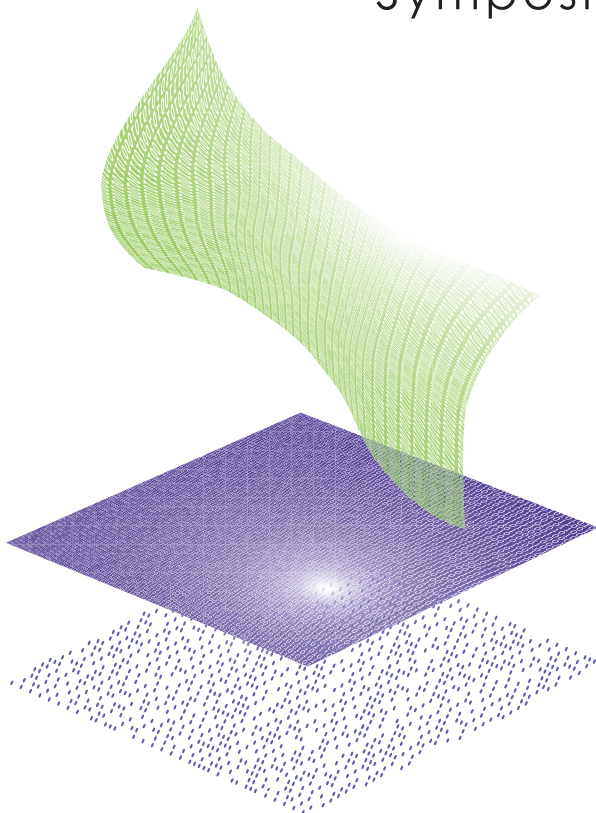




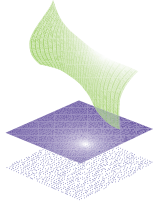
中華人民共和國香港特別行政區政府  
教育局  
Education Bureau  
The Government of the Hong Kong Special Administrative Region  
of the People's Republic of China

# Hong Kong International Visual Arts Education Symposium



2026

香港國際視覺藝術教育研討會



## ○ Exhibition 展覽

Opening Hours 開放時間

- 14/05/2026 10:00-18:00
- 15/05/2026 10:00-20:00
- 16/05/2026 10:00-15:00

## ○ Keynotes 主題演講

AM Session 上午環節

- 09:00-13:00

## ○ Workshops 工作坊

PM Parallel Session 下午同步環節

- 14:00-15:30
- 15:45-17:15

## ○ VPET Concultation Sessions 職業專才教育諮詢環節

PM Parallel Session 下午同步環節

- 14:00-15:30
- 15:45-17:15

14.05



16.05



### Day 1

設計與科技——數字時代的設計

## Design and Technology

— Design in the Digital Age

### Day 2

設計與思維——視覺思維與解決問題

## Design and Thinking

— Visual Thinking and Problem Solving

### Day 3

設計與傳承——融合傳統與創新

## Design and Heritage

— Fusing Tradition with Innovation

# Visual Innovation

Hong Kong International Visual Arts Education Symposium 2026

## 視覺創新

香港國際視覺藝術教育研討會 2026

# Foreword 前言



**Dr CHOI Yuk-lin, JP**

Secretary for Education

In an era marked by the rapid advancement of artificial intelligence and digital technologies, visual arts and design education is no longer confined to the transmission of technical skills, but rather focuses on cultivating students' critical thinking, innovative capacity and humanistic qualities. Amid intense global competition in the creative industries, various regions of the world have been investing substantial resources to nurture creative talent. As an international city, Hong Kong must cultivate its own design and art talent and equip the new generation with the ability to master the visual language of the world, reinforcing our status as Asia's creative capital.

"Aesthetic education is the application of aesthetic theories in education with the purpose of cultivating feelings." In line with the national "15th Five-Year Plan" which proposes "launching the school aesthetic education immersion action", the Education Bureau upholds the educational philosophy of "nurturing people through aesthetics and culture" and is committed to cultivating students' aesthetic literacy, humanistic spirit and innovative thinking through visual arts and design education, so as to provide talent support for the development of Hong Kong into an "East-meets-West centre for international cultural exchange".

This year, the Education Bureau is organising the *Hong Kong International Visual Arts Education Symposium* for the first time. The Symposium aims to promote exchange and cooperation among local and international visual arts educators, advance scholarly research, translate forward-looking ideas into classroom practice, and broaden the participants' global perspectives.

Centred on the theme of "Visual Innovation", the Symposium focuses on three sub-themes: "Design and Technology", "Design and Thinking", and "Design and Heritage". It invites top scholars and industry elites from the Chinese Mainland, Hong Kong, and around the world to construct a high-calibre platform for cross-regional and interdisciplinary exchange. Through keynote speeches, workshops and in-depth dialogues, the Symposium will explore frontier developments and technological innovation in the field of design, inspiring higher-order thinking. An accompanying exhibition will showcase works by local and overseas tertiary, secondary and primary students, introduce the development of participating institutions, and review the development of visual arts education in Hong Kong.

I would like to extend my sincere gratitude to all universities, supporting organisations, and the Leisure and Cultural Services Department, for their invaluable support. We hope that this Symposium will inspire new thinking and deepen stakeholders' understanding of and commitment to visual arts education, thereby working together to advance visual arts education in Hong Kong towards a new milestone.

教育局局長  
**蔡若蓮博士, JP**

在人工智能與數字科技急速發展的時代，視覺藝術與設計教育已不再局限於技藝傳授層面，而在於培育學生慎思明辨、創新能力與人文素養。面對全球創意產業的激烈競爭，各地紛紛投入資源，致力培育具備創意潛能的人才。香港作為國際都會，必須自主培育設計與藝術人才，裝備新一代掌握世界視覺語言的能力，鞏固香港作為亞洲創意之都的地位。

「美育者，應用美學之理論於教育，以陶養感情為目的者也。」配合國家「十五五」規劃提出「開展學校美育浸潤行動」，教育局秉持「以美育人、以文化人」的教育理念，致力透過視覺藝術與設計教育，培養學生的審美素養、人文精神與創新思維，為香港發展成為「中外文化藝術交流中心」提供人才支撐。

今年，我們首次舉辦香港國際視覺藝術教育研討會，旨在促進本地及國際視覺藝術教育工作者的交流與合作，共同深化研究，並將前沿理念融入課堂實踐，拓展與會者的全球視野。

研討會以「視覺創新」為主題，聚焦「設計與科技」、「設計與思維」、「設計與傳承」三大子題，邀請來自內地、香港及世界各地頂尖學者與業界菁英，搭建跨地域、跨學科的高水平交流平台。通過主題演講、工作坊及深度對談，探討設計領域的前沿發展與科技創新，激發高階思維。同時還將舉辦展覽，展示本地及海外大專生和中小學生的優秀作品，介紹院校發展概況，並回顧香港視覺藝術教育的發展歷程。

衷心感謝各大學、支持機構及康樂及文化事務署的鼎力支持。期盼本次研討會能激發嶄新思維，深化各界對視覺藝術教育的認識與承擔，攜手推動香港視覺藝術教育邁向新里程。

# Programme 節目

May  
14

Keynotes 主題演講

G/F Exhibition Gallery  
地下展覽館

09:30-13:00

## Opening Ceremony 開幕禮

Opening Speech 開幕演講

Cantonese 粵語

### Design and Technology Reimagined

重構設計與科技

Professor Eric YIM, MH, JP 嚴志明教授 · 太平紳士  
Professor of Practice, The Hong Kong Polytechnic University  
香港理工大學實務教授

Break 小休

Keynote 1 主題演講 1

Putonghua 普通話

### How to Enhance Perceived Product Value through Design in the Internet Era

互聯網時代 · 如何用設計提升產品價值感

CHEN Lu 陳露  
Senior Director, Xiaomi  
小米高級總監

Keynote 2 主題演講 2

English 英語

### Interactive Immersive Visualisation: Forms of Future Cultural Experience

互動式沉浸視覺化：未來文化體驗的形態

Professor Jeffrey SHAW 邵志飛教授  
Chair Professor, Academy of Visual Arts, Hong Kong Baptist University  
香港浸會大學視覺藝術院講座教授

Keynote 3 主題演講 3

Cantonese 粵語

### How Human Creativity Interacts with AI for Better Fashion

打造更美好的時尚：人類創造力如何與人工智能互動

Professor Calvin WONG 黃偉強教授  
CEO & Centre Director of Laboratory for Artificial Intelligence in Design and  
Cheng Yik Hung Professor in Fashion, The Hong Kong Polytechnic University  
人工智能設計研究所行政總裁及總監兼香港理工大學鄭翼雄時裝教授

Parallel Session I 同步環節 I

Day 1 Day 2 Day 3

14:00-15:30

Workshop 1 工作坊 1

English 英語

### AI and the Future of Creativity — in Collaboration with a Robot

人工智能與創造力的未來——與機械人合作

Dr David HANSON 大衛 · 漢森博士  
CEO, Hanson Robotics  
漢森機械人技術公司行政總裁

G/F Exhibition Gallery  
地下展覽館

Workshop 2 工作坊 2

Cantonese 粵語

### When Visual Thinking Meets Design Thinking

當視覺思維遇上設計思維

Professor LEE Yu-hin, Brian 李宇軒教授  
Assistant Dean (Resources & Infrastructure) and Associate Professor,  
School of Design, The Hong Kong Polytechnic University  
香港理工大學設計學院  
助理院長 (資源及設施) 及副教授

G/F Activity Room 1  
地下一號活動室

Workshop 3 工作坊 3

English 英語

### Designing and Making Games

遊戲設計與製作

Dr Jussi Pekka HOLOPAINEN 尤西 · 佩卡 · 霍洛派寧博士  
Associate Professor, School of Creative Media, City University of Hong Kong  
香港城市大學創意媒體學院副教授

G/F Activity Room 2  
地下二號活動室

Workshop 4 工作坊 4

Cantonese 粵語

### AI-Based Interactive Design Assistant for Fashion

互動性人工智能時裝設計助理

Laboratory for Artificial Intelligence in Design  
人工智能設計研究所

G/F Lecture Room, User Education Hall  
地下讀者服務簡介廳簡介室

Workshop 5 工作坊 5

Cantonese 粵語

### Design as Language

設計即語言

CHAN Hiu-yan 陳曉茵  
Executive Chair, Association for Creative Education  
創意教育協會會長

2/F Children's Activity Room  
二樓兒童活動室

Consultation Session 1 諮詢環節 1

Cantonese 粵語

Putonghua 普通話

English 英語

### VPET Consultation Sessions

職業專才教育諮詢環節

HKBU, HKDI, HKMU, LU, HKAPA, PolyU SFT, HKU  
香港浸會大學、香港知專設計學院、香港都會大學、  
嶺南大學、香港演藝學院、香港理工大學時裝及紡織學院、香港大學

G/F Exhibition Gallery  
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Parallel Session II 同步環節 II

15:45-17:15

Workshop 6 工作坊 6

English 英語

AI and the Future of Creativity — in Collaboration with a Robot

人工智能與創造力的未來——與機械人合作

Dr David HANSON 大衛·漢森博士  
CEO, Hanson Robotics  
漢森機械人技術公司行政總裁

G/F Exhibition Gallery  
地下展覽館

Workshop 7 工作坊 7

Cantonese 粵語

When Visual Thinking Meets Design Thinking

當視覺思維遇上設計思維

Professor LEE Yu-hin, Brian 李宇軒教授  
Assistant Dean (Resources & Infrastructure) and Associate Professor,  
School of Design, The Hong Kong Polytechnic University  
香港理工大學設計學院  
助理院長(資源及設施)及副教授

G/F Activity Room 1  
地下一號活動室

Workshop 8 工作坊 8

English 英語

Designing and Making Games

遊戲設計與製作

Dr Jussi Pekka HOLOPAINEN 尤西·佩卡·霍洛派寧博士  
Associate Professor, School of Creative Media,  
City University of Hong Kong  
香港城市大學創意媒體學院副教授

G/F Activity Room 2  
地下二號活動室

Workshop 9 工作坊 9

Cantonese 粵語

AI-Based Interactive Design Assistant for Fashion

互動性人工智能時裝與設計助理

Laboratory for Artificial Intelligence in Design  
人工智能設計研究所

G/F Lecture Room, User Education Hall  
地下讀者服務簡介廳簡介室

Workshop 10 工作坊 10

Cantonese 粵語

Design as Language

設計即語言

CHAN Hiu-yan 陳曉茵  
Executive Chair, Association for Creative Education  
創意教育協會會長

2/F Children's Activity Room  
二樓兒童活動室

Consultation Session 2 諮詢環節 2

Cantonese 粵語

Putonghua 普通話

English 英語

VPET Consultation Sessions

職業專才教育諮詢環節

HKBU, HKDI, HKMU, LU, HKAPA, PolyU SFT, HKU  
香港浸會大學、香港知專設計學院、香港都會大學、  
嶺南大學、香港演藝學院、香港理工大學時裝及紡織學院、香港大學

G/F Exhibition Gallery  
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May  
15

Keynotes 主題演講

G/F Exhibition Gallery  
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Keynote 4 主題演講 4

English 英語

09:30-13:00

Bringing Creativity into Thinking

將創造力融入思考

Professor Rama GHEERAWO 羅摩·格拉沃教授  
Founder, Creatory Labs, INSTILL and President, EIDD — Design for All  
Creatory Labs, INSTILL 創辦人及 EIDD — Design for All 主席

Keynote 5 主題演講 5

Cantonese 粵語

Design Thinking in Jewellery

珠寶中的設計思維

Max LAM 林鴻勝  
General Manager-Creative & Design, Chow Tai Fook Jewellery Group  
周大福珠寶集團創作總經理

