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[ **Gifted Programme** ]

**Coding Course (Level II)**

# Interactive World Building – From Real Places to Digital Stories

EXP. Learning Limited



**Application Deadline**

**20 Jul 2026**

**12:00 noon**

**Result Release**

**20 Jul 2026**

## **Intended Learning Outcomes**

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

1. design interactive story maps and no-code games using real-world data and creativity;
2. use AI tools to enhance content creation and learning engagement;
3. demonstrate creativity and innovation in digital storytelling.

## ◆ Gifted Programme Introduction

In this course, students become game designers and digital storytellers, bridging physical and digital worlds using ARtefacts, an AR platform. They transform static objects and historical artefacts into interactive gaming experiences.

The course follows the "Playcentric" design process: world-building, narrative crafting, AR implementation, and playtesting. Students learn to use location-based triggers, 3D overlays, and interactive dialogue to create engaging games. By the end, they will build and launch their own web-based game or interactive tour.

## ◆ Schedule

Session	Date	Time	Venue
1	10 August 2026 (Monday)	2:00 p.m. – 5:00 p.m.	Room 303 HKAGE
2	11 August 2026 (Tuesday)		
3	12 August 2026 (Wednesday)		Room 403 HKAGE
4	13 August 2026 (Thursday)		Room 303 HKAGE

## ◆ Suitable for

- S1 – S6 HKAGE student members in the 2025/26 school year.
- Class size: 25
- 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

English with English handouts

## ◆ Certificate

E-Certificate will be awarded to participants who have:

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