



HONG KONG  
ICT AWARDS  
2022 香港資訊及  
通訊科技獎

# Digital Entertainment Award 數碼娛樂獎



## Award Streams 獎項組別

Animation and Visual Effects  
電腦動畫及視覺特效

Entertainment and eSports Software  
娛樂及電子競技軟件

Interaction Design  
互動設計

Leading  
Organiser  
籌辦機構



Hong Kong Digital  
Entertainment Association  
香港數碼娛樂協會

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The logo features the text 'Digital Entertainment Award' in red and '數碼娛樂獎' in white. It is surrounded by various icons: a large blue sphere, a yellow star, a red Wi-Fi symbol, a red smartphone with a heart, a red thumbs-up, a red musical note, and a red film strip. The background is a dark blue space with stars and plus signs.

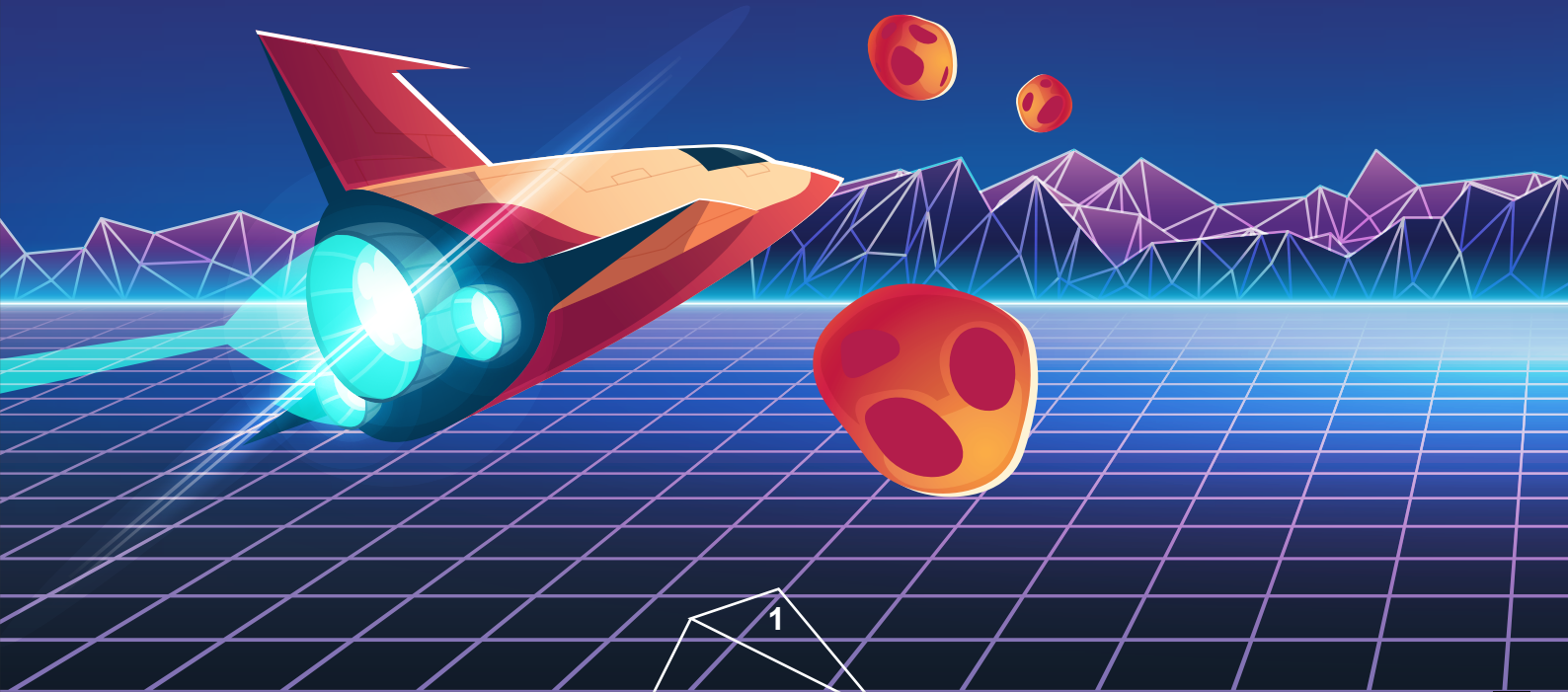
# Digital Entertainment Award 數碼娛樂獎

## Background 背景

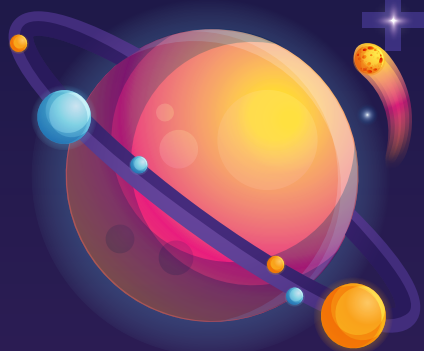
The Hong Kong ICT Awards aims at recognising and promoting outstanding information and communications technology (ICT) inventions and applications, thereby encouraging innovation and excellence among Hong Kong's ICT talent and enterprises in their constant pursuit of creative and better solutions to meet business and social needs.

The Hong Kong ICT Awards was established in 2006 with the collaborative efforts of the industry, academia and the Government. Steered by the Office of the Government Chief Information Officer, and organised by Hong Kong ICT industry associations and professional bodies, the Awards aims at building a locally espoused and internationally acclaimed brand of ICT awards.

There are eight categories under the Hong Kong ICT Awards 2022. There is one Grand Award in each category, and an "Award of the Year" is selected from the eight Grand Awards by the Grand Judging Panel.







香港資訊及通訊科技獎旨在表揚及推廣優秀的資訊及通訊科技發明和應用，以鼓勵香港業界精英和企業不斷追求創新和卓越，謀求更佳和更具創意的方案，滿足企業的營運需要，造福社會。

通過業界、學術界和政府的共同努力，香港資訊及通訊科技獎於二零零六年成立。香港資訊及通訊科技獎由政府資訊科技總監辦公室策動，並由香港業界組織及專業團體主辦，目的是為香港建立一個廣受香港社會愛戴、並獲國際認同的資訊及通訊科技專業獎項。

2022香港資訊及通訊科技獎設有八個類別的獎項。每個類別均設有一個大獎，而最終評審委員會再從八個大獎中甄選出「全年大獎」。