Keynote 6 主題演講 6

Cantonese 粵語

From Intangible to Tangible: Telling Cultural Stories through Design

從無形到有形：以設計傳遞文化故事

CHAN Hiu-yan 陳曉茵  
Executive Chair, Association for Creative Education  
創意教育協會會長

Break 小休

Keynote 7 主題演講 7

English 英語

Emerging New Design Education Enabling the Creativity for Transdisciplinary Innovation

新興設計教育：啟發跨學科創新之創意

Professor Kun-pyo LEE 李健杓教授  
Dean of School of Design, Swire Chair Professor of Design,  
Alex Wong Siu Wah Gigi Wong Fook Chi Professor in Product Design Engineering,  
The Hong Kong Polytechnic University  
香港理工大學設計學院院長、太古設計學講座教授、黃少華黃必芝產品設計工程教授

Keynote 8 主題演講 8

Cantonese 粵語

Reimagining Hong Kong's Cultural Heritage: Drone-Mediated Art

重塑香港文化遺產：無人機引領的藝術

LAM Hon-yuen, Samuel 林漢源  
CEO, X Social Group  
X Social Group 行政總裁

Keynote 9 主題演講 9

English 英語

The Extended Artist: Visual Thinking with Synthetic Collaborators

擴展藝術家：與合成合作者的視覺思維

Professor Herman CAPPELEN 赫曼·卡普蘭教授  
Chair Professor, Department of Philosophy, The University of Hong Kong  
香港大學哲學系講座教授

## Parallel Session III 同步環節 III

14:00-15:30

### Workshop 11 工作坊 11

English 英語

#### Creative Leadership within Education

教育領域的創意領導力

Professor Rama GHEERAWO 羅摩·格拉沃教授  
 Founder, Creatory Labs, INSTILL and President, EIDD — Design for All  
 Creatory Labs, INSTILL 創辦人及 EIDD — Design for All 主席

G/F Exhibition Gallery  
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### Workshop 12 工作坊 12

Cantonese 粵語

#### Digital Stage: Visual Art in Media Scenography

數字舞台：舞台媒體美學中的視覺藝術

Department of Media Design and Technology,  
 School of Theatre and Entertainment Arts,  
 The Hong Kong Academy for Performing Arts  
 香港演藝學院舞台及製作藝術學院科藝製作系

G/F Activity Room 1  
 地下一號活動室

### Workshop 13 工作坊 13

Cantonese 粵語

#### Biomaterials — Eggshell Ceramic

「新生物料」蛋殼陶瓷

The Mills Fabrica 南豐作坊

G/F Activity Room 2  
 地下二號活動室

### Workshop 14 工作坊 14

Cantonese 粵語

#### AI-Based Interactive Design Assistant for Fashion

互動性人工智能時裝設計助理

Laboratory for Artificial Intelligence in Design  
 人工智能設計研究所

G/F Lecture Room, User Education Hall  
 地下讀者服務簡介廳簡介室

### Workshop 15 工作坊 15

Cantonese 粵語

#### Design Sketch Visualisation

視覺化設計草圖

Dr LEUNG Hoi-yung, Iceman 梁海勇博士  
 Assistant Professor, School of Culture, Creativity and Management and  
 Director of Entrepreneurship Cooperation Center, Beijing Normal-Hong Kong Baptist University  
 北師香港浸會大學文化創意與管理學院助理教授及  
 創新創業合作中心主任

2/F Children's Activity Room  
 二樓兒童活動室

### Consultation Session 3 諮詢環節 3

Cantonese 粵語

Putonghua 普通話

#### VPET Consultation Sessions

職業專才教育諮詢環節

CityU, EdUHK, HSU, PolyU SD, Xiaomi, The Mills Fabrica  
 香港城市大學、香港教育大學、香港恒生大學、  
 香港理工大學設計學院、小米、南豐作坊

G/F Exhibition Gallery  
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## Parallel Session IV 同步環節 IV

15:45-17:15

### Workshop 16 工作坊 16

English 英語

#### Creative Leadership within Education

教育領域的創意領導力

Professor Rama GHEERAWO 羅摩·格拉沃教授  
 Founder, Creatory Labs, INSTILL and President, EIDD — Design for All  
 Creatory Labs, INSTILL 創辦人及 EIDD — Design for All 主席

G/F Exhibition Gallery  
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### Workshop 17 工作坊 17

Cantonese 粵語

#### Digital Stage: Visual Art in Media Scenography

數字舞台：舞台媒體美學中的視覺藝術

Department of Media Design and Technology,  
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 The Hong Kong Academy for Performing Arts  
 香港演藝學院舞台及製作藝術學院科藝製作系

G/F Activity Room 1  
 地下一號活動室

### Workshop 18 工作坊 18

Cantonese 粵語

#### From Design to Craftsmanship: Jewellery Design Workshop

從設計到工藝：珠寶設計工作坊

Hong Kong Design Institute 香港知專設計學院

G/F Activity Room 2  
 地下二號活動室

### Workshop 19 工作坊 19

Cantonese 粵語

#### AI-Based Interactive Design Assistant for Fashion

互動性人工智能時裝設計助理

Laboratory for Artificial Intelligence in Design  
 人工智能設計研究所

G/F Lecture Room, User Education Hall  
 地下讀者服務簡介廳簡介室

### Workshop 20 工作坊 20

Cantonese 粵語

#### Design Sketch Visualisation

視覺化設計草圖

Dr LEUNG Hoi-yung, Iceman 梁海勇博士  
 Assistant Professor, School of Culture, Creativity and Management and  
 Director of Entrepreneurship Cooperation Center, Beijing Normal-Hong Kong Baptist University  
 北師香港浸會大學文化創意與管理學院助理教授及  
 創新創業合作中心主任

2/F Children's Activity Room  
 二樓兒童活動室

### Consultation Session 4 諮詢環節 4

Cantonese 粵語

Putonghua 普通話

#### VPET Consultation Sessions

職業專才教育諮詢環節

CityU, EdUHK, HSU, PolyU SD, Xiaomi  
 香港城市大學、香港教育大學、香港恒生大學、  
 香港理工大學設計學院、小米

G/F Exhibition Gallery  
 地下展覽館

May  
16

● Day 1 — ● Day 2 — ● Day 3

## Keynotes 主題演講

G/F Exhibition Gallery  
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09:30-13:00

### Keynote 10 主題演講 10

English 英語

#### Teaching Design in the World of AI

在人工智能世界教授設計

Professor Andrew LAINE 林安睿教授

Dean of the School of Theatre and Entertainment Arts, The Hong Kong Academy for Performing Arts  
香港演藝學院舞台及製作藝術學院院長

### Keynote 11 主題演講 11

English 英語

#### Designing Exhibitions for a Heritage Site: The Case of Tai Kwun

古蹟中的文化遺產展覽：大館案例

Dr Anita CHUNG 鍾妙芬博士

Head of Heritage, Tai Kwun, Hong Kong  
香港大館文物事務主管

### Keynote 12 主題演講 12

Cantonese 粵語

#### Brands Are Not Just Graphic Design

品牌並不只是平面設計

Li Wing-chuen, Tommy 李永銓

Creative Director, Tommy Li Design Workshop  
李永銓設計慶創作總監

### Keynote 13 主題演講 13

English 英語

#### From Temple to Forum

從「文物聖殿」到「人人會堂」

Keri RYAN 韋嘉頤

Associate Director, Learning and Interpretation, M+  
M+ 教學及詮釋副總監

////////// Break 小休 //////////

### Closing Ceremony & Award Presentation Ceremony

////////// 閉幕禮暨頒獎禮 //////////

# Keynote Synopsis 主題演講 內容摘要

Opening Speech 開幕演講  
14.05.2026

## Design and Technology Reimagined 重構設計與科技



The presentation will deliver a comprehensive, structured overview of Design and Technology (D&T), with a sharp focus on elaborating the seven defining characteristics of contemporary design and technology that shape modern creative practice and education. It clarifies that modern design has evolved beyond isolated aesthetics and single-product creation to become systematic and ecosystem-oriented, as exemplified by smart home ecosystems, autonomous driving systems and cross-platform UI/UX interfaces. It further illustrates how D&T is deeply empowered by emerging technologies including generative AI, IoT, big data, 3D printing, AR/VR and cloud computing, where technology acts as a foundational pillar rather than a supplementary tool.

The speaker will also highlight D&T's "user-centred, experience-driven" nature, interdisciplinary cross-sectoral collaboration, sustainable and socially responsible orientation, data-backed iterative evidence-based practice, and global collaborative ethos. Rooted in these core characteristics, the presentation will translate theoretical frameworks into actionable pedagogical approaches to nurture higher-order thinking, connect classroom teaching to real industrial scenarios, and build a shared platform for global academic and industrial exchange. By integrating international cases and cross-stakeholder cooperation models, it provides practical, forward-looking insights to upgrade design pedagogy, align education with industry progress, and foster innovative, globally competent design talents.

Guest of Honour 主禮嘉賓

**Professor Eric YIM, MH, JP**  
**嚴志明教授 · 太平紳士**

Professor of Practice, The Hong Kong Polytechnic University  
香港理工大學實務教授

本演講將全面且有系統地概述設計與科技，並重點深入剖析當代設計與科技的七大核心特質，這些特質正塑造着現代創意實踐與教育形態：現代設計已超越單純的美學及單一的產品創作，而是轉為系統化及生態化的導向思維，例如智能家居生態、自動駕駛系統及跨平台用戶界面 / 體驗等實例。同時，本演講將進一步說明生成式人工智能、物聯網、大數據、3D 列印、擴增實境 / 虛擬實境及雲端運算等新興技術，如何深度賦能設計，使科技從輔助工具轉變為基礎支柱。

講者將強調設計與科技所具有的「以使用者為核心、體驗驅動」之本質，並闡述其跨學科、跨領域的協作模式，注重永續發展與社會責任，採用以數據為支撐的實踐方法，以及秉持全球協作共創的理念。立足於這些核心特徵，演講將進一步把理論架構轉化為可具體實施的教學方法，旨在提升學生的高階思維能力，將課堂教學與產業實境緊密連結，並構建促進學術與產業交流的平台。本演講將提供兼具實踐性與前瞻性的觀點，以推動設計教育升級、實現教育與產業發展同步，並培養具備創新能力與全球競爭力的設計人才。

Keynote 主題演講 01  
14.05.2026

G/F Exhibition Gallery  
地下展覽館  
Putonghua  
普通話

## How to Enhance Perceived Product Value through Design in the Internet Era

互聯網時代，如何用設計提升產品價值感

● CHEN Lu  
陳露

Senior Director, Xiaomi  
小米高級總監

In the internet era defined by information transparency, how does a product express its value? For home appliances, value is no longer judged solely by price, materials, or specifications. Instead, it increasingly hinges on the “first-glance impression”. A product’s sense of value no longer comes only from brand equity, pricing, or craftsmanship, but is shaped by a coherent design language, restrained and refined forms, a rich ecosystem experience, and seamless cross-device intelligence — together creating an elevated and trustworthy overall atmosphere.

In a world of total transparency, design is not merely about aesthetics; it enables a product’s value to cut through the fog of price comparison and earn genuine recognition from users.

在資訊透明的互聯網時代，產品靠甚麼展現它的價值？對於家電產品來說，價值已經不再只看標價、用料和規格，而更多轉向「第一眼的感受」。產品的價值感不再只來自品牌、價格或材質工藝，而是通過一致的設計語言、簡潔克制的造型、豐富的生態體驗、流暢的跨設備智能聯動，共同營造出一種高級、可信的整體氛圍。

在資訊透明的世界裡，設計不僅是解決美學問題，更是能讓產品的價值穿越價格比較的迷霧，獲得用戶的價值認同。

Keynote 主題演講 02  
14.05.2026

G/F Exhibition Gallery  
地下展覽館  
English  
英語

## Interactive Immersive Visualisation: Forms of Future Cultural Experience

互動式沉浸視覺化：未來文化體驗的形態

● Professor Jeffrey SHAW  
邵志飛教授

Chair Professor, Academy of Visual Arts, Hong Kong Baptist University  
香港浸會大學視覺藝術院講座教授

The traditional modalities of cultural experience are being enriched if not revolutionised by both the new technologies of representation and embodiment, and by new approaches to the ways in which audiences (both individually and as community) can engage with cultural expressions. Professor SHAW’s art practice over the last 50+ years has pushed the boundaries of innovation in this field, pioneering the creative use of digital media technologies in the fields of expanded cinema, virtual and augmented reality, immersive visualisation environments, and interactive narrative. This applied research in the fields of theatre, dance, music, literature, museology, archive, cultural heritage and fine art is largely predicated on the development of unique immersive visualisation platforms that emphasise human to human as well as human to machine interaction. These platforms capacitate singular opportunities for new forms of creative expression and intercommunication.

傳統的文化體驗模式正因新表現技術與新體現技術的雙重驅動而深化，甚至可謂經歷變革——這股變革浪潮不僅重塑了觀眾（無論個人或群體）與文化表達的互動方式，更開創了全新的參與途徑。邵教授逾五十載的藝術實踐不斷突破此領域的界限，率先將數字媒體技術創意運用於擴展電影、虛擬與擴增實境、沉浸式視覺化環境及互動敘事等領域。這項橫跨戲劇、舞蹈、音樂、文學、博物館學、檔案學、文化遺產與美術的應用研究，主要建基於開發獨特的沉浸式視覺化平台，強調人際互動與人機互動。這些平台為新型態的創意表達與跨領域交流開創了獨特契機。

Keynote 主題演講 03  
14.05.2026

 G/F Exhibition Gallery  
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 Cantonese  
粵語

## How Human Creativity Interacts with AI for Better Fashion

打造更美好的時尚：  
人類創造力如何與人工智能互動

● Professor Calvin WONG  
黃偉強教授

CEO & Centre Director of Laboratory for Artificial Intelligence in Design and  
Cheng Yik Hung Professor in Fashion, The Hong Kong Polytechnic University  
人工智能設計研究所行政總裁及總監兼香港理工大學鄭翼雄時裝教授

Generative AI is reshaping the creative ecosystem, introducing transformative tools that challenge and expand traditional design processes. Yet, even in this era of technological innovation, human creativity remains the essential driver of originality and meaning in fashion design. The keynote examines the evolving interplay between designers and artificial intelligence, exploring how their collaboration enhances creativity generation, streamlines design process, and redefines the boundaries of creative expression. By investigating this critical dialogue between human creativity and artificial intelligence, this keynote highlights the designer's enduring role in shaping a future where technology amplifies — rather than replaces — creative vision.

