

香港特別行政區政府

創新及科技局

香港添馬添美道二號  
政府總部西翼二十樓



INNOVATION AND  
TECHNOLOGY BUREAU

THE GOVERNMENT OF THE HONG KONG  
SPECIAL ADMINISTRATIVE REGION

20/F, West Wing, Central Government Offices,  
2 Tim Mei Avenue, Tamar, Hong Kong

本函檔號 Our Ref.: ITB/FBL/LEG/1 Pt.2  
來函檔號 Your Ref.:  
電話 Tel: 2810 2489  
圖文傳真 Fax: 2530 0837

25 October 2018

**By fax and email**

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

Dear Mr Sin,

**Projects Approved under  
the Innovation and Technology Fund for Better Living**

At the meeting of the Panel on Information Technology and Broadcasting on 11 June 2018, Members asked the Government to provide details on the projects approved under the Innovation and Technology Fund for Better Living (“FBL”), including the progress of each individual project.

As at 15 October 2018, the Innovation and Technology Bureau has signed fund agreements with the applicants of 13 approved FBL projects. The project details are provided in the Annex.

Please contact me if you have any enquiries.

Yours sincerely,

( Ricky Chong )

for Secretary for Innovation and Technology

**Projects Approved under the Innovation and Technology Fund for Better Living (Supplementary Information)  
(As at 15 October 2018)**

	<b>Projects with Fund Agreements signed (Organisation)</b>	<b>Objective</b>	<b>Beneficiary Group (The applicant organisation's estimation on the number of beneficiaries during the project period)</b>	<b>Application of Innovation and Technology</b>	<b>Grant Approved<sup>Note 1</sup> (HK\$) (Project Period<sup>Note 2</sup>)</b>	<b>Progress</b>
1.	Development of "Intelligent Target Aiming Device" for Visually Impaired Archery (Hong Kong Productivity Council)	To help visually impaired persons take part in archery	Visually impaired persons (600 members of the Hong Kong Blind Sports Federation)	Computer vision, digital image processing	1,166,742 (01/03/2018 – 28/02/2021)	The organisation has submitted two progress reports and completed the following: discussion of the design requirements with the visually impaired persons and archery coaches of the Hong Kong Blind Sports Federation and collection of relevant data; design and establishment of the mechanical engineering drawings, assembly drawings, dimensions and materials of the intelligent target aiming device, and assembly of the prototype; and development of the information architecture of the mobile application,

	<b>Projects with Fund Agreements signed (Organisation)</b>	<b>Objective</b>	<b>Beneficiary Group (The applicant organisation's estimation on the number of beneficiaries during the project period)</b>	<b>Application of Innovation and Technology</b>	<b>Grant Approved<sup>Note 1</sup> (HK\$) (Project Period<sup>Note 2</sup>)</b>	<b>Progress</b>
						as well as coding and conducting tests for the preview version, including identification of the laser aiming position, the audio signal feedback and the score recording system.
2.	“HOPE Chinese Words and Sentences Game” Mobile App (Hong Kong Young Women's Christian Association)	To help primary students learn parts of speech and sentence structure in Chinese	Children with dyslexia (5 000 downloads)	Mobile application	1,242,000 (01/03/2018 – 28/02/2021)	The organisation has submitted two progress reports and completed the following: collection of detailed user requirements; the relevant procurement procedure; development of functional specifications and acceptance standards; the page layout, Chinese character design and programming of five interactive story games; and the first round of user acceptance testing for the five interactive story games.



	<b>Projects with Fund Agreements signed (Organisation)</b>	<b>Objective</b>	<b>Beneficiary Group (The applicant organisation's estimation on the number of beneficiaries during the project period)</b>	<b>Application of Innovation and Technology</b>	<b>Grant Approved<sup>Note 1</sup> (HK\$) (Project Period<sup>Note 2</sup>)</b>	<b>Progress</b>
3.	VRRehab Generation (Tung Wah Group of Hospitals)	To provide rehabilitation services	Elders and people with disabilities (4 000)	Virtual reality	3,352,770 (01/04/2018 – 31/03/2021)	The organisation has submitted the first progress report and completed the following: staff recruitment; and the relevant procurement procedure, the conceptualisation of games, as well as confirmation of hardware requirements.
4.	Implementation of Robot Drama Education Programme for Reducing Challenging Behaviours of Children with Autism Spectrum Disorders (The Chinese University of Hong Kong)	To coach children with autism spectrum disorders to behave appropriately through robot drama	Children with autism spectrum disorders (aged 3 to 6) (900 kindergarten students)	Programmed robotics	2,845,696 (01/04/2018 – 31/03/2021)	The organisation has submitted the first progress report and completed the following: writing the scripts of 20 episodes of robot drama and programming six of these episodes; and invitation of 10 children to take part in the first round of user acceptance test.

