

Appendix:

The 12 EASE Fund 2021/22 winning teams (listed in no particular order):

Studying STEM and Interdiscipline in the Anthropocene

- The team aims to facilitate STEM and sustainability education by using a new interdisciplinary framework, which explains the world from the beginning of the universe to the present world and extrapolates to our future, through a curiosity-driven, evidence-based, understanding-oriented approach.

READiLy

- The team focus to design a teaching software, aiming to help tutors automatically generate English reading comprehension questions from any selected passages that suit students' interests and abilities with AI technology, to make learning English fun again.

Makerverse

- The team aims to provide an immersive gamified learning platform for students to learn STEM with joy, empowers students to be independent "Maker" in problem-solving.

Pink Dolphins

- The team offers female-exclusive swimming classes and hydrotherapy for women, especially those with ethnic minority backgrounds, to promote sportsmanship, accessibility and inclusivity in aquatic sports in a female-friendly, culturally and linguistically diverse environment at affordable prices.

NerOcean

- The team builds up the Nerve of the Ocean by developing a new generation of dissolved oxygen sensors using replaceable photo-sensing film to provide a cost-effective solution for sustainable environmental monitoring and management.

Street Law HK

- The team is dedicated to empowering the community by localizing, simplifying and gamifying legal education.

IC-Edverse

- The team is an immersive learning platform to help secondary students dive into different 3D worlds, to experience different roles, perform situational tasks and get instant feedbacks using the latest VR technology. It is the first platform that brings local curriculum to metaverse.

Cantolearn

- The team is an App & Website Platform - Cantonese learning tool for learning Chinese as a Second Language in schools, workplaces and homes. An all in one language empowerment resource with a learning management system. They use the inductive approach and gamification of communicative language teaching (CLT) with collaborative crowdsourcing using Design Thinking.

KeWeYa

- Our one-stop online career platform, Keweya, is shaping the virtual career world for students. By experiencing the bite-sized simulation of work interactively and with all-rounded career information, youths can be nurtured as best fit talents for corporates in the near future.

Downstairs.hk

- The team is an online shopping platform to help people from the same community to purchase grocery products in a much cheaper price by order gathering and community-based delivery service provided.

WinkyBuddy

- The team is providing emotional fun learning kits and animation to help 4-8 years old ADHD children and parents who do not know how to deal with themselves and kids' emotions to have fun with emotions, within a supportive community and affordably in a scientifically research-based approach.

FLAIR Trainers

- The team develops aerobic gymnastics shoes for athletes who have high demand in movement performance. With protective, movable & affordable trainers, they apply stretchy & supportive materials with shoes design-based biomechanics.

The five special awards winning teams:

1. The Grand Jury Award: **IC-Edverse**

The team is an immersive learning platform to help secondary students dive into different 3D worlds, to experience different roles, perform situational tasks and get instant feedbacks using the latest VR technology. It is the first platform that brings local curriculum to metaverse.

2. The Best Presentation Award: **IC-Edverse**

The team is an immersive learning platform to help secondary students dive into different 3D worlds, to experience different roles, perform situational tasks and get instant feedbacks using the latest VR technology. It is the first platform that brings local curriculum to metaverse.

3. Social Impact Award: **Street Law HK**

The team is dedicated to empowering the community by localizing, simplifying and gamifying legal education.

4. Innovative Award: **IC-Edverse**

The team is an immersive learning platform to help secondary students dive into different 3D worlds, to experience different roles, perform situational tasks and get instant feedbacks using the latest VR technology. It is the first platform that brings local curriculum to metaverse.

5. Technology Excellence Award: **READily**

The team focus to design a teaching software, aiming to help tutors automatically generate English reading comprehension questions from any selected passages that suit students' interests and abilities with AI technology, to make learning English fun again.

Members of the judging panel:

- Professor Chetwyn Chan Che-hin, Vice-President (Research and Development), EdUHK
- Ms Salina Cheng, Division Head, Innovative Business and Ecosystem Partnership, HSBC
- Mr Chan Sze-lok, Senior Startup Business Development Manager, AWS
- Mr Mike Lam, Assistant Director (Incubation & Acceleration Programmes), HKSTP
- Professor John Erni, Dean (Faculty of Humanities), EdUHK
- Mr Ernest Chan, Associate Director, Finance Office, EdUHK
- Professor Stephen Chow, Director (Knowledge Transfer), EdUHK