生成式人工智能正重塑整體創意生態，帶來具有變革性的工具，挑戰並拓展傳統的設計流程。即使身處這個科技迅速發展的時代，人類的創造力依然是時裝設計中原創性與意義的核心驅動力量。本主題演講將探討設計師與人工智能之間不斷演進的互動關係，剖析這種協作如何強化創造力的產生、優化設計流程，並重新界定創意表達的邊界。通過深入審視人類創意與人工智能之間這場關鍵對話，本演講將凸顯設計師在塑造未來中的關鍵角色，並相信科技將提升而非取代人類的創意視野。

Keynote 主題演講 04  
15.05.2026

 G/F Exhibition Gallery  
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 English  
英語

## Bringing Creativity into Thinking 將創造力融入思考

● Professor Rama GHEERAWO  
羅摩·格拉沃教授

Founder, Creatory Labs, INSTILL and President, EIDD — Design for All  
Creatory Labs, INSTILL 創辦人及 EIDD — Design for All 主席

Professor GHEERAWO reflects on how creativity is often unintentionally educated out of learners through systems that prioritise certainty over curiosity. Yet in today's world, students need more than subject knowledge but confidence to think, question, and adapt.

The keynote reframes creativity as a practical, teachable mindset. Drawn from real-life examples, he demonstrates how creative thinking supports deeper learning, inclusive participation, and better decision-making. Creativity helps students understand complexity, connect ideas across disciplines, and see themselves as capable thinkers especially those who may not traditionally identify as “creative”.

Designed for educators at all levels, the keynote offers fresh perspectives on curriculum, assessment, and classroom culture, encouraging participants to see creativity not as an added burden, but as a powerful lens that strengthens teaching practice, student engagement, and wellbeing. It leaves educators with renewed clarity and confidence to nurture creative thinking, both in their students and in themselves.

格拉沃教授對教育體系進行了深刻的反思，剖析為何學習者的創造力在學習過程當中會無意間被扼殺。然而在當今世界，學生需要的遠不止學科知識，而是思考、質疑與適應的自信。

本演講將創造力重新定義為實用且易於學習的思維方式，從真實案例闡述創造性思維如何促進深度學習、包容性參與和更佳決策。他將創造力視為一種工具，幫助學生釐清複雜現狀、跨學科連結構想，連結跨學科思路，並讓他們認識到自己是有力量的思考者，尤其是那些可能不認為自己「有創造力」的人。

本演講專為各級教育工作者而設計，針對課程規劃、評量方式與課堂文化提供嶄新視角。它鼓勵參與者將創造力視為強化教學實踐、提升學生參與度與身心健康的強大視角，而非額外負擔，並重塑教育工作者的信心，讓他們能更有條理、更堅定地在教學中啟發自身與學生的創造力。

Keynote 主題演講 05  
15.05.2026

G/F Exhibition Gallery  
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Cantonese  
粵語

## Design Thinking in Jewellery 珠寶中的設計思維

Max LAM  
林鴻勝

General Manager-Creative & Design, Chow Tai Fook Jewellery Group  
周大福珠寶集團創作總經理

What powers innovation — whether in crafting jewellery, shaping business models, or building community events? The answer is “design thinking.”

Design isn't just about beauty and creativity — it's a powerful way to solve complex problems.

Through stories of cross-disciplinary collaboration and cultural projects, the speaker will reveal how empathy uncovers deeper customers' desires, and how rapid prototyping transforms cultural symbols into art you can wear. You'll see how design thinking becomes an engine for connection and creative problem-solving.

This isn't just a lecture about jewellery — it's a key to unlocking a mindset for innovation in every part of your life and work.

設計珠寶、制定商業模型、甚至策劃社區活動，其背後的創新引擎有何共通？答案正是「設計思維」。

設計，原來可以遠超越美學與創意，它是一套解決複雜問題的系統方法。

講者將以跨界合作與文化項目為例，拆解幕後的思考框架：如何從同理心洞察不同客群的深層渴望，並通過快速原型將抽象文化符號轉化為可佩戴的藝術。你將看到設計思維如何作為連接人心、應對挑戰的創意引擎。

本演講不只關於珠寶，更是一把鑰匙，助你打開這套能應用於學習與生活各領域的創新思維工具。

Keynote 主題演講 06  
15.05.2026

G/F Exhibition Gallery  
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Cantonese  
粵語

## From Intangible to Tangible: Telling Cultural Stories through Design 從無形到有形：以設計傳遞文化故事

CHAN Hiu-yan  
陳曉茵

Executive Chair, Association for Creative Education  
創意教育協會會長

The keynote shares the experience of the designer who served as an adviser to support more than 20 secondary schools that joined the “Design for Innovation” Teacher Professional Learning Community (PLC) organised by the Education Bureau (EDB) for enhancing teachers' professional knowledge and skills of teaching design. A systematic design teaching framework was constructed with a design mindset to promote Chinese culture and tell Hong Kong's story.

Through a year-long seminars, class observations, professional exchanges, and over a hundred pieces of student cultural and creative work, a learning scaffold and a series of transferable design teaching tools were developed. These tools encompass contextual learning, design appreciation, design briefs, goal-oriented mini-tasks, such as form reconstruction, eye movement composition, invisible three-dimensional drawing, and design prototyping. The keynote concludes by showing how these tools inspired over a hundred student design works, revealing that when teachers use cultural heritage as a teaching vehicle and steward meaningful stories, students design not merely cultural and creative products but cherished memories.

本演講由設計師分享擔任教育局舉辦之「設計創新」教師專業學習社群顧問的經驗，支援二十多所中學，以提升教師教授設計的專業知識及技巧，並以設計思維構建系統的設計教學框架，同時宣揚中華文化及說好香港故事。

從歷時一年的研討會、觀課、專業交流，以及百多件學生的文創設計中建構一套學習鷹架，發展出一系列可轉化使用的設計教學工具。當中涵蓋情境學習、設計評賞、設計大綱、目標為本的小練習，比如形體重構、視線軌跡構圖、無形立體繪畫和製作設計原型。最後展示這些工具如何啟發學生創作百多件的作品，揭示教師以文化產物為教學載體，引導學生講述有意義的故事。學生設計的不僅是文創產品，更是珍貴的記憶。

Keynote 主題演講 07  
15.05.2026

G/F Exhibition Gallery  
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English  
英語

## Emerging New Design Education Enabling the Creativity for Transdisciplinary Innovation 新興設計教育：啟發跨學科創新之創意

• Professor Kun-pyo LEE  
李健杓教授

Dean of School of Design, Swire Chair Professor of Design, Alex Wong Siu Wah Gigi Wong Fook Chi Professor in Product Design Engineering, The Hong Kong Polytechnic University  
香港理工大學設計學院院長、太古設計學講座教授、黃少華黃宓芝產品設計工程教授

Keywords such as human-centred design, design thinking, and user experience design have represented the core competencies of designers over the past several decades. Design education has shifted away from the previous art-oriented, “visualisation” - centred approach, introducing new subjects such as Interaction Design, Design Methodology, Inclusive Design, Co-Design, Design Management, and others. The focus has moved from cultivating skilled individual designers to nurturing facilitators who create designs collaboratively with others. However, recent developments such as generative AI, the systematisation of design problems with high complexity, and climate change are bringing about the radical changes in the role of designers and in design education. Professor LEE will explore examples from some leading universities that are making proactive attempts to address these new changes in education, reflecting on the introduction of past paradigms and the resulting shifts in design education.

過去數十年來，以人為本的設計、設計思維以及使用者體驗設計等關鍵詞一直代表着設計師的核心能力。設計教育已逐漸從以藝術為導向、以視覺化為核心的傳統模式，轉向引入新的課題，如互動設計、設計方法論、共融設計、協同設計、設計管理等。教育的焦點已從培養具備專業技能的個人設計師，轉而培育能與人協作，共同創造設計的促進者。然而，近期如生成式人工智能、高度複雜設計問題的系統化，以及氣候變遷等發展，正為設計師角色與設計教育帶來根本性變革。李教授將探討部分領先大學如何積極嘗試應對這些教育新變化，並回顧過去設計教育範式的引入及其所帶來的轉變。

Keynote 主題演講 08  
15.05.2026

G/F Exhibition Gallery  
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Cantonese  
粵語

## Reimagining Hong Kong's Cultural Heritage: Drone-Mediated Art 重塑香港文化遺產：無人機引領的藝術

• LAM Hon-yuen, Samuel  
林漢源

CEO, X Social Group  
X Social Group 行政總裁

As Hong Kong actively propels its “Mega Event Economy”, drone light shows have transcended their role as mere visual entertainment to become a vital medium for reshaping urban culture. The keynote explores how we utilise the “canvas of the sky” to infuse traditional heritage with digital vitality through innovative technology.

A central highlight will be the “ARTOPIA” charity project. The speaker will examine the journey of transforming drawings by children battling cancer into dazzling aerial displays over Victoria Harbour. It demonstrates technological precision and conveys profound human warmth, embodying the spirit of “Tech for Good”.

The keynote will discuss how the convergence of the Low-Altitude Economy and ArtTech is redefining how we tell Hong Kong's stories, and explore how to create socially impactful landmark events that seamlessly blend commercial value with compassion.

在香港全力推動「盛事經濟」之際，無人機匯演已從單純的視覺娛樂，昇華為重塑城市文化的重要載體。本演講將深入探討如何利用「天空畫布」，以創新科技為傳統文化注入數字生命力。

講者重點分享「ARTOPIA」慈善項目，剖析如何將癌症病童的畫作轉化為維港上空的璀璨光影，展現了科技的精準，並傳遞了人文的溫度，實踐「科技向善」。

本演講將探討如何透過低空經濟與藝術科技的結合，說好香港故事，打造具社會深度的地標級盛事，實現商業價值與人文關懷的完美融合。

Keynote 主題演講 09  
15.05.2026



## The Extended Artist: Visual Thinking with Synthetic Collaborators

### 擴展藝術家：與合成合作者的視覺思維

● Professor Herman CAPPELEN  
赫曼·卡普蘭教授

Chair Professor, Department of Philosophy, The University of Hong Kong  
香港大學哲學系講座教授

The keynote attempts to apply the philosophical concept of the “Extended Mind” to the art studio. In this view, generative AI is not merely a tool for technical execution, but an external component of the artist’s cognitive process. “Visual thinking” in this era becomes a feedback loop where imagination is distributed between human intention and machine generation. Professor CAPPELEN will discuss how arts education must evolve to teach this symbiosis, treating the AI as a creative partner that expands the boundaries of what the human mind can conceive alone.

本主題演講試圖將「擴展思維」的哲學概念應用於藝術工作室。在這種觀點下，生成式人工智能不只是技術執行工具，更是藝術家認知過程的外部組成部分。在這個時代，「視覺思考」變成了一個回饋循環，想像力在人類意圖和機器生成之間分配。卡普蘭教授將探討藝術教育應如何發展，才能促進這種共生關係，將人工智能為拓展人類思維及其獨立想像邊界的創意夥伴。

Keynote 主題演講 10  
16.05.2026



## Teaching Design in the World of AI

### 在人工智能世界教授設計

● Professor Andrew LAINE  
林安睿教授

Dean of the School of Theatre and Entertainment Arts,  
The Hong Kong Academy for Performing Arts  
香港演藝學院舞台及製作藝術學院院長

As Dean of the School of Theatre and Entertainment Arts at The Hong Kong Academy for Performing Arts, Professor LAINE discusses teaching design in an AI-accessible world. The keynote explores integrating emergent technologies with traditional stagecraft, emphasising critical artistic judgment and reflective practice to ensure students maintain human-centric narrative, technical craftsmanship, and creative integrity within the modern performing arts.

作為香港演藝學院舞台及製作藝術學院院長，林教授將探討在人工智能普及的世界中如何教授劇場及表演藝術設計。本演講將向參與者展示新興技術如何與傳統舞台藝術相結合，並在教學的過程當中強調培養關鍵藝術判斷力與反思實踐，以確保學生在現代表演藝術中能維持以人為本的敘事核心、設計工藝及創意完整性。

Keynote 主題演講 11  
16.05.2026

 G/F Exhibition Gallery  
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 English  
英語

## Designing Exhibitions for a Heritage Site: The Case of Tai Kwun 古蹟中的文化遺產展覽：大館案例

● **Dr Anita CHUNG**  
鍾妙芬博士

Head of Heritage, Tai Kwun, Hong Kong  
香港大館文物事務主管

How can an exhibition at a historical site be designed so that the site's heritage value is respected? How can we create relevant narratives and engaging experiences that allow visitors to interact with cultural heritage, thereby enhancing the value of heritage sites?

The keynote focuses on the heritage exhibitions at Tai Kwun and discusses the strategic goals and design practices that bring cultural heritage to life. Throughout the process, special attention has been given to uncovering untold stories in innovative ways, incorporating multiple perspectives, and developing collaborative and participatory methodologies that honour cultural values and enrich visitor experiences. Multimedia technologies are integrated to facilitate interaction with and active engagement in cultural heritage.

Inspiring heritage exhibitions foster a sense of connection to cultural identity and heritage, and promote an understanding of how these contribute to a better, more sustainable future.