	<b>Projects with Fund Agreements signed (Organisation)</b>	<b>Objective</b>	<b>Beneficiary Group (The applicant organisation's estimation on the number of beneficiaries during the project period)</b>	<b>Application of Innovation and Technology</b>	<b>Grant Approved<sup>Note 1</sup> (HK\$) (Project Period<sup>Note 2</sup>)</b>	<b>Progress</b>
5.	Pioneer Integrated Palliative and Hospice Care System (iPAHCs) (The Society for the Promotion of Hospice Care)	To improve the quality of in-home hospice care and strengthen the support for families of patients	Terminally ill patients and their caregivers (1 517 terminally ill patients and 2 882 caregivers)	Systematic data management and analysis	4,993,770 (01/04/2018 – 31/03/2021)	The organisation has submitted the first progress report and completed the following: drawing up a system plan and a timetable, including the collection of user requirements, identification of system restrictions and risks, development of a system flow chart and best practices; and system analysis, including the specifications of the system design, and development of a template and prototype.

	<b>Projects with Fund Agreements signed (Organisation)</b>	<b>Objective</b>	<b>Beneficiary Group (The applicant organisation's estimation on the number of beneficiaries during the project period)</b>	<b>Application of Innovation and Technology</b>	<b>Grant Approved<sup>Note 1</sup> (HK\$) (Project Period<sup>Note 2</sup>)</b>	<b>Progress</b>
6.	Early Literacy Mobile App (iOS version) (SAHK)	To provide language learning activities for children to enhance their Chinese language abilities in reading and writing	Pre-school children with academic ability at K1 level or above (especially those with special learning difficulties) (3 000 downloads)	Mobile application	792,233 (01/04/2018 – 31/03/2021)	The organisation has submitted the first progress report and completed the following: the relevant procurement procedure; and the design of the framework and layout of the mobile application.

	<b>Projects with Fund Agreements signed (Organisation)</b>	<b>Objective</b>	<b>Beneficiary Group (The applicant organisation's estimation on the number of beneficiaries during the project period)</b>	<b>Application of Innovation and Technology</b>	<b>Grant Approved<sup>Note 1</sup> (HK\$) (Project Period<sup>Note 2</sup>)</b>	<b>Progress</b>
7.	Baduanjin (Eight-Section Brocades) Health Programme Game (North Point Kai-Fong Welfare Advancement Association)	To promote a healthy lifestyle and encourage the elderly to practise Baduanjin exercise	Elders (10 000 downloads)	Mobile application with artificial intelligence and machine learning	4,523,930 (01/05/2018 – 30/04/2021)	The organisation has submitted the first progress report and completed the following: design of the theme and flow of the mobile application; establishment of the user interface; video-shooting to capture the 3D data of Baduanjin movements; and preparation of the checklist for functional and acceptance test.



	<b>Projects with Fund Agreements signed (Organisation)</b>	<b>Objective</b>	<b>Beneficiary Group (The applicant organisation's estimation on the number of beneficiaries during the project period)</b>	<b>Application of Innovation and Technology</b>	<b>Grant Approved<sup>Note 1</sup> (HK\$) (Project Period<sup>Note 2</sup>)</b>	<b>Progress</b>
8.	One Click Care (Hong Kong Angelman Syndrome Foundation)	To provide a one-stop information and service platform for persons with disabilities or special needs and their families	Persons with disabilities or special needs and their families (30 000 downloads)	Mobile application and website platform	1,877,500 (01/06/2018 – 31/05/2020)	The organisation has submitted the first progress report and completed the following: establishment of user requirements for “Priority Ticket” and “Online Platform for Information, Services and Gifts”; and development of functional specifications and page layout design.



	<b>Projects with Fund Agreements signed (Organisation)</b>	<b>Objective</b>	<b>Beneficiary Group (The applicant organisation's estimation on the number of beneficiaries during the project period)</b>	<b>Application of Innovation and Technology</b>	<b>Grant Approved<sup>Note 1</sup> (HK\$) (Project Period<sup>Note 2</sup>)</b>	<b>Progress</b>
9.	Mobile Applications for Health Management Service in Community (The Open University of Hong Kong)	To enhance the elderly's awareness and strategic health management by simplifying the data entry of medication through photo-taking of the medication labels and appointment slips	Elders (20 000 downloads)	Mobile application	3,870,000 (01/09/2018 – 31/08/2021)	A fund agreement has been signed and the project has commenced. The first progress report will be submitted in mid-December 2018.

