

ITEM FOR FINANCE COMMITTEE

INNOVATION AND TECHNOLOGY FUND

HEAD 111 – INNOVATION AND TECHNOLOGY

Subhead 108 - Establishment of an Incubation-cum-Training Centre to support Digital Entertainment Development by the Hong Kong Cyberport Management Company Limited

Members are invited to approve an increase in the commitment of Subhead 108 under Head 111 Innovation and Technology from \$30.8 million by \$25.2 million to \$56 million and the retitling of this Subhead as Cyberport Digital Entertainment Incubation-cum-Training Programme.

PROBLEM

The Hong Kong Cyberport Management Company Limited (CML) plans to extend its existing Digital Entertainment Incubation-cum-Training (Incu-Train) Programme. We need to provide additional funding to continue the Programme.

PROPOSAL

2. The Commissioner for Innovation and Technology, with the support of the Secretary for Commerce and Economic Development, proposes to allocate additional provision of \$25.2 million from the Innovation and Technology Fund (ITF) to support the proposal of CML to extend its Incu-Train Programme into a second phase and to retitle the commitment item, i.e. Subhead 108 under the ITF, as Cyberport Digital Entertainment Incubation-cum-Training Programme.

/JUSTIFICATION

JUSTIFICATION

The Digital Entertainment Incubation-cum-Training Centre

3. The digital entertainment and digital multimedia sector is strategically important to the development of Hong Kong's creative industries and as an impetus for economic development. The sector plays a major role in accelerating the development of film production, electronic games and other content over the Internet. For example, it is now common in film production to employ digital technologies to enhance entertainment value. However, this sector comprises mostly new and small companies, which need access to a range of infrastructure and advisory support, as well as drawing on the available supply of local talent. A study carried out in April 2008 indicates that there are about 260 companies with 4 600 employees in the sector.

4. Funded under the ITF, the Digital Entertainment Incubation-cum-Training Centre (Incu-Train Centre) was established at Cyberport in October 2005 to provide a breeding ground for new entrants and start-up companies as well as existing practitioners in the discipline who are in need of support to develop their technical know-how or business skills. For a period of up to 24 months (the incubation period), the Incu-Train Centre provides rent-free office space and access to specialised hardware and software facilities, business development advice as well as legal services to the incubatees at subsidised rates. In addition, the Centre provides a Digital Entertainment Training Programme to educate and develop talent for the continuous professional development of digital entertainment in Hong Kong. These training events are made available to all professionals in the digital entertainment industry and other interested parties.

Incubation

5. The Incu-Train Centre has conducted four rounds of open recruitment between October 2005 and June 2008. Of the 108 applications received, the Incu-Train Centre has admitted a total of 62 incubatees (exceeding the original target of 45) in the fields of animation-comics, games, edutainment/infotainment, music-audio and tools-and-technology. After admission, incubatees enter into agreements with the Centre and are subject to review of the milestones set out in their business plans every six months. After successful completion of the final milestone, the incubatees will "graduate" from the incubation programme and become "alumni".

Encl. 1

6. Among the first and second batches of 31 incubatees, there has been one case of termination and four incubatees have withdrawn from the incubation programme voluntarily. The remaining 26 incubatees have now graduated, of which eight were “early” graduates (i.e. they completed their milestones within 20 months, ahead of the maximum 24-month incubation period). This represents a success rate of 84%, which is well above the original target success rate of 33%. Details of the incubatees are indicated at Enclosure 1. The third and fourth batches of 30 incubatees (excluding one withdrawal) are expected to graduate between mid-2009 and mid-2010. A survey in August 2008 showed that the incubatees created a total of 381 new jobs, among both current incubatees and alumni. By end-July 2008, a total of 27 Incu-Train alumni reported that they have developed 61 original intellectual properties during their incubation periods.