如何在古蹟內設計展覽，才能充分尊重該場址的歷史文化價值？如何創造有意義的敘事與引人入勝的體驗，讓觀眾與文化遺產互動，從而提升古蹟的價值？

本演講聚焦大館的文化遺產展覽，探討如何透過展覽規劃的策略目標與設計實踐，讓文化遺產煥發新生。過程中特別注重以創新方式發掘被忽略的故事，融合多元視角，並以共同參與和合作的方式，以彰顯當中的文化價值及豐富觀眾體驗。透過整合多媒體技術，促進觀眾與文化遺產的互動與深度參與。

啟發性的文化遺產展覽能培養人們對身份的認同與文化傳承的連結感，促進大眾理解文化遺產對更美好、可持續發展未來的貢獻。

Keynote 主題演講 12  
16.05.2026

 G/F Exhibition Gallery  
地下展覽館  
 Cantonese  
粵語

## Brands Are Not Just Graphic Design 品牌並不只是平面設計

● **LI Wing-chuen, Tommy**  
李永銓

Creative Director, Tommy Li Design Workshop  
李永銓設計慶創作總監

In today's rapidly evolving market landscape, brand repositioning and heritage preservation have become critical strategies for businesses to maintain competitiveness. The keynote explores how brands strike a balance between tradition and innovation, showcasing design's pivotal role in this process through three distinctive case studies. From a university's reverse-thinking design strategy to the repositioning of Beijing's Tiananmen Square luxury club during an economic crisis, and the ingenious gift packaging design, the speaker will explore how innovative design and meticulous attention to detail can breathe new life into brands and amplify their market impact. These case studies not only demonstrate design's immense potential but also offer practical guidance for brands navigating challenges, sparking profound reflection on brand innovation and heritage.

在當今迅速變化的市場環境中，品牌重塑與傳承已成為企業保持競爭力的關鍵策略。品牌如何在傳統與創新之間找到平衡，本演講通過三個獨特案例，展示設計在這一過程中的重要角色。從一所大學的逆向思維設計策略，到北京天安門高級會所在經濟危機中的重新定位，再到獨具匠心的禮物包裝設計，講者將探討如何通過創新設計與細節打磨來賦予品牌新的生命力與市場影響力。這些案例不僅展示了設計的巨大潛力，也提供了品牌在面對挑戰時的實用建議，引發觀眾對品牌創新與傳承的深刻思考。

Keynote 主題演講 13  
16.05.2026

 G/F Exhibition Gallery  
地下展覽館  
 English  
英語

## From Temple to Forum 從「文物聖殿」到「人人會堂」

● Keri RYAN  
韋嘉頤

Associate Director, Learning and Interpretation, M+  
M+ 教學及詮釋副總監

For museums to thrive, they must be relevant to their audiences and shift from being temples of objects to forums of connection and community. That means museums must embrace new approaches to learning that prioritise curiosity, plurality, interactivity, and social experiences over knowledge transmission and passive viewing. While some may see museum learning as the work of an education team — traditional school programmes, guided tours, and workshops — 21st-century museum learning is about a fundamental shift in how a museum engages with its audience. In this new model, learning touches upon all facets of the organisation. The keynote will explore this shift using M+ as a case study, drawing on recent programmes, as well as connecting to international trends.

當代博物館要持續發展，必須從「文物聖殿」轉型為着重社群連結的「人人會堂」——這意味着博物館必須捨棄單向的知識傳輸系統，另覓其他能擁抱好奇心、高舉多元互動，以及鼓勵社交體驗的嶄新學習模式，從而促導觀眾把「觀看」視作一種人人皆可參與、積極創建知識的行動。儘管許多人仍將博物館學習與教育部門的傳統職能（如學校活動、導賞，以及工作坊）畫上等號，但二十一世紀的博物館學習實則是一場從根本重塑觀眾參與方式的變革。這種新模式將學習理念滲透至博物館的每個層面。本演講將以香港視覺文化博物館 M+ 為案例，結合近期項目與國際趨勢，深入探討這場博物館角色的典範轉移。

# Workshop Synopsis 工作坊 內容摘要

Workshop 工作坊 01,06  
14.05.2026

## AI and the Future of Creativity — in Collaboration with a Robot

### 人工智能與創造力的未來——與機械人合作

**Dr David HANSON**

大衛·漢森博士

CEO, Hanson Robotics

漢森機械人技術公司行政總裁



G/F Exhibition Gallery  
地下展覽館



English  
英語

Dr David HANSON, roboticist and founder of Hanson Robotics, will lead a workshop with Sophia the Robot, exploring AI's impact on creativity, demonstrating how these AI tools work, how they are trained, and how human intention, aesthetics, and values remain central to meaningful creative outcomes. The workshop combines lectures and hands-on activities, beginning with an introduction to generative AI advancements in art and education. Participants will engage in creating artwork using generative AI systems, experimenting with prompts, constraints, and iterative refinement to discover how collaboration with AI can expand imagination rather than replace it.

Critical reflection on the ethical implications of AI in the arts will be central to discussions around enhancing creativity without compromising artistic integrity. How can educators and artists use AI to unlock latent human creativity, deepen self-expression, and support learning — without homogenising style, diminishing skill, or outsourcing meaning? The workshop concludes with an open discussion on shaping a future where humans and intelligent machines coevolve creatively, wisely, and responsibly.

機械人專家、漢森機械人技術公司創辦人大衛·漢森博士將與機械人索菲亞共同主持一場工作坊，探討人工智能對創造力的影響，示範生成式人工智能的運作方式、訓練原理，以及人類的意圖、美感與價值觀如何在有意義的創作中仍然扮演關鍵角色。工作坊將結合講座和實作活動，首先介紹生成式人工智能在藝術和教育領域的最新進展。參與者將運用生成式人工智能系統進行藝術創作，透過提示設計、限制條件與反覆修正的過程，探索人機協作如何擴展想像力，而非取代人類創意。

對人工智能在藝術領域倫理影響的慎思明辨將是討論的核心，探討如何在不損害藝術完整性的前提下提升創造力。教育者和藝術家如何利用人工智能來激發人類潛在的創造力，深化自我表達與學習，而非造成風格同質化、技能退化或外包意義。工作坊最後將以開放討論作結，共同思考如何塑造一個人類與智能機器共同進化、共同創作，並兼具智能與責任的未來。

Workshop 工作坊 02,07  
14.05.2026

## When Visual Thinking Meets Design Thinking 當視覺思維遇上設計思維

**Professor LEE Yu-hin, Brian**

李宇軒教授

Assistant Dean (Resources & Infrastructure) and

Associate Professor, School of Design,

The Hong Kong Polytechnic University

香港理工大學設計學院助理院長（資源及設施）及副教授



G/F Activity Room 1  
地下一號活動室



Cantonese  
粵語

The workshop will foreground the critical role of visual literacy within design education, with particular emphasis on articulating objectives for bridging secondary school Visual Arts curriculum and higher education design programmes. Participants will engage in structured activities aimed at conceptualising visual literacy in the context of art and design education, as well as analysing its contribution to creative communication and problem-solving within design practice. The inclusion of case studies focusing on portfolio development and exemplary undergraduate student projects will inform and enrich discussions of effective strategies for cultivating future talent in the field.

本工作坊嘗試以視覺素養在設計教育中的關鍵角色為角度，共同探討如何連結中學視覺藝術課程與高等教育設計課程為目標。參與者將從體驗活動中，表達藝術與設計教育背景下建構視覺素養的概念，並分析其在設計實踐中促進創意溝通與解決問題的思考方法。工作坊將會分享發展作品集及大學生專案為主的案例，以啟發並豐富有關培育未來設計人才之有效策略的討論。

Workshop 工作坊 03,08

14.05.2026

## Designing and Making Games 遊戲設計與製作

**Dr Jussi Pekka HOLOPAINEN**

尤西·佩卡·霍洛派寧博士

Associate Professor, School of Creative Media,

City University of Hong Kong

香港城市大學創意媒體學院副教授

 G/F Activity Room 2  
地下二號活動室

 English  
英語

The workshop introduces participants to the fundamentals of videogame design through the creation of small, fully playable games. Participants will be guided through the complete game design process, starting with the generation and refinement of initial ideas. As part of this process, participants will incorporate selected generative AI tools to support brainstorming, rapid prototyping, and iteration. These tools will be used in a deliberate and critical manner to support exploration of ideas, rapid prototyping, and creative experimentation, while keeping design decision-making firmly in the hands of the participants.

The workshop then moves into shaping engaging gameplay and understanding what makes games engaging. Emphasis is placed on practical design principles such as working within constraints, aligning gameplay with player experience, and iterating based on playtesting and feedback.

The workshop culminates in the development of a playable prototype that participants can test and refine. By the end of the session, participants will have created at least one small game prototype and gained a foundational understanding of game design workflows, including how to responsibly and effectively integrate generative AI into the creative game design process.

本工作坊通過製作小型、完整的互動遊戲，向參與者介紹電子遊戲設計的基礎知識。參與者將接受完整遊戲設計流程的指導，從概念生成到凝練思維，在過程中將使用精選的生成式人工智能工具，以輔助腦力激蕩、快速原型製作和迭代的生成。人工智能工具將以謹慎且慎思明辯的方式參與設計過程，這些工具支持創意探索、快速原型開發與創意實驗，確保設計決策權始終掌握在參與者手中。

工作坊後續將着重於塑造引人入勝的遊戲玩法，解析一個遊戲吸引人的核心要素，並將重點介紹實用設計原則，例如在限制條件下創作、使遊戲玩法與玩家體驗相互契合，並根據測試回饋進行迭代優化。

工作坊的最終成果是開發出一個可玩的遊戲原型，供參與者測試與改進。參與者將至少建造一款小型遊戲原型，並掌握遊戲設計工作流程的基礎知識，包括負責且有效地將生成式人工智能整合至創意遊戲設計之中。

Workshop 工作坊 04,09,14,19

14.05.2026, 15.05.2026

## AI-based Interactive Design Assistant for Fashion (AiDA) 互動性人工智能時裝設計助理

**Laboratory for Artificial Intelligence in Design**

人工智能設計研究所

 G/F Lecture Room,  
User Education Hall  
地下讀者服務簡介廳簡介室

 Cantonese  
粵語

The workshop guides participants to explore how AiDA, a first-to-market technology, empowers users to transform their creative inspirations into original fashion designs with the assistance of AI.

Participants will gain first-hand experience using AiDA to collaboratively create fashion collections. They will witness how AI can enhance human creativity to generate unique fashion designs in just a few seconds based on their inspirations by inputting mood boards, fabric prints, colour choices, and sketches. With just a few clicks, participants can select or refine options to develop comprehensive fashion collections, bringing agility, efficiency, and flexibility to traditional design processes. New features allow participants to instantly transform designs into realistic model images and generate dynamic videos, bringing their designs to life and enabling them to visualise the try-on effect.

AiDA accelerates ideation and streamlines the fashion design workflow, contributing to sustainability and cost-efficiency. It also enables those fashion novices without drawing or sketching skills to create their own designs in a simple and easy mode.

工作坊將帶領參與者探索互動性人工智能時裝設計助理 ( AiDA ) 這項市場首創的技術，如何讓用戶能夠在人工智能的協助下，將創意靈感轉化為獨特的時裝設計。

參與者將親身體驗使用 AiDA 共同創作時裝系列，見證人工智能如何增強人類的創造力，根據靈感使用靈感板、面料印花、顏色選擇和草圖，在短短幾秒內生成獨特的時裝設計。只需簡單數下點擊，參與者就可以輕鬆地在時裝系列中進行微調或加入個人化選項，創造全面的時裝系列，為傳統設計過程帶來靈活性、效率和彈性。此外，新功能讓參與者可以將設計轉化為真實的模特兒圖片，並生成動態視頻，使設計栩栩如生，輕鬆呈現真實試穿效果。

AiDA 加速了創意構思，簡化了時裝設計流程，促進可持續性和成本效益。沒有繪畫或素描基礎的時裝設計初學者都能夠以簡單易用的方式創造自己的設計。

Workshop 工作坊 05,10  
14.05.2026

## Design as Language 設計即語言

**CHAN Hiu-yan**  
陳曉茵

Executive Chair, Association for Creative Education  
創意教育協會會長

 2/F Children's Activity Room  
二樓兒童活動室  
 Cantonese  
粵語

Design is fundamentally a practice of making meaning visible; semiotics is the study of signs and symbols, it offers students an effective way to understand design as a language of meaning.

This workshop will introduce participants to semiotics, key concepts such as signifier and signified, denotation and connotation, using familiar examples to provide a practical framework for teaching and discussing design; then follow up with guided analysis and drawing exercises, including decoding existing designs, creating symbols for abstract ideas, and redesigning symbol of everyday objects with Hong Kong's rich visual culture to communicate new meanings.

Combining knowledge delivery, creative practice, learning and teaching strategies, the workshop equips participants to decode and encode meaning in design, thereby developing both critical thinking and creative expression in visual arts education

設計本質上是將意義視覺化的呈現；符號學則是對標誌與符號的研究，它能有效地使學生理解設計的語言是如何傳情達意。

本工作坊將引導參與者認識符號學核心概念，如「能指與所指」、「本意與隱義」，並實用地透過日常案例建立設計教學與討論的實用框架；隨後進行分析和繪畫練習，包括解讀現有設計、為抽象概念創造符號，以香港豐富的視覺文化重新設計日常物件的符號，為其賦予新的意義。

通過結合理論傳授創作練習及學與教策略，本工作坊協助參與者在設計中解讀和建構意義，進一步提升視覺藝術教育中的慎思明辨與創造力。

Workshop 工作坊 11,16  
15.05.2026

## Creative Leadership within Education 教育領域的創意領導

**Professor Rama GHEERAWO**  
羅摩·格拉沃教授

Founder, Creatory Labs, INSTILL and  
President, EIDD — Design for All  
Creatory Labs, INSTILL 創辦人及 EIDD — Design for All 主席

 G/F Exhibition Gallery  
地下展覽館  
 English  
英語

The workshop is designed for educators who are working in increasingly complex learning environments. It explores how creative leadership can help education remain deeply human, purposeful, and resilient.