## Message from Chairman of Leading Organiser 籌辦機構主席獻辭



**Mr Gabriel PANG**  
**Chairman, Hong Kong Digital**  
**Entertainment Association**

**彭子傑 先生**  
**香港數碼娛樂協會 主席**

With the impact of COVID 19 pandemic in the past years, the entertainment preferences of the public are gradually becoming digital, leading the Digital Entertainment industry to grow, where the industry is powered by the emerging developments such as blockchain, metaverse, and art technology as well.

The Awards has come to our 16th edition, same as before, the competition is fierce this year and every contestant is competing to win the honor. Among the awards entries this year, whether it is from interactive design, games or animation streams, there are many entries that have technical breakthroughs and have a positive impact on the industry and society. These successes depend on the concerted efforts of industry talents and the government's continuous support on the diversified development of the digital entertainment industry. I look forward to seeing more successful works launched by the industry, and to promote the popularization and awareness of the sector.

Thanks again for the support from government, judges and supporting organizations to the awards and to make the awards success. Congratulations to all winning companies and organizations.

在過去幾年間，隨着疫情的影響，大眾的娛樂喜好漸趨數碼化，數碼娛樂產業日益增長；更因應區塊鏈、元宇宙及藝術科技等新興發展，為數碼娛樂提供源源動力。

數碼娛樂獎踏入第十六年個年頭，今年的競爭仍然激烈，業界人士力爭各個獎項。今年數碼娛樂獎的參賽作品中，在互動設計、遊戲和動畫三個獎項類別，都有著不少具突破且為業界及社會帶來正面的影響的參賽作品，例如創新的區塊鏈遊戲、具沉浸式體驗的藝術科技應用，證明香港數碼娛樂業正在配合新興數碼娛樂趨勢發展，這些都是有賴業界人才齊心努力，及政府持續推動數碼娛樂產業多元發展才會成功。我期望能一直看見香港業界推出的作品越來越成功，並推動數碼娛樂的市場的普及化與認識。

再次多謝政府資訊科技總監辦公室一直對數碼娛樂獎的支持，亦多謝各評審委員抽空幫忙，更要多謝各同業、支持機構、團體及所有協力單位的支持，令香港資訊及通訊科技獎 - 數碼娛樂獎得以順利舉行。最後，在此恭喜各得獎公司及單位！

## Digital Entertainment Award Judging Panel 數碼娛樂獎評審委員會

### Chairman of Judging Panel 評審委員會主席

- 1 Hon Duncan CHIU Functional Constituency, Technology and Innovation, Legislative Council of the HKSAR**  
**邱達根議員 香港特別行政區立法會 功能界別 - 科技創新界**