7. In February 2007, the Incu-Train Centre introduced, in addition to on-site incubation, off-site incubation to support incubatees without office space in the Centre. These off-site incubatees receive the same level of support as on-site incubatees except office space, and are subject to the same periodic progress reviews. The maximum incubation period remains 24 months. The purpose of off-site incubation is to enable incubatees to make a quick start, including joining the training activities while they are waiting for office space being made available from out-going graduates, in order to maximise the number of beneficiaries from the incubation programme. So far, 20 incubatees have been admitted on an off-site basis and four of them have already moved on-site.

Training

8. By end-July 2008, the Incu-Train Centre has organised a total of 63 training events, benefiting some 3 000 participants. The beneficiaries of these training events include not only the incubatees of the Incu-Train Centre, but also practitioners of digital entertainment in the sector at large. The scope of these events covers technology, business development, small and medium enterprises circle workshops, visionary seminars, youth creativity workshops and web-based contents.

9. To enable students of digital entertainment studies to gain practical experience through work assignments, there is also an internship programme provided for the incubatees. Through the programme, participating incubatees can benefit from the assistance of highly qualified students who have specialised in digital entertainment to help in their work.

/Networking

Networking Activities

10. Other than incubation and training activities, CML has been actively promoting international networking of the Incu-Train Centre with overseas partners. A collaboration agreement was signed with the Banff Centre of Canada¹ in April 2006 to strengthen collaboration on creative training and business exchange for the incubatees. The Incu-Train Centre has organised virtual business exchange sessions for incubatees to share experience with their counterparts in Canada, and the Banff Centre has organised dedicated leadership training programmes for incubatees at the Incu-Train Centre. The collaboration agreement also provides for mutual participation in the signature events organised by both parties.

11. CML has also worked with the British Council and created a Digital Pioneers programme, through which two visits to the United Kingdom were arranged for three winning entrepreneurs from the Hong Kong digital entertainment industry (including one from an incubatee company) to help them build up their networks there.

12. In addition, CML entered into a collaboration agreement with Sony Computer Entertainment Hong Kong and an authorised PlayStation 3 training studio in Japan in April 2008 to deliver a 9-month long professional training series on game design, game programming, game visual art, and game production on the PlayStation 3 platform.

13. On 19 March 2008, three publishers and investors from the Mainland signed collaboration contracts with one Incu-Train graduate and two incubatees. As a clustering platform, the Centre has attracted enquiries from overseas and domestic buyers and investors on innovative digital entertainment products and services offered by Hong Kong.

Industry Support

14. The incubation programme has also received wide-spread support from the industry in the form of in-kind sponsorship (e.g. software development kits for games and digital entertainment development) which has facilitated the incubatees in their products and/or business development. The details are set out in Enclosure 2.

Encl. 2

/Marketing

¹ The Banff Centre is a wholly-owned organisation of the Canadian Government, and is well-known for fostering creative industry development.

Marketing and Awards

15. The Incu-Train Centre helps promote the incubatees and their products and services via various overseas and local trade shows and exhibitions. Booths were set up in major exhibitions including Tokyo International Film Festival, Shenzhen International Cultural Industry Fair, Hong Kong International Film and TV Market, Asia Game Show, International Information and Communications Technology (ICT) Expo, Innovation Expo, and GameOn Exhibition, etc. The Incu-Train Centre also sponsored incubatees to participate in overseas and local trade shows individually by leveraging the support of other industry support organisations such as the Hong Kong Trade Development Council.

16. The current incubatees and alumni of the Incu-Train Centre have won a total of 34 international and local industry awards and honours. These include major awards and honours in the Stockholm Challenge, Banff World Television Awards, International Documentary Film Festival of Amsterdam, Mercury Excellence Awards in New York, Asia Pacific ICT Award, and Hong Kong ICT Awards. Details of these awards and honours are at Enclosure 3.

Encl. 3

17. A Cyberport Incu-Train Excellence Award Scheme was set up in January 2008 to honour the outstanding achievement of incubatees and encourage early graduation by successful incubatees. So far, 14 incubatees have applied, and four awards have been granted.

