



A2AIG002T (Not-token required)

[Gifted Programme]

Trendy Academic Talk Series

Game Changer: How Al is Revolutionizing the Gaming Industry?



Intended Learning Outcomes

Application Deadline

15 Aug 2025 12:00 noon

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

- 1. Explore the applications of generative AI in game development;
- 2. Understand how AI creates personalized gaming experiences;
- 3. Gain inspiration from AI application in the gaming industry and develop interest in the field.

Gifted Programme

Trendy Academic Talk Series



Generative AI is transforming traditional game development workflows while creating unprecedented interactive experiences for game players. Tasks that once required massive manpower and time—such as character design and environment creation—can now be completed up to 80% faster with AI, allowing creative teams to focus more on core innovation.

Dr. Kwong-cheong WONG, a senior lecturer of the School of Governance and Policy Science at The Chinese University of Hong Kong (CUHK), will share insights on these latest industry trends and showcase how AI is shaping the future of gaming. Whether you're an aspiring game developer or a passionate gamer, this talk can spark your imagination and revolutionize your view of gaming!

*Attendees will receive priority enrollment for the "GenAl Entrepreneur - Building Your Game Company" advanced programme launching this November.

Schedule

Session	Date	Time	Venue
1	20 Aug (Wed)	2:30 p.m. – 4:30 p.m.	Room 105, HKAGE

Suitable for

- P4 S1 HKAGE student members in 2024/25 school year.
- Class size: 100
- * First-come, first-served

Medium of Instruction

Cantonese (Supplementary with English)

Certificate

E-Certificate will be awarded to participants who have attended the talk.

Remark

Starting from the 2024/25 school year, after the first review period, ALL student members must complete the following requirements in each school year in order to maintain their membership:

- Attend One Talk; AND
- Participate in One programme or activity of any kind