### Members of Judging Panel 評審委員會成員

- 2 Mr Kenny CHIEN** Chairman, Hong Kong Software Industry Association  
**錢國強先生** 香港軟件行業協會 會長
- Ms Jersey YUEN (online judging)** Assistant Head, Create Hong Kong of the Government of the Hong Kong Special Administrative Region  
**袁賽芳女士 (網上評審)** 香港特別行政區政府創意香港助理總監
- 3 Dr WM LEE, Wendy** Regional Manager (HK & Macau), Autodesk Far East Ltd.  
**李煥明 博士** 歐特克遠東有限公司 香港暨澳門地區總經理
- 4 Mr Jacky LAM** CEO, Internet Professional Association  
**林漢威先生** 互聯網專業協會行政總裁
- 5 Mr LS CHEN, Eddy** President, Esports Association Hong Kong  
**陳龍盛先生** 香港電競總會會長
- 6 Mr LF SEE, Orange** Vice-chairman, Hong Kong Digital Entertainment Association  
**施凌鋒 先生** 香港數碼娛樂協會副會長
- 7 Mr Wallis WONG** Vice-chairman, Hong Kong Digital Entertainment Association  
**黃嘉亮先生** 香港數碼娛樂協會副會長
- 8 Mr S HUI, Eddy** Vice Chairman, Hong Kong Designers Association  
**許迅 先生** 香港設計師協會副主席

### In Attendance 列席

- 9 Prof KF WONG** Associate Dean (External Affairs), Faculty of Engineering, The Chinese University of Hong Kong  
**黃錦輝教授** 香港中文大學工程學院副院長 (外務)

(\* In Arbitrary Order 排名不分先後)





# Digital Entertainment Grand Award and Digital Entertainment (Interaction Design) Gold Award

## 數碼娛樂大獎

## 及數碼娛樂 (互動設計) 金獎

AerospaceTS

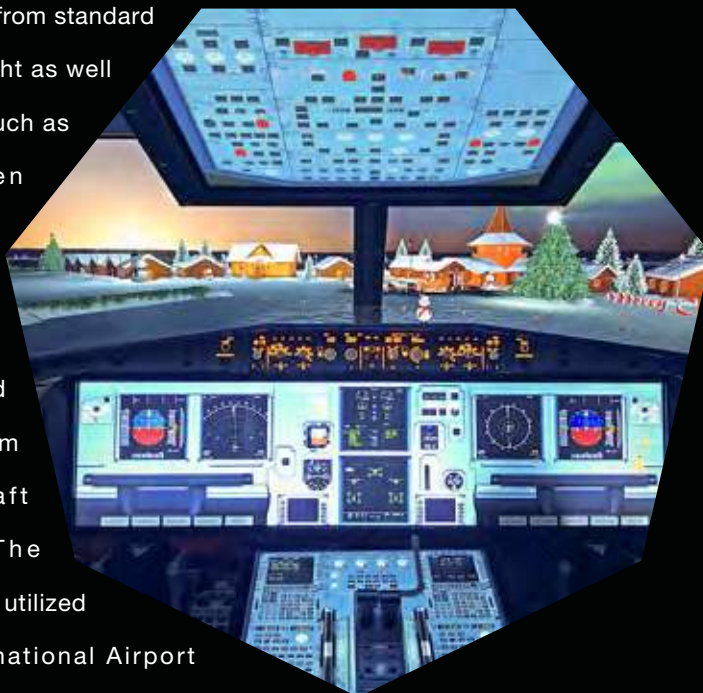
[www.aerospace-ts.com](http://www.aerospace-ts.com)

### 1:1 Airliner Cockpit Interactive Touchscreen Entertainment Simulator/Trainer

Acting as both an advanced entertainment and an educational simulator, AerospaceTS had offered an interactive solution for the public to experience the authentic operation of commercial airliners at an affordable cost via a touchscreen interface. Developed by airline captains with over 17 years of experience, the simulator is able to demonstrate extreme realistic scenarios from standard day-to-day commercial flight as well as emergency situations such as engine failures or even advanced compound failures across multiple systems. The outstanding realism has been rewarded with an official licence from Airbus SAS, the aircraft manufacturer itself. The simulator is currently being utilized by the Hong Kong International Airport Academy as a demonstration unit.