Incu-Train Programme (Phase 2)

18. Having regard to the achievements made by the Incu-Train Centre thus far, CML considers it worthwhile to continue with the incubation programme, and proposes to extend the operation into a second phase for a period of 36 months to support a further 55 digital entertainment or media start-ups. In the light of its experience in off-site incubation, CML will try to admit more companies in each in-take by increasing the percentage of off-site incubatees from 25% to 50%. In addition, Incu-Train Programme (Phase 2) will extend training events to the alumni at discounted rates, thereby providing post-incubation support to the alumni and maintaining a close network between the incubatees and the alumni.

19. Similar to Incu-Train Programme (Phase 1), CML plans to admit incubatees under Phase 2 in stages with three in-takes in March 2009, September 2009, and January 2010 respectively. Each incubatee will be subject to an incubation period of up to 24 months with half-yearly reviews by an Advisory Committee. As there will be new intakes of incubatees from March 2009 under the proposed Phase 2 Programme, we propose to retitle Subhead 108 under the ITF to reflect the extension of the Incu-Train Programme.

FINANCIAL IMPLICATIONS

20. We propose to increase the commitment for the Incu-Train Centre from \$30.8 million by \$25.2 million to \$56 million. The indicative breakdown of the proposed additional allocation is as follows -

	<u>2008-09</u> \$'000	<u>2009-10</u> \$'000	<u>2010-11</u> \$'000	<u>2011-12</u> \$'000	<u>Total</u> \$'000
Expenditure					
(a) Staff	370	2,240	2,240	1,850	6,700
(b) Equipment	820	570	570	490	2,450
(c) Incubation	360	2,150	2,150	1,780	6,440
(d) Training	490	2,930	2,930	2,440	8,790
(e) Marketing and Promotion	100	530	530	440	1,600
(f) Other Direct Costs	10	90	90	80	270
<i>Sub-total (i)</i>	2,150	8,510	8,510	7,080	26,250
Income					
(g) Industry Sponsorship	390	160	160	70	780
(h) Other Income	20	90	90	70	270
<i>Sub-total (ii)</i>	410	250	250	140	1,050
Total amount to be funded by the ITF [(i) – (ii)]	1,740	8,260	8,260	6,940	25,200

21. On paragraph 20(a), the Incu-Train Centre will continue to be administered by four professional staff and two supporting staff in the Phase 2 Programme. The Centre Manager will be responsible for the overall management and act as spokesman for the Programme. The Business Development Manager and the Training Manager will manage business related activities and run the Digital Entertainment Training Programme respectively. One Technical Support Engineer will provide technical support to incubatees. The estimated expenditure of \$6.7 million for staff cost has built in a salary rise of about 5% in their new employment contracts.

22. On paragraph 20(b), the estimated expenditure of \$2.45 million is for acquisition of new equipment related to next-generation 3D Computer Graphics and High Definition (HD) game and animation development to meet the latest technological requirements of the industry. In addition, new software licenses need to be purchased for training and production purposes, especially in games and animations demanding HD quality.

23. On paragraph 20(c) and (d), the estimated expenditure of \$15.23 million for incubation and training activities includes the costs for office support and management, marketing and promotion activities for incubatees, interns engaged by incubatees, utilisation fee for the Digital Media Centre, and training programmes organised by the Incu-Train Centre. The estimated expenditure is about 35% lower than that of the Phase 1 Programme, due partly to economy of scale and better operational efficiency in the light of the experience in the Phase 1 Programme. Under the phase 2 Programme, the Incu-Train Centre will make available the training activities to its alumni at subsidised rates.

24. On paragraph 20(e), with more incubatees graduating from the Incu-Train Programme, the estimated expenditure of \$1.6 million is for CML to strengthen marketing efforts to promote the results of the incubatees and graduates, as well as to expand international networking with digital entertainment industries in other countries.

