

Virtual InnoCarnival 2020 to run from December 23 to 31

Organised by the Innovation and Technology Commission, Virtual InnoCarnival 2020 will be held from December 23 to 31. Under the theme "Collaborate½ Innovate½ Beyond Imagination" this year, the event will showcase a number of local innovations and research achievements. It will also feature a series of InnoTech workshops and webinars. Members of the public are welcome to join.

Speaking at the press preview of the event today (November 20), the Commissioner for Innovation and Technology, Ms Rebecca Pun, said that the Government has been dedicated to nurturing local innovation and technology (I&T) talents and promoting an I&T culture in the community. Virtual InnoCarnival 2020 provides a one-stop platform to showcase the I&T achievements of local universities, research and development (R&D) organisations, government departments, non-government organisations and technology enterprises, enabling the public to appreciate the contributions of the local I&T industry to society on various fronts and igniting people's interest in I&T.

The press preview exhibited the R&D projects of some of the participating teams with briefings from their representatives on the inspirations behind their work, the R&D process, and the features and application of the projects. These projects included a Wearable Exoskeleton for Motion Assistance, developed by the Chinese University of Hong Kong that helps paralysed patients stand and walk; a Smart Automatic Parking System for Electric Vehicles developed by the Automotive Platforms and Application Systems R&D Centre that enables an unmanned electric vehicle to automatically navigate itself into a parking space; and a Toilet Flushing Water Sanitization System developed by the Nano and Advanced Materials Institute that helps reduce bacteria and viruses in toilet flushing water through nano bubbles.

In addition, the winning team of the Junior Division Invention in the Hong Kong Student Science Project Competition 2020, Lai King Catholic Secondary School, showcased their innovation, the Super Skin, which allows its wearers to instantly perceive temperature, locations and pressure that cannot be felt by skin lacking tactile perceptual ability, via a mobile application, reducing the risk of injury. The winner of the Senior Division Invention in the same competition, Christian Alliance S W Chan Memorial College, introduced the C.A.R.D. – Augmented Reality Game for Identifying Early-age School Kids with Dyslexia, which utilises an augmented reality mobile application, image recognition technology and 3D printing to develop a toy for early identification and treatment of students with dyslexia.

All the activities of Virtual InnoCarnival 2020 are free. Some of the activities require pre-registration. Details are available at the event website (innocarnival.hk).