### 1:1 輕觸式互動民航機飛行模擬器

作為先進的娛樂和教育飛行模擬器發展商，AerospaceTS 通過輕觸式界面為大眾提供了一個兼顧成本和真實性的互動解決方案，以體驗商業航空的日常運作過程。該模擬器由擁有超過17年經驗的民航機長開發。除了能夠展示日常商業飛行操作，更可精確重現各種故障及緊急情況，如引擎失效，以至跨系統的複合故障等等。模擬器出色的準確度甚至取得了飛機製造商 Airbus SAS 的官方許可。該模擬器目前正被香港國際機場學院用作教學示範。







### Comments from Judging Panel 評審委員會評語

The product provides opportunities to simulate training and entertainment experience that require high accuracy and avoid high-risk that is too costly when such occurs. It is suitable for pilots' training practice and brings aviation knowledge to public. The official license by Airbus adds further credibility to the product. The judging panel expressed appreciation to the production team that the product can be practically applied with good market potential and has created positive social impact in Hong Kong.

1:1輕觸式互動民航機飛行模擬器是一款提供了模擬飛行培訓和娛樂體驗的成功產品，適用於飛行員的訓練實踐，並為公眾帶來了航空知識。產品已得到空中巴士的官方許可，足已證明其產品可信度。評審對製作團隊表示讚賞，認為該產品可實際應用，具有良好的市場潛力，並在香港產生了正面的社會影響。

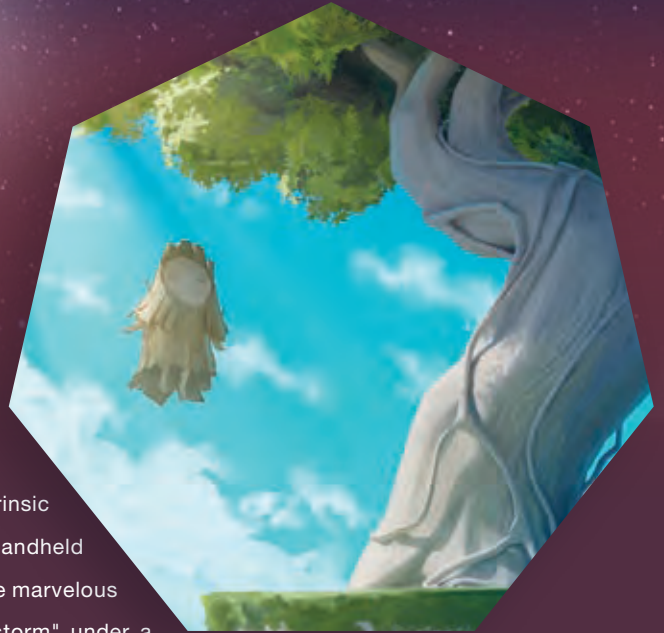


# Digital Entertainment (Interaction Design) Silver Award 數碼娛樂 (互動設計) 銀獎

POINT FIVE CREATIONS  
www.facebook.com/point5hk

## SILILI & TREE VR

Participants are invited to the Mother Nature to fully immerse into their intrinsic senses to observe and interact with the surroundings. Letting go of handheld devices, they are encouraged to use their eyes and hand touch to trigger the marvelous transformation of four seasons in the environment and encounter "leaf-storm" under a magical Tree. This inspirational experience reminds participants the inevitable passing of life just like the ever-changing four seasons that you can only accept and better embrace the change in life. Whereas the "leaf-storm" is a metaphor to setbacks in life that might strike you occasionally but it's all on you how to react to it. It happens to hit you harder if you slap against it or you can just let them fly around till it dies down. The concept behind this VR journey aims to retrieve the inner peace of participants to calmly observe and learn to embrace the constantly changing and occasional ups-and-downs in life, even it's coming to an end...



## SILILI & TREE 虛擬實境

這個虛擬實境旅程將帶你進入一個全大自然的環境，只需要憑你的視覺和觸覺，放下手掣，走動起來，用眼神和雙手就可以啟動四季的曼妙變化，以及在神奇的大樹下感受旋風一樣的樹葉來襲。通過這種體驗，讓你感受雖然萬物無常，但只有擁抱生命的變幻，才會懂得感受當中的美好。樹葉來襲就如難以避免的生活挫敗，一切就視乎你用什麼心態來面對人生一個又一個的困境。當你用力拍打樹葉的時候，攻勢只會有增無減，相反如果你鬆容面對，它就會隨風而去。這虛擬實境的設計，旨在讓大家找回內心的寧靜，用平常心來感受周遭的變幻世界及人生起跌，即便是到了人生最後階段...