Encl. 4 25. A comparison of the cost breakdown of the two phases of the Incu-Train Programme is at Enclosure 4. The remaining balance of the existing commitment stands at around \$3.3 million. Subject to Members' approval of the proposed increase in commitment by \$25.2 million, the estimated cash flow for the total balance of \$28.5 million is as follows –

Year	\$ million
2008-09	5.0
2009-10	8.3
2010-11	8.3
2011-12	6.9

26. For 2008-09, we have included a provision of \$6.7 million under Head 111 Subhead 108 in the Estimates to meet the original cash flow expected. So far \$6.5 million has already been disbursed and the balance is insufficient to meet the estimated cashflow of \$5 million for the rest of the financial year. Subject to Members' approval, we will meet the additional cash flow for 2008-09 by offsetting an equivalent amount under Subhead 101 Innovation and Technology (block vote). We will include the necessary provisions in the Estimates for future years.

/Control

Control Mechanism

27. We will adopt the existing review and control mechanism for the Incu-Train Programme (Phase 2). CML will be required to submit half-yearly progress reports to the Administration. The project progress report will describe the progress against its milestones stated in the project proposal. ITF grants will be disbursed by instalments, and the disbursement will be contingent upon acceptance of the progress reports by the Administration. In accordance with the project agreement between the Government and CML, the Administration has the right to terminate the funding of the project at any time if the project fails to secure on-going industry support or lacks progress in a material way or there is evidence that the chance of completing the project in accordance with the approved project proposal is low. We will also regularly review, in conjunction with CML, the effectiveness of the Incu-Train Programme and the longer-term industry demand.

28. The Incu-Train Centre has set up a Vetting Committee comprising digital media professionals, academics, venture capitalists and trade association members to vet applications and select the incubatees. An Advisory Committee has also been set up to provide advice and mentorship to the incubatees, review their performance, and advise CML on the overall development of the Incu-Train Programme. Membership of the two Committees is set out in Enclosure 5.

Encl. 5

PUBLIC CONSULTATION

29. We consulted the Legislative Council Panel on Commerce and Industry on 18 November 2008 on the proposal for Incu-Train Programme (Phase 2). Panel Members indicated support for the proposal.

BACKGROUND

30. The ITF was established on 30 June 1999 to finance projects to help promote innovation and technology upgrading in manufacturing and service industries with a view to enhancing Hong Kong's economic development. Members approved, on 9 July 1999 vide FCR(1999-2000)36, an appropriation of \$5 billion to the ITF and the arrangement whereby the Financial Secretary has delegated authority to approve individual projects not exceeding the prevailing funding ceiling of a Category D project in the Public Works Programme (currently at \$21 million). Projects exceeding the ceiling will require Members' approval under a separate individual subhead in Head 111.

31. As at the end of October 2008, the ITF has already supported more than 1 200 projects at about \$3.6 billion.

32. On 24 June 2005, Members approved vide FCR(2005-06)21 a commitment of \$30.8 million for the establishment of an Incubation-cum-Training Centre for Digital Entertainment Development by CML. Digital Entertainment was one of the two focus themes proposed under the new strategy of innovation and technology development.

Commerce and Economic Development Bureau
December 2008

The Digital Entertainment Incu-Train Centre (Phase 1)

Status of Incubatees
(As at November 2008)

Total number of incubatees admitted = 62 (108 applications, 4 in-takes):

In-take	1st	2nd	1st and 2nd	3rd	4th	Total
Admission	Jan. – April 2006	June – Oct. 2006		April – May 2007	June – July 2008	
Exit	March 2007 – March 2008	June 2007 – June 2008		(on-going)	(on-going)	
On-site	12	19	31	6	9	46
Off-site	--	--	--	10	6	16
Total No.	12	19	31	16	15	62
Current	0	0	--	16	14	30
Early Graduation	3	5	8	--	--	8
Full-Term	6	12	18	--	--	18
Withdrawn	2	2	4	--	1	5
Termination	1	0	1	--	--	1
Success Rate	75% (9/12)	89% (17/19)	84% (26/31)	--	--	--

