



香港資優教育學苑  
The Hong Kong Academy for Gifted Education

香港特別行政區政府教育局資助

Subvented by the Education Bureau, The Government of the HKSAR

S3STM003P

[ **Gifted Programme** ]

**Student Selection Programme (Level III):**

# Academy's Got Talents (STEAM) 2025/26



Apply NOW

The Hong Kong Academy for Gifted Education  
Talent Development Division - Specialisation and  
Innovation

# STEAM



**Application Deadline**  
**14 Jul 2025 12:00 noon**

**Result Release**  
**Sep 2025**

## **Intended Learning Outcomes**

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

1. Obtain more opportunities for participating in future STEAM-related competitions or programmes;
2. Transfer the STEAM knowledge and skills into research or projects;
3. Promote self-initiated learning and reflective skills.

## ◆ Gifted Programme Introduction

Academy's Got Talents (STEAM) 2025/26 aims to promote Science, Technology, Engineering, Arts, and Mathematics (STEAM) within the academy. This programme identifies student members or teams who will have the opportunity to participate in upcoming STEAM-related competitions or programmes, enriching their learning journey. The selection process evaluates participants not only based on their knowledge of relevant fields but also on their individual aptitude for self-directed learning and practical application.

### Phase 1: Sign up This Programme

- Paper-screening,
- Project-pitching interview
- Maker Workshop

### Phase 2: Participate STEAM Competitions

- Based on the submitted project proposal, appropriate STEAM competitions will be recommended
- 1 on 1 Consultation
- Mock presentation
- Project-pitching training

### Phase 3: Further development for career and future

The proposed competitions include, but are not limited to :

#### Local Competitions:

- Hong Kong Youth Science & Technology Innovation Competition
- Hong Kong Youth Aerospace Innovation Competition
- Hong Kong Secondary Student Space Station Popular Science Payload and Science Experiment Design Challenge
- Hong Kong ICT Awards
- IEEE CT/OES Young Engineers Conference
- City I&T Grand Challenge
- Hong Kong Blockchain Olympiad
- HKSTP x JYCGIF IdeaGO Ideathon
- Smart Community Hackathon
- Artificial Intelligence and Innovation and Technology Competition
- JPC Innovation and Technology Competition
- Open Data Hackathon
- CityU Science Patent STEM Challenge

#### Regional Competitions:

- China Adolescents Science & Technology Innovation Contest
- National Youth Space Innovation Competition
- The Soong Ching Ling Award for Children's Invention
- 粵港澳學生信息科技創新大賽
- Greater Bay Area Science Project Competition
- S.T. Yau High School Science Award (Asia)

#### International Competitions:

- Geneva International Exhibition of Inventions
- Regeneron International Science and Engineering Fair (ISEF)

## ◆ Schedule

Date	Activities
Mar – Jul 2025	<b>Application Submission</b> Online Application Form ( <a href="#">Click here</a> ) STEAM Project Proposal ( <a href="#">Click here</a> ) <b>Remarks:</b> <ul style="list-style-type: none"><li>Once the proposal has been submitted, students shall not change the content.</li><li>Applicants should submit the Online Application Form and STEAM Project Proposal before the application deadline.</li><li>The application is considered incomplete if the STEAM Project Proposal or Online Application Form is not received before the application deadline.</li></ul>
15 Mar 2025	Info Day (S3STM003P-1)
Jul 2025	Marker Workshop (S3STM003P-2)
Aug 2025	Screening Interview (Face-to-Face)
Sep 2025	Result Release
School year 2025-2026	Represent HKAGE to participate in competition(s)

## ◆ Target Participants

- P4 to S5 HKAGE student members in 2024/25 school year only with existing STEAM project or research
- Strong intrinsic interest in developing their skills
- High initiation in arrangement and attending HKAGE activities and events

## ◆ STEAM Project/ Research

- The project or research must be originated and developed by the student member solely or by a team with no more than 3 HKAGE members.
- The submitted STEAM project can be in any level of development. Projects or research would be considered as STEAM-related, including research, Inventions, Sci-Fi Fiction, ICT projects, etc.
- Profound knowledge & exceptional motivation in STEAM field. Project or research that lacks scientific principles and is inconclusive will not be accepted.
- Each member can join up to 3 teams. Individual submission also counts as a team.

## ◆ Screening Interview

- HKAGE will conduct a preliminary assessment based on the content of the Proposal and invite appropriate participants for interview by email.
- If participants do not receive the interview notice, it is considered as a failure thesis.
- If the shortlisted students are unable to attend the interview in person, their application will be considered as withdrawn.

## ◆ Interview Language

Cantonese or English

## ◆ Certificate

As the aim of this programme is to select STEAM talents, E-certificates will not be awarded.

