



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

S4BFF001W

[**Gifted Programme**]

STEAM Workshop (Level II):

BootCamp: Transforming STEM Projects into Startup Pitches

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

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Application Deadline
28 July 2025 12:00 noon

Result Release
30 July 2025

Intended Learning Outcomes

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

1. Conduct competitive analysis to identify their market positioning
2. Develop a business model to outline the key metrics for their STEM projects
3. Build a basic financial model to demonstrate the financial viability of their startup idea
4. Master pitching skills by designing and delivering a professional, appealing and concise pitch deck

◆ Gifted Programme Introduction

This workshop combines theory and practice to help students master the core elements of STEAM. By using advanced tools and techniques, students will gain practical skills, from basic scientific concepts to practical project design, and learn how to use modern and A.I. technology to enhance creativity. The course content covers problem-solving, creative thinking, and useful operations. During the course, students will engage in independent learning and develop research skills. This not only enriches their knowledge of STEAM but also tests their innovative thinking and problem-solving abilities.

◆ Schedule

Session	Date	Time	Venue
1	11 Aug 2025	10:00 a.m. – 01:00 p.m.	Cyberport
2		02:00 p.m. – 05:00 p.m.	
3	14 Aug 2025	10:00 a.m. – 01:00 p.m.	
4		02:00 p.m. – 05:00 p.m.	
5	18 Aug 2025	10:00 a.m. – 01:00 p.m.	
6		02:00 p.m. – 05:00 p.m.	
7	21 Aug 2025	10:00 a.m. – 01:00 p.m.	
8		02:00 p.m. – 05:00 p.m.	

◆ Target Participants

- S1 to S6 HKAGE student members in 2024/25 school year

◆ Pre-requisite

- No Special Requirements

◆ Medium of Instruction

- Cantonese with English Handouts

◆ Certificate

E-Certificate will be awarded to gifted students who have:

- attended at least 6 sessions (attendance for Lesson 8 is mandatory); and
- completed all the assignments with satisfactory performance

◆ Screening

Please answer the screening question in the online application form:

- link to access your CV, and
- your project portfolio (max. 10-page slides)

*The screening question is designed to help the applicant understand the programme level and content. The question must be answered by the student applicant and it can only be attempted once. The answer cannot be changed once the application is submitted. Selection is based on students' performance in answering the question. Only students who can demonstrate motivation and the knowledge of STEAM in the screening question can be enrolled in the programme