Professor GHEERAWO reframes leadership as a way of thinking and acting in daily practice and one that is grounded in empathy, clarity, and creativity. This learnable mindset helps educators navigate uncertainty, reframe challenges, and design more inclusive learning experiences. Through real-life examples, the workshop demonstrates how creative leadership supports student engagement, staff collaboration, and confidence particularly for learners who may not see themselves of all ages and abilities.

Interactive and grounded in real educational contexts, the workshop offers practical insights and encourages reflection on purpose, values, and impact. Participants leave with renewed confidence to lead thoughtfully, creatively, and humanely within their own educational settings.

本工作坊專為身處日益複雜學習環境的教育工作者而設，探討創意領導力如何能夠協助教育，保持其深具人性化、明確目標感與韌性十足的特質。

格拉沃教授將領導力重新定義為一種日常實踐的思維與行動模式，一種以同理心、清晰思維和創造力為基礎的實踐。這種思維模式能夠幫助教育工作者應對不確定性，重新定義挑戰性並設計更具包容性的學習體驗。通過真實案例，本工作坊旨在展示創新領導力的影響力：通過提升學生參與及教職員協作，為不同年齡與能力的學習者建立自信，特別是那些在現有體制中感到被忽視的學生。

本工作坊採用互動教學法，立足於真實的教育情境，向教育工作者提供實務洞見，同時鼓勵參與者反思教育的宗旨、價值觀與影響力。參與者將帶着重塑的信心，在各自的教育環境中展現深思熟慮、富有創意、具創造力，以及人性化的領導風範。

Workshop 工作坊 12,17  
15.05.2026

## Digital Stage: Visual Art in Media Scenography 數字舞台：舞台媒體美學中的視覺藝術

Department of Media Design and Technology,  
School of Theatre and Entertainment Arts,  
The Hong Kong Academy for Performing Arts  
香港演藝學院  
舞台及製作藝術學院科藝製作系

 G/F Activity Room 1  
地下一號活動室  
 Cantonese  
粵語

In this workshop, participants will explore the future of live stage by transforming visual art into an engaging digital performance. Participants will begin their creative journey with hands-on experimentation, crafting unique visuals from recycled materials and sketches. Next, they will digitise these physical creations using the advanced pre-visualisation digital media application, combining their custom graphics with digital lighting to light up the stage. Ultimately, they will direct a performance that blends video and digital lighting to bring their work to life in real time.

參與者將探索視覺藝術與數字科技結合的未來舞台。於本工作坊中，展開一場創作之旅，透過親手實驗，利用回收物料及手繪草圖，設計出獨一無二的視覺元素。接着，將運用先進的「預視」數字媒體軟件將實體創作數字化，結合自訂圖象與數字燈光，營造舞台效果。最後參與者將親自執導一場融合錄像與數字燈光的表演，讓作品活現眼前。

Workshop 工作坊 13  
15.05.2026

## Biomaterials — Eggshell Ceramic 「新生物料」蛋殼陶瓷

The Mills Fabrica  
南豐作坊

 G/F Activity Room 2  
地下二號活動室  
 Cantonese  
粵語

The workshop focuses on transforming food waste into eco-friendly accessories, introducing an alternative to non-renewable materials “eggshell ceramics”. Through collaboration with the restaurants at The Mills, The Mills Fabrica collects discarded eggshells as the workshop material. Participants can also personalise their keychains using natural food colourants.

工作坊將廚餘轉化為環保配飾，為不可再生物料提供了替代方案——「蛋殼陶瓷」。南豐作坊與南豐紗廠內的餐廳合作，收集廢棄的蛋殼作為工作坊的材料。參加者更可以使用天然食物色素進行裝飾及加入個人特色。

Workshop 工作坊 15,20

15.05.2026

## Design Sketch Visualisation 視覺化設計草圖

**Dr LEUNG Hoi-yung, Iceman**  
梁海勇博士

Assistant Professor, School of Culture, Creativity and Management and  
Director of Entrepreneurship Cooperation Center, Beijing Normal-Hong Kong Baptist University  
北師香港浸會大學文化創意與管理學院助理教授及創新創業合作中心主任

 2/F Children's Activity Room  
二樓兒童活動室

 Cantonese  
粵語

Sketching is not to draw what one sees, but to express what is in one's mind.

- Project Briefing: "Why does drone have 4 propellers?"
- Introduction of sketching materials, idea and design sketch
- Practice of basic sketch on geometric forms & organic forms
- Introduction of orthographic/isometric projection, perspective projection
- Introduction of material tonal contrast
- Practice of marker sketching of different tonal contrast
- Colour orthographic projection of geometric form in colour paper rendering
- Design visualisation in colour paper rendering
- Reinforcement of material tonal contrast practice on colour paper
- Mixed media rendering on colour paper

手繪草圖不是把看到的東西畫出來，而是把想像到的東西表達出來。

- 項目簡報：「為什麼無人機有四個螺旋槳？」
- 素描材料、構思與設計草圖介紹
- 幾何圖形和有機圖形基礎素描練習
- 正投影 / 等軸測投影、透視投影介紹
- 材質色調對比介紹
- 不同色調對比的馬克筆素描練習
- 彩色紙上幾何圖形的彩色正投影渲染
- 彩色紙上設計視覺化
- 強化彩色紙上材料色調對比練習
- 彩色紙上混合媒材渲染

Workshop 工作坊 18

15.05.2026

## From Design to Craftsmanship: Jewellery Design Workshop 從設計到工藝：珠寶設計工作坊

**Hong Kong Design Institute**  
香港知專設計學院

 G/F Activity Room 2  
地下二號活動室

 Cantonese  
粵語

From jewellery design concepts to refined craftsmanship, participants will experience the complete journey of jewellery creation. Through industry insights, design sketching, and hands-on metalwork, participants will design and craft their own pearl lily of the valley pendant, discovering the perfect harmony between design and craftsmanship.

從珠寶設計概念到精緻工藝，參與者會體驗珠寶創作的完整旅程。通過行業講解、設計繪圖與金屬手作，參與者將親手設計並製作一枚珍珠鈴蘭吊墜，感受設計與手作的完美融合。

# Speakers

## 演講嘉賓

### Opening Speech 開幕演講

## Professor Eric YIM, MH, JP 嚴志明教授，太平紳士

Professor of Practice  
The Hong Kong Polytechnic University  
香港理工大學  
實務教授

Guest of Honour 主禮嘉賓



Professor Eric YIM is a distinguished UK-registered architect, furniture designer, entrepreneur and industrialist who has been recognised with the “Lifetime Achievement Award” from Hong Kong Furniture & Decoration Trade Association, and “Young Industrialist of Hong Kong” from Federation of Hong Kong Industries in 2005.

His commitment to promoting creativity and innovation as well as advancing design education is evident in his roles as Chairman of Hong Kong Design Centre, Deputy Chairman of the Vocational Training Council (VTC), Chairman of the Advisory Committee of School of Design, The Hong Kong Polytechnic University (PolyU), Chairman of HKSAR Technology Voucher Programme Committee, Court Member of PolyU and advisor to various think tanks and research organisations such as the Our Hong Kong Foundation and the Laboratory for Artificial Intelligence in Design (AiDLab). He was also a member of the HKSAR Chief Executive’s Council of Advisors on Innovation and Strategic Development from 2018 to 2022.

He holds a Master’s Degree in Architecture from the University of Cambridge and a B.Arch Degree with distinction in design from the University of Manchester. The conferment of an Honorary Doctorate Degree in Design from Swinburne University in Australia, as well as Honorary Fellowships from both PolyU and VTC, further underscored his commitment to and achievement in promoting educational excellence and creativity in Hong Kong and beyond.

嚴志明教授是英國註冊的知名建築師、家具設計師、企業家及工業家，曾獲香港傢俬裝飾廠商總會頒發「終身成就獎」，及早於 2005 年獲選為香港工業總會「香港青年工業家」。

嚴教授多年來致力於推動創意創新與設計教育發展，曾任香港設計中心主席、職業訓練局副主席、香港理工大學設計學院諮詢委員會主席、香港特別行政區科技券計劃委員會主席，同時擔任香港理工大學校董會顧問團成員，亦是團結香港基金、人工智能設計研究所等多家智庫及研究機構的顧問，他更於 2018 至 2022 年擔任香港特別行政區行政長官創新及策略發展顧問團成員。

嚴教授持有英國劍橋大學建築學碩士學位、曼徹斯特大學建築學學士學位；他亦獲澳大利亞斯威本科技大學頒授設計榮譽博士學位，同時榮膺香港理工大學及職業訓練局榮譽院士，其在香港及海外推動優質教育與創意發展的堅守與成就也由此得到進一步彰顯。

## Keynote 1 主題演講 1

### CHEN Lu 陳露

Senior Director  
Xiaomi  
小米  
高級總監



CHEN Lu is the Senior Design Director at Xiaomi, responsible for product, packaging, and human-machine interface design. She graduated from Art Center College of Design in the United States with a major in Graphic Design. Since joining Xiaomi in 2011, she has been committed to enhancing product competitiveness through design. She has led teams in delivering design for a wide range of Xiaomi ecosystem products, packaging, and brand systems, as well as numerous peripheral products, establishing “minimalist, universal, and innovative” design as a core hallmark of Xiaomi’s identity. Her work has received multiple international design awards, including the Pentawards Platinum Award (UK), Good Design Award and Best 100 (Japan), Graphis Design Annual Platinum Award (US), Dieline Award (US), Red Dot Award (Germany), iF Design Award (Germany), and IDEA Award (US). She has also been invited multiple times to serve as a juror for major global design competitions such as the iF Design Award (Germany) and the Pentawards (UK).

陳露現任小米高級設計總監，負責產品、包裝與人機互動設計。畢業於美國藝術中心設計學院平面設計系。2011年加入小米以來，她致力於以設計提升產品力，帶領團隊完成了小米生態鏈眾多產品、包裝與品牌設計，以及眾多周邊產品設計，使「極簡、通用、創新」的設計風格成為小米的重要識別特徵。其作品多次獲得國際設計大獎，包括英國 Pentawards 白金獎、日本 Good Design 及 Best 100 獎、美國 Graphis 設計年鑒白金獎、美國 Dieline 獎、德國 Red Dot、德國 iF，以及美國 IDEA 獎等。她也多次受邀擔任德國 iF、英國 Pentawards 等國際設計大獎評審。

## Keynote 2 主題演講 2

### Professor Jeffrey SHAW 邵志飛教授

Chair Professor  
Academy of Visual Arts  
Hong Kong Baptist University  
香港浸會大學  
視覺藝術院  
講座教授



Professor Jeffrey SHAW has been a leading figure in new media art since its emergence from the performance, expanded cinema and installation paradigms of the 1960s to its present-day technology-informed and virtualised forms. In a prolific career of widely exhibited, critically acclaimed works, he has pioneered the creative use of digital media technologies in the fields of virtual and augmented reality, immersive visualisation environments, navigable cinematic systems and interactive narratives. He was the founding director of the ZKM Institute for Visual Media Karlsruhe, Germany (1991–2002), and co-founding director of the University of New South Wales Australia iCinema Centre for Interactive Cinema Research since 2003. From 2009 to 2016, he was Dean of the School of Creative Media at City University of Hong Kong, and currently, he is Chair Professor at Hong Kong Baptist University’s Academy of Visual Arts and the Founding Director of the HKBU Visualization Research Centre.

自 1960 年代新媒體藝術由表演、擴延電影和裝置藝術中萌芽以來，邵志飛教授一直以來是新媒體藝術的先驅，見證了當代以科技導向、虛擬化形式蓬勃發展。在其豐盛的職業生涯中，邵教授的作品獲廣泛展出且屢獲殊榮，並率先將數碼媒體技術應用於多個創新領域，包括虛擬與擴增實境、沉浸式視覺環境、導航式電影系統和互動敘事等。他曾於 1991 至 2002 年擔任德國卡爾斯魯厄藝術與媒體中心創辦總監，並自 2003 年起出任澳洲新南威爾斯大學 iCinema 互動電影研究中心聯合創辦總監。從 2009 至 2016 年間，他擔任香港城市大學創意媒體學院院長，現為香港浸會大學視覺藝術院講座教授，並兼任浸大視覺化研究中心創辦總監。

### Keynote 3 主題演講 3

## Professor Calvin WONG 黃偉強教授

CEO & Centre Director of  
Laboratory for Artificial Intelligence in Design and  
Cheng Yik Hung Professor in Fashion  
The Hong Kong Polytechnic University  
人工智能設計研究所行政總裁及總監兼  
香港理工大學鄭翼雄時裝教授



Professor Calvin WONG is the CEO and Centre Director of Laboratory for Artificial Intelligence in Design (AiDLab) and holds an Endowed Professorship in Fashion at The Hong Kong Polytechnic University. He is ranked among the world's top 1% of most-cited scientists in AI & Image Processing according to the Global Report released by Stanford University, with over 170 high-impact journal publications.

In 2019, he collaborated with the world's largest online shopping platform to create the pioneering "Fashion AI Dataset". In 2022, he and his team developed AI-based Interactive Design Assistant for Fashion (AiDA), the world's first designer-led AI system for speeding up the fashion design process, which received global media coverage from Vogue, The Times, BBC News, and others. AiDA has also won the iF Design Award and the Just Style Excellence Award 2024. Over a thousand designers from different countries are currently incorporating AiDA into their design process.

