

E1ESP002C

(Token- required)

[Gifted Programme]
Esports Course (Level I)

Racing Simulation - Skills, Culture, and Growth

Representative from Hong Kong Racing School for Motorsports Ltd



Result Release 21 Feb 2025

Intended Learning Outcomes

Upon completion of the gifted programme, gifted students should be able to:

- describe the history and contemporary state of eSports and racing simulation in the gaming industry;
- 2. demonstrate essential driving skills on basic circuits with accuracy and confidence while using a racing simulator;
- 3. recognize the cultural importance and ethical standards of the racing community.

Gifted Programme Introduction

This course is designed for students interested in gaming and racing. Students will explore the history and current trends of eSports and racing simulations. Using racing simulators, they will develop essential driving skills on basic circuits with accuracy and confidence. The course emphasizes the cultural significance and ethical standards of the racing community, promoting responsibility and sportsmanship. Through teamwork and collaboration, students will engage in exciting challenges, gaining practical experience that prepares them for future pursuits in gaming and technology while enhancing their understanding of the racing world.

Schedule

Session	Date	Time	Venue
1	26 Apr	10:00 a.m. – 1:00 p.m.	Hong Kong Racing School Room 4E, Continental Electric Industrial Building, 17 Wang Chiu Road, Kowloon Bay, Kowloon, Hong Kong (Map)
2	3 May		
3	10 May		
4	17 May		

Suitable for

- S1 S3 HKAGE student members in 2024/25 school year.
- Class size: 24
- Student members would be selected randomly by the computer system. The decision of HKAGE on the result of the selection should be final.

Pre-requisite

No special prerequisites are needed

Medium of Instruction

Cantonese with Chinese handouts

Certificate

E-Certificate will be awarded to participantss who have:

- attended 3 sessions; AND
- completed all the assignments with satisfactory performance