## Comments from Judging Panel 評審委員會評語

The project is a good example of successful "ART TECH" application. The interactive VR experience has been thoughtfully designed that fit well with the theme the project intends to convey, i.e. to promote love of Nature and mindfulness. The excellent 3D modeling and aftereffects in hand-painted style to deliver an astonishing VR environment which provides unique and immersive experience to the participants.

<SILILI & TREE 虛擬實境> 這個項目是「藝術科技」應用的成功例子。其互動虛擬實境體驗經過精心設計，符合項目對大眾傳達對自然的熱愛和內心寧靜的主題。出色的立體模型創作和手繪風格的後期製作，為公眾帶來了令人驚嘆的虛擬世界，以及獨特和有如身臨其境的體驗。



# Digital Entertainment (Interaction Design) Bronze Award 數碼娛樂(互動設計)銅獎

TCL Corporate Research (Hong Kong) Co., Limited  
TCL 工業研究院(香港)有限公司

www.tcl.com

## Gesture Ring- Multimodal interaction experience on TV

Gesture Ring is a gesture and voice based multimodal operating system interaction experience on TV. With a lift of the palm, Users could fast track their user journeys with the same gestures across all functions on different TV interface and smart home products; Combine, interchange with hand gestures and voice input for intuitive experience. Leveraging AI tech, it opens up new user flows, more efficient access to functions. Gesture Ring encourages better human-TV interaction and pushes AI-tech forward with user experience.

### 靈控 - 多模態交互體驗

靈控是一套以手勢及語音為主的多模態電視操作系統。用戶只需伸出手掌或結合語音，即可在沒有搖控器的情景下與智能電視互動，提供一套自然快捷的體驗。利用人工智能技術，開拓新用戶流程。用戶可以在不同的電視界面上使用手勢快速完成用戶旅程，亦無需為單個功能記住特定手勢。靈控以用戶體驗設計推動人工智能和自然交互發展，鼓勵更好的人機交互產品。

## Comments from Judging Panel 評審委員會評語

“Gesture Ring” is a hand gesture-based operating system interaction experience on TV. With the great UX design, the product allows users to fast track their user journeys with the same gestures across all functions on different TV UI and smart home products. With leveraged AI tech, it opens new user flows, provides more efficient access to functions, and encourages better human-TV interaction. The project is user-friendly and well-designed that will make good impact on digital lifestyle with good potential.

〈靈控-多模態交互體驗〉這個以手勢及語音為主的互動電視操作系統，憑藉其出色的UX設計及人工智能技術，該系統讓用戶在的電視和智能家居產品上更有效及快捷地存取不同功能，提供良好的用戶旅程。系統設計精良且容易操作，具有明顯的市場潛力，對大眾數碼生活產生良好影響。





# Digital Entertainment (Interaction Design) Certificate of Merit 數碼娛樂 (互動設計) 優異證書



Softmind Ltd

www.softmind.tech

## Dan Sing Sing MV Maker for Virtual Avatar

Dan Sing Sing MV Maker for Virtual Avatar is a tool to help you create music video with your virtual avatar with few clicks. You would load your avatar and motion files in the tools. The tool is also integrated with an intuitive timeline system. You would set camera movement, VFX effect, caption and even particle effects with it. 8 avatars are supported to dance together.

## Dan Sing Sing MV Maker for Virtual Avatar

Dan Sing Sing MV Maker for Virtual Avatar 是一種簡單易用工具，可幫助你的虛擬偶像創建MV視頻。您將在工具中加載您的偶像和動作文件。並用時間線進行編輯。

您可以使用它設置攝像機移動、VFX 效果、字幕甚至粒子效果。



## Digital Entertainment (Entertainment and eSports Software) Gold Award 數碼娛樂(娛樂及電子競技軟件)金獎

Feeling Game Company Limited  
感受遊戲有限公司

[www.feelinggamecompany.com](http://www.feelinggamecompany.com)

### Every Hero

Every Hero is a game that combines the elements of Action + RPG + Soul-like with a unique one-finger combat control design. Players can become all kinds of heroes to engage in exciting epic battles in this fantasy Hero Metaverse. The game is being enjoyed by millions of players around the world (over 10 supported languages), providing them a high quality of entertainment experience.