黃偉強教授現任人工智能設計研究所 ( AiDLab ) 行政總裁及總監兼香港理工大學鄭翼雄時裝教授。根據史丹佛大學發布的全球報告，他在人工智能和圖象處理的學術領域中，獲列入為全球首 1% 被引文次數最多的科學家，並擁有超過 170 篇高影響力的期刊論文發表。

在 2019 年，黃教授與世界最大的購物平台共同推出全球首個「FashionAI 數據集」。在 2022 年，黃教授與他的團隊研發了世界首創的嶄新科技互動性人工智能時裝設計助理 ( AiDA )，吸引了超過 120 個本地和國際媒體報導，包括 VOGUE、BBC News、The Times、MIT Technology Review 等等。該系統還榮獲了 2024 年 iF 設計獎和 Just Style 優秀獎等多項殊榮。目前來自不同國家的逾一千名設計師，正採用 AiDA 於其設計流程之中。

### Keynote 4 主題演講 4

### Workshop 11,16 工作坊 11,16

## Professor Rama GHEERAWO 羅摩·格拉沃教授

Founder, Creatory Labs, INSTILL and  
President, EIDD — Design for All  
Creatory Labs, INSTILL 創辦人及  
EIDD — Design for All 主席



Professor Rama GHEERAWO is an expert in inclusive design and creative leadership, who founded Creatory Labs, an online platform for fostering creativity in education and leadership. He advocates that creativity is a universal capability, essential for teaching and leadership in the modern world, as outlined in his book, *Creative Leadership: How to Design the 21st-Century Organisation*. He is also the Founder of INSTILL and President of EIDD — Design for All. Formerly the Director of the Helen Hamlyn Centre for Design at the Royal College of Art, he spearheaded over 100 international collaborations to promote inclusive design. He has taught his Creative Leadership model to 30 000 people globally, focusing on building confidence and resilience in education.

He is a Visiting Professor in Asia and Europe and serves on global advisory boards including The Valuable 500 and the Global Disability Innovation Hub. Named a Creative Leader by Creative Review and inducted into the Design Week Hall of Fame, he is recognised as a leading voice in integrating creativity into human development.

羅摩·格拉沃教授是包容性設計和創意領導領域的專家，創辦 Creatory Labs 線上平台，致力於在教育及領導領域培養創造力。他倡導創造力是一種普遍能力，對於現代世界的教學和領導至關重要，正如他在著作《創造性領導力：如何設計 21 世紀的組織》中所闡述的那樣。身為 INSTILL 的創辦人及 EIDD — Design for All 主席，他曾擔任英國皇家藝術學院海倫·哈姆林設計中心主任，領導百餘項國際合作項目，以推廣包容性設計。他教授的創意領導模型已惠及全球三萬人，專注於在教育領域建立自信和韌性。

他目前在亞洲和歐洲擔任客座教授，並擔任「價值 500 強」及「全球殘障創新中心」等諮詢委員會成員。他曾獲《Creative Review》評選為「創意領袖」，並入選《Design Week》名人堂，被公認為將創造力融入人類發展的領導者。

Keynote 5 主題演講 5

Max LAM  
林鴻勝



General Manager-Creative & Design  
Chow Tai Fook Jewellery Group  
周大福珠寶集團  
創作總經理

Max LAM is a seasoned designer with over 20 years of experience in the field of jewellery design and culture. His professional practice spans multicultural and creative cross-border projects, and he has extensive experience in international collaboration.

Iconic projects include leading the design of medals for the 15th National Games in 2025; participating in the creative work of the China Pavilion at the 2015 Milan World Expo; participating in the 2017 China-France Brand Summit Forum as a core member. He was also a mentor at Central Saint Martins College of Art and Design in the United Kingdom and has been participating in the "Ancient Chinese Gold Techniques" research project since 2014. He is a Master Graduate from the University for the Creative Arts in the United Kingdom and was awarded 2014 Hong Kong Top Ten Outstanding Designer.

林鴻勝於珠寶設計與文化領域，具備豐富的國際合作經驗。專案包括：領銜設計 2025 年第十五屆全運會獎牌；參與 2015 年米蘭世博會中國館的創意工作；參與 2017 中法品牌高峰論壇；曾為英國中央聖馬丁藝術與設計學院指導導師及參與「中國古代黃金工藝」研究項目等。林先生擁有英國創意藝術大學碩士學位及在 2014 年獲選為香港十大傑出設計師。

Keynote 6 主題演講 6

Workshop 5, 10 工作坊 5, 10

• CHAN Hiu-yan  
陳曉茵



Executive Chair  
Association for Creative Education  
創意教育協會  
會長

CHAN Hiu-yan provides design services in fashion, accessories, visual merchandising for brands in Chinese Mainland, Europe and the United States. She has also curated events and projects both at home and abroad, including co-ordinated Para/Site Art Space — Hong Kong Jockey Club Curatorial Training Programme. From 2011 to 2021 she taught visual merchandising design at the School of Continuing Education, Hong Kong Baptist University. In 2016, she founded the Association for Creative Education. In 2022, she authored *Art Appreciation and Criticism in Context Series: Understanding Design from Different Perspectives*, published by the Education Bureau (EDB). In 2025, she participated in the "Design for Innovation" Teacher Professional Learning Community (PLC) organised by the EDB's Curriculum Development Institute, contributing her extensive practical industry experience and pedagogical insights as a consultant. She graduated from the School of Design at The Hong Kong Polytechnic University and the School of Creative Media, City University of Hong Kong.

陳曉茵為中國內地、歐洲和美國的品牌提供時裝、配飾、視覺營銷等設計服務，亦在世界各地策劃活動項目，包括統籌 Para/Site Art Space 藝術空間——香港賽馬會策展工作計劃。2011 年至 2021 年，她在香港浸會大學持續教育學院任教視覺營銷設計；於 2016 年成立創意教育協會。2022 年，她著有《藝術及評賞系列——從多角度認識設計》，該書由教育局出版。2025 年，她參與教育局課程發展處舉辦的「設計創新」教師專業學習社群，以顧問身份貢獻其豐富的業界實踐經驗和教學專業見解。她畢業於香港理工大學設計學院和香港城市大學創意媒體學院。

## Keynote 7 主題演講 7

### Professor Kun-pyo LEE 李健杓教授



Dean of School of Design, Swire Chair Professor of Design  
Alex Wong Siu Wah Gigi Wong Fook Chi Professor in Product Design Engineering  
The Hong Kong Polytechnic University

香港理工大學設計學院院長  
太古設計學講座教授  
黃少華黃宓芝產品設計工程教授

Professor Kun-pyo LEE is the Dean of School of Design, The Hong Kong Polytechnic University (PolyU). Before joining PolyU, he was the Professor at the Department of Industrial Design, KAIST, South Korea and the Director of the Human-Centered Interaction Design Lab for more than 30 years. He is Co-founder and President Emeritus of IASDR (International Association of Societies of Design Research). He also served as Chief Design Officer (Executive Vice President) of Corporate Design Center, LG Electronics. He is well known in Asia as an early pioneer in the field of design research, UX design and user-centred design, for which he was recognised as Honorary Fellow of the Design Research Society, and Local Hero at CHI 2015. After returning to KAIST from LG with unique experiences in industry and academia he has been focusing on establishing a new design education paradigm under the name of Design 3.0.

李健杓教授現任香港理工大學設計學院院長。逾 30 年的工作生涯中，他出任過韓國科學技術院工業設計系教授及人本互動設計實驗室總監，亦擔任過 LG 電子的企業設計中心總監和執行副總裁。同時，他是世界設計學會的創會成員及榮譽會長，該會是全球最大的國際設計研究組織。作為亞洲其中一位致力於設計研究、使用者體驗設計和用家為本設計的先驅，他傑出的研究獲得多方肯定，包括獲 DRS 頒發榮譽院士，而 CHI 更委任他為「本地英雄」。憑藉其豐富的教育與業界經驗，李教授現正着手構思未來設計教育的藍圖。

## Keynote 8 主題演講 8

### LAM Hon-yuen, Samuel 林漢源



CEO  
X Social Group  
X Social Group 行政總裁

As a pioneer in Hong Kong's Low-Altitude Economy and ArtTech, LAM Hon-yuen, Samuel is dedicated to driving Hong Kong's "Mega Event Economy" through "ArtTech", having led his team to execute over 100 landmark drone light shows. His achievements include setting records for the world's first performances at the Hong Kong International Airport, the Hong Kong Convention and Exhibition Centre, and AsiaWorld-Expo. He excels at integrating commerce with creativity, crafting immersive sea-land-air performance solutions for international brands over Victoria Harbour.

Upholding the philosophy of "Education through Performance", LAM collaborates with local universities to cultivate innovation and technology talent, while championing "Tech for Good" through the "ARTOPIA" charity project.

In the realm of safety, he pioneered the "Drone Take-off Reliability Index (DTORI)" and actively participates in government regulatory sandboxes to establish the industry's highest safety standards. His vision is to position Hong Kong as the premier hub for the Low-Altitude Economy in the Greater Bay Area.

林漢源為香港低空經濟與藝術科技先驅，致力以「藝術科技」驅動香港「盛事經濟」，帶領團隊完成逾百場地標級無人機匯演，包括創下全球首個於香港國際機場、香港會議展覽中心及亞洲國際博覽館進行的無人機表演紀錄。他擅長整合商業與創意，為國際品牌於維多利亞港海陸空沉浸式表現方案。

他貫徹「以演帶教」理念，聯動本地高校培育科創人才，並藉「ARTOPIA」慈善項目實踐科技向善。

在安全領域，他首創「無人機起飛可靠指數」，並深度參與政府監管沙盒，確立行業最高安全標準，矢志將香港構建為大灣區低空經濟樞紐。

## Keynote 9 主題演講 9

### Professor Herman CAPPELEN 赫曼·卡普蘭教授

Chair Professor  
Department of Philosophy  
The University of Hong Kong  
香港大學  
哲學系講座教授



Professor Herman CAPPELEN is Chair Professor of Philosophy at The University of Hong Kong (HKU), where he serves as Director of the AI & Humanity Lab and Director of its MA in AI, Ethics, and Society. His research focuses primarily on philosophy of language and philosophical methodology, with extensions into epistemology, philosophy of mind, and metaphysics.

He has held distinguished academic positions at leading institutions worldwide. Prior to joining HKU in 2020, he was Professor at the University of Oslo, where he co-directed CSMN's ConceptLab, a project on conceptual engineering funded by a Toppforsk award from the Research Council of Norway. From 2007, he served as Professor and Arché Chair at the University of St Andrews, where he also directed the Arché Philosophical Research Centre and was co-investigator of two major AHRC — funded research projects: “Contextualism and Relativism” and “Intuitions and Philosophical Methodology”. He has also held positions at Somerville College, Oxford, and Vassar College, and was among the original applicants for the Centre for the Study of Mind in Nature (Norwegian Centre of Excellence) at the University of Oslo.

Since 2013, he has served as editor of *Inquiry: An Interdisciplinary Journal of Philosophy*. His scholarly contributions have been recognised through membership in the Norwegian Academy of Science and Letters (since 2008), permanent membership in the Institut International de philosophie, and membership in the Academia Europaea (since 2018).

赫曼·卡普蘭教授是香港大學哲學系講座教授，同時擔任人工智能與人文實驗室主任及人工智能、倫理與社會碩士課程主任。他的研究主要集中在語言哲學和哲學方法論，並延伸至知識論、心靈哲學和形上學領域。

他曾在世界頂尖學府擔任傑出的學術職務。在 2020 年加入香港大學之前，他曾於奧斯陸大學任教授，並共同領導了挪威研究理事會 Toppforsk 獎資助的概念工程項目——CSMN 的概念實驗室。自 2007 年，他擔任聖安德魯斯大學教授和 Arché 講座教授，同時兼任 Arché 哲學研究中心主任，並參與了兩項由英國藝術與人文研究理事會資助的重要研究項目：「語境主義與相對主義」和「直覺與哲學方法論」。他也曾在牛津大學薩默維爾學院和紐約瓦薩學院任職，並且是奧斯陸大學自然心靈研究中心（挪威卓越中心）的首批申請人之一。

自 2013 年以來，他一直擔任《探究：跨學科哲學期刊》的編輯。他的學術貢獻得到廣泛認可，他於 2008 年成為挪威科學與文學院院士，2018 年成為國際哲學學院永久院士，並於 2018 年成為歐洲科學院院士。

## Keynote 10 主題演講 10

### Professor Andrew LAINE 林安睿教授



Dean of the School of Theatre and Entertainment Arts  
The Hong Kong Academy for Performing Arts  
香港演藝學院  
舞台及製作藝術學院院長

Professor Andrew LAINE is the Dean of the School of Theatre and Entertainment Arts at The Hong Kong Academy for Performing Arts since July 2025. He began his professional theatre career in the late 1990s working as a stagehand, carpenter, flyman, rigger, set designer, and technical director.

Professor LAINE earned his Master of Fine Arts from the University of Texas at Austin in 2002, with a concentration in Technical Direction. He has been in education since then, teaching in the public and private sectors. For 19 years before relocating to Hong Kong, he served on the faculty of Temple University in Philadelphia, Pennsylvania, the United States. He co-authored and has then led the Bachelor of Fine Arts programme in Technical Production & Management at Temple University since 2019. He achieved the rank of full professor in 2023.

Apart from his duties at the University, Professor LAINE worked around the region as a freelance set designer, technical director, and technical consultant, while serving as resident designer for Mauckinbird Theatre Company in Philadelphia.