**Industry Sponsors of the
Digital Entertainment Incubation-cum-Training Centre (Phase 1)**

The in-kind industry sponsors committed to support the Digital Entertainment Incubation-cum-Training Centre are:

Cisco

Building the right network infrastructure puts small and medium-sized companies in a strong position to improve business resiliency and agility, enhance growth opportunities, and lower the cost of operations. Cisco offers a range of products for the incubatees to extend their network infrastructure for specific usage to work seamlessly with Cyberport's network, enabling a wide variety of next-generation applications in information technology and digital content creation, management and delivery.

Dell

Training and development of the latest generation of games and animations, especially those involving 3D Computer Graphics (3D CG) and High Definition (HD) visual effects, require the most advanced computer workstations. Typical configuration requires multi-core central processing unit (CPU), state-of-the-art CPU and true-colour HD monitors. Dell is one of the few major vendors that can provide such an extensive array of high-end products to accomplish the training and production needs in a reliable manner. This greatly facilitates the development and growth of the incubatees.

Jadason

Jadason is the sole representative of many major game and animation software vendors in Hong Kong, including Maya and Motion Builder etc. The support of these state-of-the-art software tools by Jadason greatly facilitates the training and development work of the incubatees.

Microsoft

Latest technology today allows consumers to enjoy multimedia content at home seamlessly through wireless connections. The Media Centre Edition PC from Microsoft allows digital enthusiasts to enjoy all digital entertainment content from a personal computer with a remote control, record live TV program, watch slideshow and enjoy self-made videos from a single interface. Microsoft now offers starter kit for developers to customize an integrated feature of Media Centre Edition PC with hardware built specifically for digital entertainment usage.

Together with other software sponsored by Microsoft, the incubatees can access to the latest developer toolkit to facilitate commercialisation of their product ideas.

Sony Computer Entertainment

Sony Computer Entertainment is a video game company specialising in a variety of areas in the video game industry, mostly in video game consoles.

Sony Computer Entertainment handles the Research & Development, production, and sales of hardware and software for their high-selling PlayStation line of handheld and video game consoles. Sony Computer Entertainment is also a developer and publisher of video games for their systems.

The newest console released in the PlayStation series, as well as Sony's entry in the seventh-generation of consoles, is the PlayStation 3 (also called PS3), which was launched in November 2006. It uses a unique processing architecture called the Cell microprocessor, a proprietary technology developed by Sony with the help of Toshiba and IBM. The graphics processing unit, the RSX 'Reality Synthesizer', was co-developed by NVIDIA and Sony.

The PS3 Software Development Kit including PS3 Debugging Station and Reference Tool enhance the game development support environment of PS3 for the incubatees.