### 英雄而已

《英雄而已》是一款融合了動作+RPG+魂類戰鬥的創新手機遊戲。玩家可以成為各種各樣的英雄，輕鬆用一隻手指玩轉這個英雄世界的元宇宙。遊戲為全球各地數以百萬的玩家(超過10種語言)提供優質的娛樂體驗。

### Comments from Judging Panel 評審委員會評語

“Every Hero” is a mass market mobile game with easy swipes and taps with just one hand. The judges are impressed by the quality and the proven commercial results. It has clear marketing positioning to differentiate the game from the market competitors.

《英雄而已》是款針對大眾市場、只需一隻手即可輕鬆滑動和點擊的高品質手機遊戲。評審認為遊戲製作的出色技術和其商業成果十分值得嘉許。它具有明確的市場營銷定位，成功提高了遊戲的市場競爭力。遊戲的全球收入和下載量都取得了驕人的業績。







## Digital Entertainment (Entertainment and eSports Software) Silver Award 數碼娛樂(娛樂及電子競技軟件)銀獎

Trefle & Co. Limited  
愛特蕾集團有限公司  
[www.trefle.net](http://www.trefle.net)



### Super Run Adventures

Super Run Adventures is a highly polished 3D action platformer action game. Players can run, jump, collect power ups, solve puzzles, fight bosses & more! Take your hero through tons of different worlds as you search for your long lost love. The game has been receiving uprising attentions and achieved fabulous feedbacks.

### 超級酷跑大冒險

《超級酷跑大冒險》是一款高度精緻的3D動作平台動作遊戲。玩家可以奔跑、跳躍、收集能量提升、解決謎題、與boss戰鬥等等！當您尋找失散多年的愛時，帶您的英雄穿越無數不同的世界。該遊戲一直受到高度關注並獲得了驚人的反饋。

### Comments from Judging Panel 評審委員會評語

“Super Run Adventures” is a full cartoon 3D casual building and strategy game with hundred tasks and multiple areas for unlocks and to challenge, which makes the game more interactive. The game development is technically strong with high quality and detailed graphics. The team has paid a lot of efforts to design many interesting building tasks, resources, and unlocks. Various in-app purchases and advertising has drove significant market result.

《超級酷跑大冒險》是一款具有卡通風格的3D休閒建築與策略遊戲。遊戲有過百項任務及多區域解鎖挑戰，讓遊戲更具互動性。團隊精心設計了許多有趣的建築任務，遊戲開發技術成熟，具高品質及細緻電腦圖像，吸納時下一般喜愛卡通風格遊戲的玩家們。遊戲中的額外付費內容和廣告都令其取得了驕人的市場業績。





## Digital Entertainment (Entertainment and eSports Software) Bronze Award

## 數碼娛樂(娛樂及電子競技軟件) 銅獎

Latersoft Corporation Limited 科雲網絡有限公司  
www.latersoft.com

### Breakout: Dark Prison (Cyberwar)

Breakout: Dark prison (Alias: Cyberwar) is an innovative role play game that features incredible 3D graphics, a unique storyline, hardcore action and adventure, putting the fate of the world at your fingertips! The game is about to save your daughter from an isolated island and there will be full of dangers challenges for all players.

#### 突圍：挽援行動(未來之戰)

突圍：挽援行動(別名：未來之戰)是一款創新的角色扮演遊戲，具有極好的3D圖形、獨特的故事情節、硬核動作和冒險，讓世界的命運觸手可及！遊戲即將從孤島上拯救你的女兒，所有玩家都將面臨充滿危險的挑戰。

### Comments from Judging Panel 評審委員會評語

As an adventure RPG desktop game, the CG graphics and game setting is realistic and exciting. The game supports character customization which differentiates the game from the competitor and enhances attractiveness of the game. The judges are happy to see the team has trained up a lot of staff to be game developers which has brought positive impacts to the industry.

作為一款由香港遊戲製作團隊出品的冒險RPG桌遊，《突圍：挽援行動(未來之戰)》的特效畫面和設定逼真刺激，玩家可自行定制角色外型，增加遊戲的吸引力。評審們樂見團隊培養了不少員工成為遊戲開發人員，為香港遊戲業帶來了積極正面的影響。



# Digital Entertainment (Entertainment and eSports Software) Certificate of Merit 數碼娛樂 (娛樂及電子競技軟件) 優異證書

INDEX GAME LIMITED

www.indexgame.hk

## The walled Kowloon City @ The Sandbox

Index Game applies the metaverse to reproduce the dismantled "Kowloon walled City", the game experience launched at The Sandbox with the technology of blockchain and NFT. Players of the first-generation "Kowloon walled City" game aimed to collect the gold coins of the "Queen of the Queen" in the 1980s.



