

香港特別行政區政府

創新及科技局

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政府總部西翼二十樓INNOVATION AND
TECHNOLOGY BUREAUTHE GOVERNMENT OF THE HONG KONG
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9 January 2020

Mr Daniel Sin,
Clerk to Panel
Panel on Information Technology and Broadcasting
Legislative Council
Legislative Council Complex
1 Legislative Council Road
Central, Hong Kong

Dear Mr SIN,

**Supplementary information requested at the meeting of
the Panel on Information Technology and Broadcasting
on 9 December 2019**

As requested by Members of the Panel on Information Technology and Broadcasting on 9 December 2019, we provide below the supplementary information on Cyberport's work to promote the development of e-sports and Guangdong-Hong Kong-Macao Greater Bay Area.

- (a)(i) The "E-sports Industry Facilitation Scheme" was launched in April 2019. A total of 80 applications were received with details as follows –

Categories of Activity	No. of applications	No. of approved applications	No. of rejected applications
Competition and event	53	26	27
Talent cultivation and training	27	15	12
Exchange and development outside Hong Kong	0	0	0
Total:	80	41	39

The reasons for rejected applications include insufficient impact of the activity on the promotion of development of the e-sports industry, a relatively small number of participants is expected, relatively limited groups are targeted, or the nature of the activity is of weak relevance to e-sports.

- (a)(ii) Cyberport has set up a vetting team formed by industry professionals to assess applications for the “E-sports Industry Facilitation Scheme”. The major assessment criteria for the three categories of activities are as follows –

Categories of Activity	Assessment criteria
Competition and event	<ul style="list-style-type: none"> • Programme content and quality; • Significance to the local e-sports industry; • International/industry recognition; • Public exposure/participation; • Event sustainability
Talent cultivation and training	<ul style="list-style-type: none"> • Programme content and quality; • Course comprehensiveness; • Instructors’ qualifications; • Subjects to be taught; • Teaching facilities
Exchange and development outside Hong Kong	<ul style="list-style-type: none"> • Programme content and quality; • Background and track record of the organiser; • Details of exchange activities

- (a)(iii) As at end November 2019, no application was received under the “exchange and development outside Hong Kong” category of the “E-sports Industry Facilitation Scheme”.

- (b) As at end November 2019, a total of 22 internship places were approved for ten companies under the “E-sports Internship Scheme”, covering positions such as e-sports competition co-ordinator, e-sports course instructor, e-sports stadium manager, animation effects designer and 3D designer.

- (c) The dedicated e-sports arena at Cyberport was opened in July 2019. As at end November 2019, the following ten e-sports-related events were held at the venue –

- Digital Entertainment Leadership Forum 2019
- Blockchain Gamer Connects Hong Kong - Global Blockchain Games Conference
- 2019 LoL Campus League
- Blocky League eSports Competition Finals
- EMF 2019 LoL International College Championship Qualifiers
- Senior E-sports & Experience Day
- WESG Hong Kong Qualifiers
- MineLab Carnival 2019
- YE FIFA Fun Day
- Hong Kong Game Week 2019

The number of participants of each of these events ranges from 80 to 700, with the total number exceeding 3 000.

- (d) The Government injected \$50 million into Cyberport in 2018-19 to promote the development of the local e-sports industry. As at end November 2019, around \$7.5 million was spent on the “E-sports Industry Facilitation Scheme”, the “E-sports Internship Scheme” and a number of industry conferences and public engagement activities etc. The total expenditure is expected to reach approximately \$15 million in the 2019-20 Financial Year.
- (e) Cyberport has all along adopted different measures to support local young people and start-ups interested in venturing into the Mainland market, including helping them capitalise on the opportunities arising from the development of the Guangdong-Hong Kong-Macao Greater Bay Area.

On talent cultivation, Cyberport has since 2011 launched the “Guangdong-Hong Kong ICT Young Entrepreneur Programme”. The programme was expanded into the “Cyberport Greater Bay Area Young Entrepreneurship Programme” in 2019-20 to promote the development of more digital tech innovations.

On provision of support to start-ups, Cyberport introduced in the fourth quarter of 2018 the “Overseas/Mainland Market Development Support Scheme” that provides start-ups with a \$200,000 financial subsidy to assist them in conducting market research and promotion, participating in trade fairs overseas and in the Mainland and expanding into these markets, as well as attracting investors.

Over the past few years, Cyberport has joined hands with the Office of the Government Chief Information Officer and the Department of Industry and Information Technology of Guangdong Province to organise an annual cloud computing exchange event. This enables technology firms from Cyberport and Guangdong to explore opportunities arising from the development of cloud computing applications and services, as well as facilitates collaborations and exchanges among the technology firms.

Cyberport will continue to discuss with other Mainland cities or partners on possible collaboration to provide more opportunities for local start-ups to tap into the Greater Bay Area market.

Yours sincerely,



(Eva YAM)

for Secretary for Innovation and Technology