writing. With the AI chatbot, students can practice English conversation and writing, while the Read Aloud feature supports pronunciation. The platform visualizes content, boosting motivation and excitement for learning English. Additionally, the platform allows for uploading school-based materials and uses AI to generate tailored exercises that meet diverse learning needs and levels.
Department of Electrical & Electronic Engineering, The University of Hong Kong	Learning Management System and Knowledge Management with Artificial Intelligence and Big Data	iClass One is an AI- and big data-powered e-learning system offering interactive activities, AI-assisted assessments, AI-assisted teaching resource generation, a collaborative resource library for teachers, and comprehensive student portfolios. Expected outcomes include increased student engagement and streamlined teacher workflows. Its strengths lie in the ability to adapt flexibly to market demands through innovative features, enhancing the overall educational experience.
Hong Kong Young Women's Christian Association (HKYWCA)	Programming e-Learning and Assessment Platform	Codemunity is an innovative Python programming e-learning and assessment platform designed to enhance teaching and learning quality in e-learning and blended learning environments. Project Goals: • Improve students' Python programming, problem-solving, and self-learning skills. •

		Empower teachers with effective tools to teach programming and improve teaching efficiency. Core Features: 1. Student Portal: Offers Python e-learning materials, exercises, assignments, and progress tracking with achievements and performance metrics. 2. Teacher Portal: Enables classroom management, question creation, assignment generation, progress tracking, and real-time Python code guidance. 3. Question Bank: Features 800 Python programming questions categorized by topic and difficulty to meet diverse learning needs.
Sik Sik Yuen	'Learning & Teaching' Made Easier	Our Smart Learning Management System focuses on personalised learning, providing intelligent imported questions and classroom management tools. It is particularly suitable for teachers implementing independent learning and it can help them digitise the classroom. By intelligently assigning learning materials, teachers can keep track of students' learning progress in real time, thus effectively enhance teaching effectiveness.
School of Nursing and Health Studies, Hong Kong Metropolitan University	Knowledge Overlord – A self-sustaining AI game-based online platform to enhance student's literacy ability and 21st century skills	Knowledge Overlord (KO) is a gamified, AI-powered literacy platform designed to strengthen students' reading, writing, questioning, and critiquing skills — all essential for 21st-century learning. KO integrates artificial intelligence with engaging gameplay and a structured reading framework, enabling students to interact with both physical and electronic books in a fun, interactive way. Players earn points and level up by completing book-based challenges across four battle modes, while teachers benefit from auto-grading, AI moderation, and detailed feedback reports.