## 九龍城寨 @ The Sandbox

Index Game 除了透過元宇宙遊戲重現已拆卸的「九龍城寨」外，以區塊鏈及NFT概念在The Sandbox 推出的遊戲體驗。第一代《九龍城寨》遊戲的玩家以收集 80年代「英女皇頭像」金幣為目標。



工  
地  
木  
棉

## Digital Entertainment (Animation and Visual Effects) Gold Award 數碼娛樂(電腦動畫及視覺特效)金獎

CO COTTON

[www.instagram.com/yu.yattung](http://www.instagram.com/yu.yattung)



### CO COTTON

Seeing a strange picture from the falling cotton seed, the protagonist CoCo went to the small village in search of the truth. The place where she used to play has become a construction site and only a big bare tree is left. What happened to CoCo at there in the end?

### 工地木棉

從飄落的木棉種子中看到奇怪的畫面,主角CoCo為了尋求真相到了小村落,她舊時玩樂的地方已經變成了建築中的工地和只剩下枯禿的大樹,CoCo最後會在那裏遇到了什麼的事?

### Comments from Judging Panel 評審委員會評語

The work is notable for its outstanding computer animation skills such as extraordinary CGI effects, lighting, and color textures. The piece tells a meaningful story that conveys the theme “childhood memory” with proficient storytelling techniques. This work shows the changes of the environments by paying many attention to the details of the landscape. This is a breathtaking animation which deserves praise.

《工地木棉》製作團隊成熟地掌握了電腦動畫中光影和色彩紋理等動畫效果,動畫講述了一個有意義的故事,以流暢的說故事技巧傳達了“童年記憶”的主題。作品透過景觀細節來表現環境的變化,觀影體驗極佳。憑藉令人印象深刻的動畫技術和電腦效果,作品令人嘆為觀止,是一套值得嘉許的動畫。





## Digital Entertainment (Animation and Visual Effect) Silver Award 數碼娛樂(電腦動畫及視覺特效)銀獎

Pop Culture Studies & Artistry  
Discovery Lab Limited  
通俗學文化及人文藝術研究所有限公司  
[www.facebook.com/milktealogy](http://www.facebook.com/milktealogy)

### TransforMeal

Cha Chaan Teng (CCT) literally means “tea restaurant”, a popular local café with delicious milk-tea and food, serves the neighborhood for years. Giant catering group Devil’s Kitchen uses dirty tricks, ambitiously turns the whole community into a big catering carnival for tourists, CCT is its next target. Its mascot, Jinx, sends rats to contaminate tea leaves and steals the precious milk-tea recipe.

CCT's business drops massively with deteriorated milk-tea. Its mascot Money Meow casts a spell and the lunch set transforms into robots “TransforMeal” to save the community! A hard battle begins!

### 機動常餐

香港味道：邪惡餐飲業龍頭《飯聚集團》為了稱霸這座城市，吞併了很多有本土特色的餐廳。一次意想不到的意外，一家茶餐廳的常餐變成機械人，捍衛最後一家茶餐廳。



### Comments from Judging Panel 評審委員會評語

The creative animation shows the HK local tea restaurants food culture in a humorous way to grab audiences’ attention. The production team has very strong imagination and develops its unique local animation style. Colorful animation and visual effects are unique and well matched. The humorous dialogues have made the animation entertaining as well.

《機動常餐》是一部充滿創意的動畫，以幽默的方式展現香港本地茶餐廳的飲食文化，吸引觀眾的眼球。製作團隊富有想像力，形成了作品獨特的本土動畫風格。其豐富多彩的畫面和視覺效果相得益彰，憑藉幽默的對話，令觀眾觀看樂趣無窮。





## Digital Entertainment (Animation and Visual Effect) Silver Award 數碼娛樂(電腦動畫及視覺特效)銀獎

Rightman Publishing Limited  
正文社出版有限公司  
rightman.net

### The Great Detective Sherlock Holmes – Secret of Baguette

Upon learning that a friend had been kidnapped, Holmes and Watson came to the rescue at a playground according to Dr. M's instructions. Besides a slide, a seesaw and a swing set, the two men also discovered a baguette and a heavy boulder. But how were these things related to the kidnapping?