The Digital Entertainment Incu-Train Centre

**List of Awards and Honours
Won by Incubatees**

No.	Date	Incubatee & Product	Award / Honour
1	Jun. 08	Ekika Art Animation Co.	Finalist, Best License (Non-Entertainment), Hong Kong Licensing Show 2008
2	Mar. 08	Double-Up Workshop Ltd. – “HK love trees”	Bronze Award, “Advertising – Paid, TV Ads – Campaign” category, 21 st Annual Mercury Excellence Awards 2007/08, International Academy of Communications Arts and Sciences
3	Jan. 08	3 Dynamics (Asia) Ltd. – “Lightening Strike” (by Li Pak Kei Jack)	Cert. of Merit, Best Digital Entertainment (Student) Award, HK ICT Awards 2007
4	Jan. 08	Digital Life Institute Ltd. – “Info Easy Reader” (via HK CSL Ltd. as technology vendor)	Bronze Award, Best Ubiquitous (Mobile Infotainment) Award, HK ICT Awards 2007
5	Jan. 08	Frenzoo Ltd. – “Create!Chat!Cheer! ”	Cert. of Merit (Best DE2.0), Best Digital Entertainment Award, HK ICT Awards 2007
6	Jan. 08	Orbit Media International (OMI) Creative Studio	Cert. of Merit (Best New Start Up Company), Best Digital Entertainment Award, HK ICT Awards 2007
7	Jan. 08	Orbit Media International (OMI) Creative Studio & M-Inverse Holdings Ltd. – “Project Rainbow Riders”	Cert. of Merit, Best Digital Entertainment (Digital Entertainment Software) Award, HK ICT Awards 2007
8	Jan. 08	Play Pen Studios Ltd. – “Skillz”	Cert. of Merit, Best Digital Entertainment (Digital Entertainment Software) Award, HK ICT Awards 2007
9	Jan. 08	Playmotion Ltd. – “PlayMotion Core”	Gold Award, Best Lifestyle (Health & Wellbeing) Award, HK ICT Awards 2007
10	Jan. 08	Playmotion Ltd. – “PlayMotion Core”	Best Lifestyle Grand Award, HK ICT Awards 2007
11	Jan. 08	Pop Right Ltd. – “Pop Right Permission-based Mass Email Management System”	Cert. of Merit, Best Business (Product) Award, HK ICT Awards 2007

No.	Date	Incubatee & Product	Award / Honour
12	Sep. 07	Mylamstudio	Certificate of Merit, HSBC Living Business Awards 2007
13	Jun. 07	3 Dynamics (Asia) Ltd. – Wallace Wong	Finalist, Creative Young Entrepreneur Award 2007, Junior Chamber International
14	Mar. 07	3 Dynamics (Asia) Ltd. – Wallace Wong	Digital Pioneers Award, British Council & Cyberport
15	Mar. 07	Jidou Ltd. – Amy Tsang	Digital Pioneers Award, British Council & Cyberport
16	Dec. 06	Double-Up Workshop Ltd. – “Dragon Inn, The Hideout in Temple Street”	Invited exhibition, International Document Film Festival Amsterdam (IDFA) – China Transit
17	Nov. 06	3 Dynamics (Asia) Ltd. – “3G Mopas”	Award of Merit – Best Mobile Game, Digital Entertainment Category, HK ICT Awards 2006
18	Nov. 06	Gowell Software Ltd. – “GoChinese”	Education & Training Award, Asia Pacific ICT Award (APICTA) 2006
19	Nov. 06	Gowell Software Ltd. – “GoChinese”	eLearning Grand Award, HK ICT Awards 2006
20	Nov. 06	Jidou Ltd. – “Jidougames”	Feature Film Award, Digital Entertainment (Digital Animation), HK ICT Awards 2006
21	Nov. 06	Playmotion Ltd.	Start-up Company Award, Asia Pacific ICT Award (APICTA) 2006
22	Nov. 06	Playmotion Ltd. – “Ocean Park Sea Jelly Spectacular”	Certificate of Merit, Digital Entertainment Software, HK ICT Awards 2006
23	Nov. 06	Playmotion Ltd. – “Ocean Park Sea Jelly Spectacular”	Certificate of Merit, Best New Start-Up Company in Digital Entertainment, HK ICT Awards 2006
24	Sep. 06	3 Dynamics (Asia) Ltd. – “3G Mopas”	2nd runner-up – “Your Top 3 Favorite 3G Mobile Services” of 3G Cyberport Awards
25	Aug. 06	Gamey Studio	Award of Merit – InnoBrand Competition, HK Victoria Junior Chamber
26	Jun. 06	Double-Up Workshop Ltd. – “Dragon Inn, The Hideout in Temple Street”	Hors Concours Selection, 27 th Annual Banff World Television Awards
27	May 06	Mobile Adventures Ltd. – “Walk-the-Talk”	Finalist, Stockholm Challenge 2006

