

E1IN0001W-5

(Token- required)

Innovation Workshop (Level I)

I Want to Be an Inventor

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Intended Learning Outcomes

Upon completion of the programme, participants should be able to:

- 1. Design a simple invention that can solve a daily problem
- 2. Search and read a patent paper
- 3. Analyse the pros and cons of patenting an invention to society



Introduction

We are surrounded by inventions but what exactly is an invention and how can you become an inventor?

What is a patent and why do inventors need to apply a patent for their invention?

Creativity and engineering thinking processes will also be taught in problem solving when designing an invention.

Schedule

Session	Date	Time	Venue
1	12 Apr		Zooro Mostin a
2	19 Apr	2:30 p.m. – 4:30 p.m.	Zoom Meeting

Target Participants

- P4 S6 HKAGE student members only
- Class size: 30
- * First-come-first-served

Pre-requisite

No special prerequisites are needed

Medium of Instruction

English with English handouts

Certificate

E-Certificate will be awarded to participants who have:

- attended ALL sessions; AND
- completed all the assignments with satisfactory performance