林安睿教授自 2025 年 7 月起擔任香港演藝學院舞台及製作藝術學院院長。他自 1990 年代末展開其專業劇場生涯，曾任舞台工作人員、木匠、舞台吊掛師、吊掛技術員、佈景設計師及技術總監。

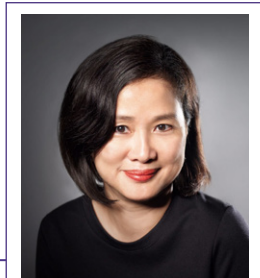
林教授於 2002 年獲得德州大學奧斯汀分校藝術碩士學位，主修技術指導。此後，他一直從事教育工作並在公立和私立學校任教。在移居香港之前，他曾在美國賓夕法尼亞州費城的天普大學任教 19 年。自 2019 年起，他參與創建並領導了坦普大學技術製作與管理專業的藝術學士課程。他於 2023 年晉升為正教授。

除了天普大學的教席以外，林教授會以自由接案的形式，擔任佈景設計師、技術總監、技術顧問，及於費城莫金伯德劇團擔任駐團設計師。

## Keynote 11 主題演講 11

### Dr Anita CHUNG 鍾妙芬博士

Head of Heritage  
Tai Kwun, Hong Kong  
香港大館  
文物事務主管



Dr Anita CHUNG is currently Head of Heritage at Tai Kwun, where she oversees the site's heritage exhibitions and learning programmes.

Prior to this, she was Chief Operating Officer at The Robert H. N. Ho Family Foundation in Hong Kong, as well as Head of the Asian Art Department and Curator of Chinese Art at the Cleveland Museum of Art in the United States. She has also served as Curator of Chinese Art at the National Museum of Scotland and lecturer at the University of Edinburgh.

Having trained as an art historian, Dr CHUNG's research interests lie in Chinese art and architecture, and she has published extensively in these areas.

鍾妙芬博士現任大館文物事務主管，負責統籌古蹟內的文化遺產展覽與教育活動。

此前，她曾擔任香港何鴻毅家族基金的營運總監，並於美國克利夫蘭藝術博物館擔任亞洲藝術部主管兼中國藝術策展及研究員。她亦曾任蘇格蘭國家博物館中國藝術策展人，並於愛丁堡大學擔任講師。

鍾博士為一名藝術史學家，研究範疇包括中國藝術與建築，並於相關領域發表眾多著作。

## Keynote 12 主題演講 12

### LI Wing-chuen, Tommy 李永銓

Creative Director  
Tommy Li Design Workshop  
李永銓設計度  
創作總監



LI Wing-chuen, Tommy is the brand designer/consultant known for his unique design style and innovative thinking. Spanning Hong Kong, Chinese Mainland, Japan, and Italy, he is one of the few designers to break into the international market.

- He has received over 650 awards.
- Invited by Hong Kong Heritage Museum, he organised his solo exhibition "Projects · Objects · Play — Tommy Li P.O.P. Design Show" in 2018.
- He organised his 20 years solo exhibition — From Hong Kong (covering an area of 15 000 square feet), Chengdu, Suzhou, Beijing to Shenzhen from 2010 to 2015.
- He published *Rebranding X Consumption Jungle* in 2010, the best seller of brand design textbooks in China.
- Over the years, he has been the judge of international competitions, such as Young Guns, iF Design, D&AD Award, Global Design Award, Hong Kong International Poster Triennial, Golden Pin Design Award etc.
- He has become a member of Alliance Graphique Internationale, a globally renowned alliance of graphic artist and designers since 2005.

Remarkable success cases include Hang Seng Bank, MTR Corporation, Maxim's Caterers, Chow Sang Sang Holdings International Ltd, Carpenter Tan Holdings, The Hong Kong Polytechnic University (School of Design), Taetea Group, Dairy Farm Group (First Choice), Honeymoon Dessert, Ying Kee Tea House, Hong Kong Productivity Council and Shanghai Watch etc.

李永銓是香港品牌顧問設計師，他以其獨特的設計風格和創新的思維而聞名。業務範圍遍佈香港、中國內地、日本及意大利，是少數打入國際市場的模範。

- 近年獲獎超過 650 項
- 2018 年獲香港文化博物館邀請舉行個人展覽《李永銓「玩·物·作」設計展》。
- 他的個人巡迴展——《對話視覺·李永銓與設計 20 年展》，由 2010 至 2015 年先後於香港（占地 15 000 平方呎）、成都、蘇州、北京、深圳舉行。
- 2010 年出版的《消費森林 X 品牌再生》，為中國最暢銷的品牌設計文字書籍。
- 多年來為多個國際比賽擔任評審，如國際青年設計大獎，iF 設計、D&AD、環球設計大獎、香港國際海報三年展、金點設計獎等。
- 2005 年被推薦成為設計師國際聯盟會員。

成功客戶包括恒生銀行、港鐵公司、美心集團、周生生國際集團、譚木匠、香港理工大學（設計學院）、大益集團、牛奶公司集團（首選牌）、滿記甜品、英記茶莊、生產力局及「上海牌」手錶等。

### Keynote 13 主題演講 13



## Keri RYAN 韋嘉頤

Associate Director  
Learning and Interpretation, M+  
M+  
教學及詮釋副總監

Keri RYAN is the Associate Director, Learning and Interpretation at M+ Museum in Hong Kong. As part of the curatorial department, she leads the team that is responsible for the learning and interpretation strategy across the museum, including exhibition planning and school, family, youth, community, and adult programmes. Prior to joining M+, she was the Director of Learning and Interpretation at the Art Gallery of Ontario in Toronto where she spent 12 years developing audience-centred strategies for the permanent collections and exhibitions.

韋嘉頤現任香港 M+ 副總監，主管博物館的教學及詮釋部門。作為策展團隊的核心成員，她領導博物館的學與教策略，規劃展覽和活動內容，並制定與實施涵蓋學校、家庭、青少年、社區，以及成人等不同觀眾類別的教育項目。加入 M+ 前，她曾任多倫多安大略美術館教學及詮釋總監長達 12 年，期間開創各種以觀眾為本的展覽詮釋策略，使博物館的館藏及展覽積極主動地走近大眾。



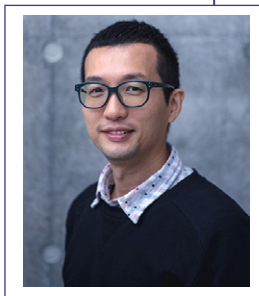
### Workshop 1,6 工作坊 1,6

## • Dr David HANSON 大衛·漢森博士

CEO  
Hanson Robotics  
漢森機械人技術公司  
行政總裁

Dr David HANSON is a renowned roboticist and artist who has pioneered the development of human-inspired robots. With a background in fine arts and interactive media, including work as a Disney Imagineer, he blends sculpture, storytelling, and advanced artificial intelligence to create socially intelligent machines like Sophia the Robot. His work explores the intersection of AI, robotics, and creative expression, aiming to foster meaningful collaboration between humans and technology. He holds a PhD in Aesthetic Studies and Interactive Arts and Engineering from the University of Texas at Dallas and has been recognised globally for his contributions to both the arts and sciences.

大衛·漢森博士是一位著名的機械人專家和藝術家，致力於開創以人為本的類人機械人技術。他具備深厚的美術與互動媒體背景，曾任迪士尼幻想工程師。他完美結合了雕塑藝術、敘述美學與先進的人工智能，創造出像索菲亞機械人——具有社交智慧的機械生命。他的作品着重探索人工智能、機械人技術和創意表達的交匯，旨在促進人類與科技之間有意義的協作。他擁有德州大學達拉斯分校美學研究、互動藝術與工程博士學位，其對於藝術和科學領域的貢獻深受全球肯定。



### Workshop 2,7 工作坊 2,7

## Professor LEE Yu-hin, Brian • 李宇軒教授

Assistant Dean (Resources & Infrastructure) and Associate Professor  
School of Design  
The Hong Kong Polytechnic University  
香港理工大學  
設計學院助理院長 (資源及設施) 及副教授

Professor LEE Yu-hin, Brian has practised industrial design across various sectors, including medical equipment, lifestyle products, public design, and curatorship for community art, both in Hong Kong and internationally, over several years. Currently, he conducts research and teaches at the School of Design, The Hong Kong Polytechnic University, supporting programmes from undergraduate to Doctoral levels. He has developed pedagogical strategies and course materials with multidisciplinary components, such as product and service system design, interactive product experience, visual thinking and communication, as well as co-creation methodologies with and for the communities. These efforts aim to explore sustainable, high-quality living environments, address the needs of ageing populations, and promote methodologies that foster positive societal and economic transformation. He holds a Bachelor's degree in Industrial Design, a Master of Arts in Design, and a PhD in Design & Technologies.

李宇軒教授曾於香港及世界各地從事工業設計顧問工作，涉獵領域包括醫療設備、生活用品、公共設計及社區藝術策展。目前任教於香港理工大學設計學院，從事研究與教學工作，涵蓋本科至博士課程。參與發展融合多學科元素的教學策略與課程材料，包括產品與服務系統設計、互動式產品體驗、視覺思維方法，以及社區導向的共創理論。其研究致力於探索可持續高質量生活的發展、應對老齡化社區的解決方案，以及其它相關以促進積極社會價值與經濟轉型的方法學。李教授修畢工業設計學學士、設計學文學碩士，以及設計與科技學博士學位。



### Workshop 3,8 工作坊 3,8

## • Dr Jussi Pekka HOLOPAINEN 尤西·佩卡·霍洛派寧博士

Associate Professor  
School of Creative Media  
City University of Hong Kong  
香港城市大學  
創意媒體學院副教授

Dr Jussi Pekka HOLOPAINEN holds a PhD in Digital Game Development from Blekinge Institute of Technology in Sweden. He has been researching game design and gameplay experiences since 1998, having authored or co-authored scores of academic publications and patents. His PhD thesis, *Foundations of Gameplay*, focused on understanding how to construct conceptual frameworks to aid game design. One of these frameworks is the gameplay design patterns approach, which he has developed together with Professor Staffan BJÖRK.

Before joining the School of Creative Media, City University of Hong Kong in 2021, he was a senior lecturer of Games Computing at University of Lincoln, the United Kingdom, in the School of Computer Science. Before Lincoln, he worked at the Centre for Game Design Research, Royal Melbourne Institute of Technology, as an associate researcher. He has also served in senior research management positions at the Nokia Research Center and has been involved in coordinating several industry-academia collaboration projects.

At the School of Creative Media, he teaches game design and game studies courses, and he is also the leader of the Games stream at the school's Master of Fine Arts programme. His latest research has focused on principles of game design, playful design, and aesthetics of gameplay.

尤西·佩卡·霍洛派寧博士擁有瑞典布萊金厄理工學院數位遊戲開發博士學位。自 1998 年以來，他致力於遊戲設計和遊戲體驗的研究，並撰寫或合著了大量的學術出版物和專利。他的博士論文《遊戲玩法基礎》着重探討如何建構概念框架以輔助遊戲設計。其中一個框架是遊戲玩法設計模式方法，該方法由他與斯塔凡·比約克教授共同開發。

在 2021 年加入香港城市大學創意媒體學院之前，他曾任英國林肯大學電腦科學學院遊戲計算高級講師。在加入林肯大學之前，他曾在皇家墨爾本理工大學遊戲設計研究中心擔任副研究員。他也曾在諾基亞研究中心擔任高階研究管理職位，並參與協調多個產學合作計畫。

他在創意媒體學院教授遊戲設計和遊戲研究課程，同時也是學院藝術碩士課程遊戲專修方向的負責人。他最近的研究主要集中在遊戲設計原則、趣味性設計以及遊戲美學。

## Workshop 15,20 工作坊 15,20

### Dr LEUNG Hoi-yung, Iceman 梁海勇博士

Assistant Professor  
School of Culture, Creativity and Management and  
Director of Entrepreneurship Cooperation Center,  
Beijing Normal-Hong Kong Baptist University  
北師香港浸會大學文化創意與管理學院  
助理教授及創新創業合作中心主任



Dr LEUNG Hoi-yung, Iceman is an experienced professional with expertise in psychometrics (Rasch/IRT) and biometrics (iMotions certification), and possesses expertise in arts and design management within the creative cultural industries. His key research areas are studying “The New Construct of Measuring Creativity” and the effectiveness and scale development of measuring students’ creativities through objective measurement approach (Rasch Theory and Items Response Theory).

He has made significant contributions to education, serving as an assessor and chief examiner for high-stakes international and local examinations, including the International Baccalaureate Examination in Visual Arts and the Hong Kong Diploma of Secondary Education Examination in Visual Arts. He also served as a Subject Specialist for the Hong Kong Council for Accreditation of Academic and Vocational Qualifications from 2006 to 2012.

Dr LEUNG served as Chairman of the Hong Kong Design Community from 2010 to 2012, and created Hong Kong Design Directory, an online platform showcasing the work of local designers. He is a member of the International Jury for the A’ Design Awards (Italy) and has served on the judging panel for the Hong Kong Youth Science and Technology Innovation Competition since 2013. He is also an Adobe Certified Educator (2012) with professional experience in training visual communication professionals.

梁海勇博士是一位經驗豐富的專業人士，擅長心理測量學和生物測量學研究，並具有創意文化產業的藝術和設計管理專業知識。其主要研究領域為「創造力測量的新結構」，以及通過客觀測量方法（Rasch 理論和項目反應理論）測量學生創造力的有效性和量表開發。

他在教育領域作出了重要貢獻，擔任國際和本地高風險考試的評估員和首席考官，包括國際文憑考試（視覺藝術）和香港中學文憑考試（視覺藝術）。梁博士還曾在 2006 年至 2012 年擔任香港學術及職業資歷評審局的創意產業學科專家。

梁博士於 2010 年至 2012 年期間擔任香港設計社區主席，並創建了香港設計名錄線上平台，展示本地設計師的作品。他是意大利 A’ Design Awards 國際評審團成員，並自 2013 年以來擔任香港青少年科技創新大賽的評審委員。他也是 Adobe 認證教育家（Adobe Certified Educator, 2012），具專業的培訓視覺傳播的經驗。



## Workshop 13 工作坊 13

### • Cintia NUNES

General Manager and Head of Asia  
The Mills Fabrica  
南豐作坊  
總經理暨亞洲區主管

Cintia NUNES is the General Manager and Head of Asia of The Mills Fabrica. As the innovation engine to sustainability and impact of Hong Kong conglomerate Nan Fung Group, she leads the team to connect innovators in the techstyle and agrifood tech space with capital, connections, and expertise — to bring sustainability tech innovations from concept to market.