	<b>Projects with Fund Agreements signed (Organisation)</b>	<b>Objective</b>	<b>Beneficiary Group (The applicant organisation's estimation on the number of beneficiaries during the project period)</b>	<b>Application of Innovation and Technology</b>	<b>Grant Approved<sup>Note 1</sup> (HK\$) (Project Period<sup>Note 2</sup>)</b>	<b>Progress</b>
10.	Music textbook with Augmented Reality (AR) Effect for Special Primary School Students in Junior Grades  (The Incorporated Management Committee of Rhenish Church Grace School)	Imaging abstract music theories and making them easy to understand, thereby enhancing the learning effectiveness of students with special needs	Junior primary students with special learning needs  (5 700 persons, including students with special learning needs, their music teachers and parents)	Mobile application and a music textbook with AR effect	1,286,909  (01/09/2018 – 31/08/2021)	A fund agreement has been signed and the project has commenced. The first progress report will be submitted in mid-December 2018.

	<b>Projects with Fund Agreements signed (Organisation)</b>	<b>Objective</b>	<b>Beneficiary Group (The applicant organisation's estimation on the number of beneficiaries during the project period)</b>	<b>Application of Innovation and Technology</b>	<b>Grant Approved<sup>Note 1</sup> (HK\$) (Project Period<sup>Note 2</sup>)</b>	<b>Progress</b>
11.	Smart Community SPACE21  (The Hong Kong Federation of Youth Groups)	To provide a smart platform for booking community spaces (including a mobile app, a website and a management system) to facilitate the youth and members of the public in finding suitable and available community	The youth and members of the public  (120 000 downloads)	A smart booking platform with a mobile app, a website and a management system	4,726,530  (01/09/2018 – 31/08/2021)	A fund agreement has been signed and the project has commenced. The first progress report will be submitted in mid-December 2018.

	<b>Projects with Fund Agreements signed (Organisation)</b>	<b>Objective</b>	<b>Beneficiary Group (The applicant organisation's estimation on the number of beneficiaries during the project period)</b>	<b>Application of Innovation and Technology</b>	<b>Grant Approved<sup>Note 1</sup> (HK\$) (Project Period<sup>Note 2</sup>)</b>	<b>Progress</b>
		spaces or venues, thereby enhancing their utilisation rates				



	<b>Projects with Fund Agreements signed (Organisation)</b>	<b>Objective</b>	<b>Beneficiary Group (The applicant organisation's estimation on the number of beneficiaries during the project period)</b>	<b>Application of Innovation and Technology</b>	<b>Grant Approved<sup>Note 1</sup> (HK\$) (Project Period<sup>Note 2</sup>)</b>	<b>Progress</b>
12.	Patient Rehabilitation Mobile Apps Platform via Mobile Technology  (The Hospital Authority)	Through integration to the Hospital Authority's clinical management system, clinicians can provide individualised and home-based rehabilitation programmes according to the patients' rehabilitative conditions and progress	Patients with stroke, mild cognitive impairment and functional disabilities  (10 000 downloads)	Platform of mobile application	4,000,000  (01/10/2018 – 30/09/2021)	A fund agreement has been signed and the project has commenced. The first progress report will be submitted in mid-January 2019.

	<b>Projects with Fund Agreements signed (Organisation)</b>	<b>Objective</b>	<b>Beneficiary Group (The applicant organisation's estimation on the number of beneficiaries during the project period)</b>	<b>Application of Innovation and Technology</b>	<b>Grant Approved<sup>Note 1</sup> (HK\$) (Project Period<sup>Note 2</sup>)</b>	<b>Progress</b>
13.	Self-managing Healthy Eating and Active Lifestyle for Impeding 3-Highs (High Blood Glucose, High Blood Pressure and High Cholesterol) Mobile Application (SHEALF3 APP)  (Asia Diabetes Foundation Limited)	To develop artificial intelligence (AI) software whereby information on the nutritional contents of commonly found local food and beverages in Hong Kong can be provided through the photo-taking function of smart mobile devices	Members of the public  (30 000 downloads)	AI, augmented reality and mobile application	4,247,006  (01/10/2018 – 30/09/2021)	A fund agreement has been signed and the project has commenced. The first progress report will be submitted in mid-January 2019.
				Total:	38,925,086	

Note 1 : Allowable costs under the FBL include expenses on project development, manpower and appropriate publicity as well as administrative overheads (if any). The grant will be disbursed by stages in accordance with project progress and the organisation concerned has to provide relevant receipts to the Secretariat for examination.

Note 2 : The maximum funding period of a project under the FBL is three years, including one year of development stage and two years of running stage.