No.	Date	Incubatee & Product	Award / Honour
28	Apr. 06	3 Dynamics (Asia) Ltd. – “Hong Kong War”	3G Cyberport Award, HKWDC
29	Mar. 06	Innotion Studio Ltd. – “Tonki Bear”	Outstanding Start-up Company Award – 4 th HK Digital Entertainment Excellence Awards
30	Mar. 06	Innotion Studio Ltd. – “Tonki Bear”	Cyberport Award – 4 th HK Digital Entertainment Excellence Awards
31	Mar. 06	Innotion Studio Ltd. – “Tonki Bear”	Best Computer Animation, Short Film Category – 4 th HK Digital Entertainment Excellence Awards
32	Mar. 06	Play Pen Studios Ltd. – “Skillz”	Best Computer/TV Entertainment Software (Open Category) – 4 th HK Digital Entertainment Excellence Awards
33	Nov. 05	3 Dynamics (Asia) Ltd. – “3G Mopas”	3G Cyberport Award, HKWDC
34	Nov. 05	Mobile Gamers Ltd. – “Dino Stones”	3G Cyberport Award, HKWDC

**Comparison of the cost breakdown of
the two phases of the Incu-Train Programme**

Expenditure	<u>Phase 1</u> <i>(revised estimate)</i> (\$ million)	<u>Phase 2</u> <i>(estimate)</i> (\$ million)
(a) Staff	6.4	6.7
(b) Equipment	1.5	2.5
(c) Incubation	11.8	6.4
(d) Training	11.5	8.8
(e) Marketing and promotion	0.3	1.6
(f) Other direct costs	0.2	0.3
Sub-total	31.7	26.3
Less: Income		
(a) Industry sponsorship	0.6	0.8
(b) Other income	0.3	0.3
Sub-total	0.9	1.1
Total amount to be funded by the ITF	30.8	25.2

Digital Entertainment Incu-Train Centre

Membership of Advisory Committee

Chairman

Mr. Anthony AU
Director, Futuresuccess Consultants Ltd.

Committee members

Prof. Lorraine JUSTICE
Swire Chair & Head, School of Design, Hong Kong Polytechnic University

Mr. Sunny LEE
President, Hong Kong Computer Society

Mr. Anthony NEOH
Chairman, China Game Publishing Association Hong Kong

Mr. Dennis PANG
Assistant Government Chief Information Officer, Office of the Government
Chief Information Officer, HKSAR Government

Mr. Gabriel PANG
Chairman, Hong Kong Digital Entertainment Association

Mr. William PFEIFFER
Chief Executive Officer, Lionsgate Entertainment JV, Asia

Prof. Hugh THOMAS
Director, Center for Entrepreneurship, Chinese University of Hong Kong

Mr. Eddy WONG
Director / Chief Executive Officer, Menfond Electronic Art & Computer
Design Co. Ltd.

Dr. Rosanna WONG
Executive Director, The Hong Kong Federation of Youth Groups

Mr. Nicholas YANG
Chief Executive Officer, Hong Kong Cyberport Management Company Ltd.

Prof. Onching YUE
Science Adviser, Innovation and Technology Commission, HKSAR
Government

Secretary

Dr. David CHUNG
Head (ITO), Hong Kong Cyberport Management Company Ltd.

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Membership of Vetting Committee

Chairman

Mr. Anthony AU
Director, Futuresuccess Consultants Ltd.

Committee members

Mr. Sunny LEE
President, Hong Kong Computer Society

Prof. Zhi-Qiang LIU
Professor, School of Creative Media, City University of Hong Kong

Mr. Anthony NEOH
Chairman, China Game Publishing Association Hong Kong

Mr. Gabriel PANG
Chairman, Hong Kong Digital Entertainment Association

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Chief Executive Officer, CITIC 1616 Limited

Secretary

Dr. David CHUNG
Head (ITO), Hong Kong Cyberport Management Company Ltd.