Drawing inspiration from social business principles that prioritise both profitability and purpose, she is committed to facilitating collaboration among stakeholders across the ecosystem to advance positive environmental and social impact at scale.

Before joining The Mills Fabrica, she served as Chief of Strategy and Growth at Hong Kong’s largest network of social enterprises and impact ventures. She also held leadership roles at a multinational FMCG company where she formalised business strategies for over 10 brands.

Cintia NUNES 現任南豐集團旗下創新平台南豐作坊的總經理暨亞洲區主管。南豐作坊致力於推動可持續發展，積極為地球帶來正面的影響。她帶領團隊連繫創新紡織科技和農業食品科技的創新者，為他們提供資金、人脈和專業知識，協助他們將可持續科技創新從概念轉化為市場實際應用。

她深受社會企業原則的啟發，注重盈利能力和社會目標的雙贏，並致力於促進生態系統中各持份者的合作，以擴大正面環境和社會影響。

加入南豐作坊前，她曾擔任香港最大社會企業及影響力創投網絡的策略及增長總監。她亦曾在一家經營快速消費品的跨國企業擔任領導職務，負責為超過十個品牌制定經營策略。

## Vocational and Professional Education and Training Consultation Sessions

### 職業專才教育諮詢環節

Vocational and Professional Education and Training (VPET) plays a pivotal role in broadening the learning opportunities for secondary students, as well as nurturing the requisite human capital in support of Hong Kong's development. The Government has all along been committed to promoting VPET, and encourages young people to pursue education pathways and join industries that best suit their abilities and interests.

Since 2018, the Government has been reviewing and considering enhancements to the promotion of VPET in Hong Kong with a more targeted approach, and has recommended focusing on enhancing promotion in secondary and higher education and developing vocational progression pathways.

In light of this, a key focus of the symposium is the promotion of VPET through inviting scholars and experts in design and technology to provide face-to-face consultations and in-depth discussions with secondary teachers and students.

#### Participating Organisations

The Mills Fabrica  
Xiaomi Corporation

#### Participating Institutions

City University of Hong Kong  
Hong Kong Baptist University  
Hong Kong Design Institute  
Hong Kong Metropolitan University  
Lingnan University  
The Education University of Hong Kong  
The Hang Seng University of Hong Kong  
The Hong Kong Academy for Performing Arts  
The Hong Kong Polytechnic University  
The University of Hong Kong

\*In alphabetical order of English names

職業專才教育（職專教育）致力為中學生提供更多學習機會，為培育香港發展所需的人才發揮舉足輕重的作用。政府一直致力推廣職專教育，並鼓勵年輕人按自己的能力、興趣選擇升學出路及加入不同行業。

自 2018 年起，政府針對性地檢討及考慮如何在香港加強推廣職專教育，並在 2020 年提出建議。聚焦在高等教育和中學推廣職專教育，建立職業進階路徑。

有見及此，本研討會希望推廣職專教育，通過邀請設計和科技領域的學者、專家提供面對面的諮詢服務，並與中學師生進行深入的討論。

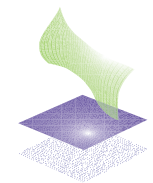
#### 參與機構

南豐作坊  
小米集團

#### 參與院校

香港城市大學  
香港浸會大學  
香港知專設計學院  
香港都會大學  
嶺南大學  
香港教育大學  
香港恒生大學  
香港演藝學院  
香港理工大學  
香港大學

\* 按英文名稱的字母排序



## Exhibition 展覽

To tie in with the inaugural design-focused visual arts education symposium, the Arts Education Section of the Curriculum Development Institute, the Education Bureau, organises this exhibition to showcase the excellent design works of primary, secondary and tertiary students in Hong Kong, providing participants with a platform for learning and exchange. Through this, we hope to connect different academic sectors, deepen curriculum development, and offer a professional development blueprint for students aspiring to join the creative industries.

為配合首屆以設計為焦點的視覺藝術教育研討會，教育局課程發展處藝術教育組策劃是次展覽，展示香港中小學及大專學生的優秀設計作品，為與會者提供觀摩與交流的平台。藉着本次展覽連繫學界，深化課程發展，並為有志投身創意產業的學子提供專業發展藍圖。

The exhibition comprises five zones:  
展覽內容分為五大展區：

- Retrospective on the Development of Visual Arts Education in Hong Kong**  
 香港視覺藝術教育發展回顧  
 Outlining the evolution of visual arts education in Hong Kong.  
 追溯香港視覺藝術教育的發展脈絡。
- Student Works on “Design for Innovation” 「設計創新」學生作品**  
 Showcasing the learning and teaching strategies, and students’ learning outcomes of the “Design for Innovation” Teacher Professional Learning Community.  
 展出「設計創新」教師專業學習社群的學與教策略及學生學習成果。
- Student Works Themed on Chinese Culture 中華文化主題學生作品**  
 A collection of outstanding works from various primary and secondary student competitions promoting Chinese culture.  
 匯集多個推廣中華文化的中小學生比賽的佳作。
- Tertiary Students’ Design Works 專上院校學生設計作品**  
 Showcasing outstanding designs by students from local and overseas tertiary institutions.  
 展出本地及海外專上院校學生的優秀設計。
- Overview of Institutions’ Programme 專上院校相關學系概覽**  
 Providing programme information from related departments of the supporting tertiary institutions taking part in the symposium.  
 提供是次研討會各專上院校的學系課程資訊。

## • “Design for Innovation” Teacher Professional Learning Community 「設計創新」教師專業學習社群

The zone of Student Works on “Design Innovation” showcases the learning and teaching strategies, as well as the students’ learning outcomes of about 20 secondary schools participating in the “Design for Innovation” Teaching Professional Learning Community (PLC). This PLC aims to strengthen teachers’ professional knowledge of “Design”, promote the learning and teaching of “Design”, and help interested students lay a foundation for further studies and careers in the areas of innovation and creativity.

在「設計創新」學生作品展區呈現約二十所中學參與「設計創新」教師專業學習社群（專業社群）的學與教策略和學生學習成果。此專業社群旨在強化教師對「設計」的專業知識，促進「設計」的學與教，並協助有志於創意創新領域作進修及職業發展的學生奠定基礎。

20+  
Participating  
Secondary  
Schools  
參與  
中學

Sharing of  
Teaching Practice  
教學案例分享

Individual  
Consultation  
個別指導

3+5  
Teacher  
Seminars  
+  
Student  
Workshops  
教師  
研討會  
+  
學生  
工作坊



100+  
Student  
Design  
Works  
學生  
設計  
作品



“Study in Hong Kong”  
Cover Design  
「留學香港」  
封面設計

20+ Lesson Observations  
觀課

## A Year of Professional Growth 專業成長的一年

The PLC focuses on addressing the complete creative process “from conception to realisation”, highlighting how students transform elements of Chinese culture and Hong Kong stories into innovative cultural and creative products through specific projects. Throughout the learning process, students underwent systematic design thinking training, covering stages such as problem definition, idea development, prototype creation, and iterative testing.

To consolidate students’ learning in design, the PLC schools have been invited to design a cover for a “Study in Hong Kong” brochure tailored to real-world needs. Twelve schools extended their design learning programme for this cover design project and submitted a number of high-quality design works. This exhibition specially showcases 14 outstanding pieces selected from them.

本專業社群着重「從構思到實踐」的完整創作流程，把中國文化元素和香港故事轉化為創新文化創意產品。在整個學習過程中，學生接受有系統的設計思維訓練，包括定義問題、發展概念、製作原型及反覆測試等階段。

為鞏固學生的設計學習，參與專業社群的學校獲邀為真實情境需求設計「留學香港」宣傳冊封面。其中 12 所學校為此封面設計項目延伸了設計學習計劃，並提交了多件高質素的设计作品。本次展覽特別精選其中 14 件傑出作品展出。



## 2025

Jan-Feb 一至二月

Teacher Seminars  
教師研討會



Mar 三月

Student Workshops  
學生工作坊



Mar-Jun 三至六月

Lesson Observations  
觀課



Jul 七月

Individual Consultation  
個別指導



## 2026

Sep-Nov 九至十一月

Student Works  
學生作品



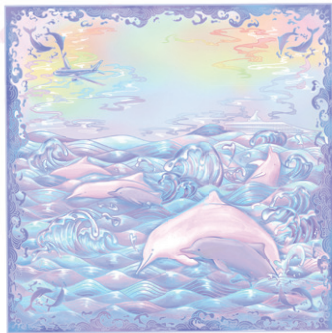
Dec-Jan 十二至一月

“Study in Hong Kong” Cover Design  
「留學香港」封面設計

The exhibits in this exhibition are categorised according to the design process.  
展覽中的展品以設計過程分類。

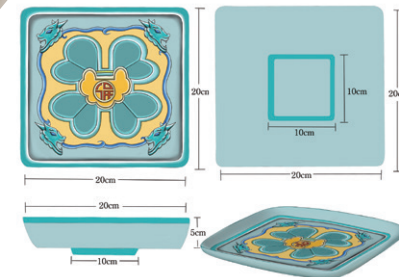
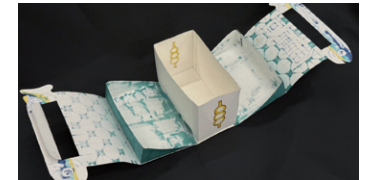
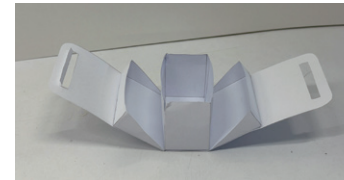
## 2D for 2D 從平面到平面

Starting from two-dimensional imagery, focusing on the exploration of two-dimensional visual expression.  
從二維圖象出發，專注探討二維視覺表達。



## 2D for 3D 從平面到立體

Utilising graphic design to create the appearance of three-dimensional forms.  
始於平面設計，轉換至立體造型的外觀設計。



# 3D for 3D

## 從立體到立體

Engaging in three-dimensional product design right from the initial concept development stage.

從概念構思開始便從立體產品設計着手。



**層層轉心**

設計簡介  
 靈感源自馬鞍山公園綠草，此款筆筒以旋轉結構設計，設計靈感源自馬鞍山公園綠草，設計分層收納書寫工具，有鑲嵌以馬鞍山綠草圖案，呼應在地特色。  
 層層文字呼應文字層層，寓意層層轉心，以旋轉結構獲得情感，呼應「層層轉心」主題所發達的情感氛圍，使文字不僅是標識，更是情感的延伸。

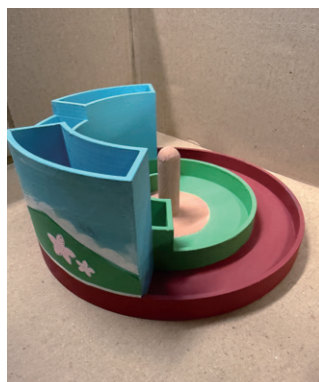
優化 / 制作產品  
 不同高度的轉位，可根據文具大小放置  
 可旋轉，兩層固定旋轉帶  
 可放置數個旋轉帶  
 較低的轉位帶有磁吸功能，可放置字夾等細小物件

聯想元素  
 馬鞍山公園  
 馬鞍山公園  
 馬鞍山公園

圖象發展  
 馬鞍山公園  
 馬鞍山公園  
 馬鞍山公園

香港中文大學校友會聯會陳震東中學  
 年級: 中四  
 設計: 廖怡欣設計

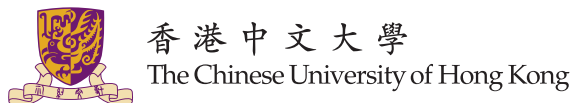
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# Acknowledgements

## 鳴謝

Supporting Organisations 支持機構



\*In alphabetical order of English names  
按英文名稱的字母排序

# Acknowledgements

## 鳴謝

“Design for Innovation” Teacher Professional Learning Community  
「設計創新」教師專業學習社群

Participating Schools Completing Teaching Practice  
參與及完成教學實踐學校

AD&FD POHL Leung Sing Tak College  
博愛醫院歷屆總理聯誼會梁省德中學

Assembly of God Hebron Secondary School  
神召會康樂中學

Baptist Lui Ming Choi Secondary School  
浸信會呂明才中學

Carmel Divine Grace Foundation Secondary School  
迦密主恩中學

CUHKFAA Chan Chun Ha Secondary School  
香港中文大學校友會聯會陳震夏中學

Fanling Kau Yan College  
粉嶺救恩書院

HHCKLA Buddhist Leung Chik Wai College  
香海正覺蓮社佛教梁植偉中學

HKUGA College  
港大同學會書院

Hong Kong True Light College  
香港真光書院

Jockey Club Ti-I College  
賽馬會體藝中學

Lai King Catholic Secondary School  
荔景天主教中學

NLSI Lui Kwok Pat Fong College  
新生命教育協會呂郭碧鳳中學

Our Lady of the Rosary College  
聖母玫瑰書院

Po On Commercial Association Wong Siu Ching Secondary School  
寶安商會王少清中學

Raimondi College  
高主教書院

S.K.H. Chan Young Secondary School  
聖公會陳融中學

S.K.H. St. Mary's Church Mok Hing Yiu College  
聖公會聖馬利亞堂莫慶堯中學

SALEM-Immanuel Lutheran College  
南亞路德會沐恩中學

Wong Shiu Chi Secondary School  
王肇枝中學

Yan Chai Hospital No.2 Secondary School  
仁濟醫院第二中學

\*In alphabetical order of English names  
按英文名稱的字母排序



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