### 大偵探福爾摩斯 - 麵包的秘密

福爾摩斯收到M博士綁架信，要脅福如在午夜前未能找到朋友藏身之處，他便會窒息而死。福和華生急趕到現場，除了公園內的遊樂設施及一條寫有謎題的長棍麵包外，並無發現被綁架的人！福能否解開謎題救出朋友呢？

### Comments from Judging Panel 評審委員會評語

The work targeted for children serves good purpose of education in relaxing way with a complete detective story as well as smooth storytelling skills. By its excellent 3D to 2D transition techniques and high standard graphics, it is proven that the team has professional animation skills and knowledge. The work has great market potential to pitch for future investment in developing computer animation TV series.

《大偵探福爾摩斯 - 麵包的秘密》作為以兒童為對象的作品，其完整的偵探故事富教育意義，以輕鬆的方式和流暢的講故事技巧吸引了觀眾的目光。製作團隊透過作品展現了專業的動畫技能和知識，成熟地掌握了2D轉換到2D的動畫技巧和高質素的圖像製作。作品在動畫劇集的發展具有巨大的潛力。





# Digital Entertainment (Animation and Visual Effects) Certificate of Merit

## 數碼娛樂 (電腦動畫及視覺特效) 優異證書

Aurora Create 曙光創意

[www.tatakaihime.com](http://www.tatakaihime.com)

### Tatakai Hime – Dictator's Wrath

The city is recovering, and suddenly a group of masked soldiers who are immune to serum bullets slammed out, wrecked and captured innocent citizens. Doctor Who finally appeared, pretending to rule humanity and become a dictator!



At the time of critical survival, Moe was shot down by a missile, and her life is uncertain. With anxiety about unknown dangers and determination to find teammates, Tatakai Hime went into battle again in armor, shattering the dictator's dream.

#### 戰鬥姬-獨裁者的怒吼

城市正在恢復，突然間一班對血清子彈免疫的面具兵殺出，大肆破壞並捉拿無辜市民。神秘女博士最終現身，妄言要統治人類，成為獨裁者！

在危急存亡之際，萌繪被導彈擊落，生死未卜；帶著對未知危險的不安，以及尋找隊友的決心，戰鬥姬再次披甲上陣，將獨裁者的夢打碎。

### Step C.

[www.instagram.com/mindyourstepc](http://www.instagram.com/mindyourstepc)

### Depths of Night

The author can only record the feeling of the moment with animation, extending to many questions. Why do people fear? How do you face these feelings in the past, present and in the future? It is as though the soul is broken into infinite pieces, but as long as we can survive, the Depths of night passes eventually.



#### 極夜

荒蕪如水墨，時間是一場風沙，浮動流逝，躺在地上的人都像破碎的石頭。《極夜》裡不同的空間其實就是幻想的、現實的、做著白日夢的自己，不同空間的自己跟自己對話，我們在成長過程中，難免會丟失自己的某一部分，不完整使我們恐懼，我們都在尋找自己的缺失，希望再次被接納。



Written and Directed by Step C.



## Introduction of Leading Organiser 籌辦機構簡介

The Hong Kong Digital Entertainment Association (HKDEA) was established in 1999 as a non-profit making association comprised of digital entertaining corporations. It is dedicated to the betterment of the local digital entertainment industry.

HKDEA's missions are:

- To promote technology development within the industry in order to deliver internationally competitive products;
- To project a positive image associated with playing video games;
- To explore and develop new markets;
- To discourage software piracy; and
- To facilitate communication and interaction between industries, including toys, entertainment and video games, which are associated with digital entertainment.

The HKDEA was founded during a time when there were relatively few local digital entertainment establishments. It was thus established to provide a mechanism upon which local developers could cooperate to ensure industry-wide prosperity.

Since its establishment, the HKDEA has organised a variety of activities and events including:

- Hong Kong ICT Awards: Digital Entertainment Award
- Hong Kong Digital Entertainment Excellence Awards
- Local Promotions
- Seminars and Training
- Conferences
- Overseas Promotions
- HKDEA Web Site building

香港數碼娛樂協會（HKDEA）於1999年成立，是一個由多間數碼娛樂公司所組成的非牟利機構，致力改善本地數碼娛樂公司的營商環境，主要宗旨包括：

- 促進本地數碼娛樂業的技術發展，並製造具有國際競爭力的產品；
- 向大眾推廣電子遊戲的正面觀念；
- 開拓新市場；
- 杜絕盜版軟件，提倡使用正版軟件的意識；
- 促進數碼娛樂與本地各行各業的溝通聯繫和互動性，包括玩具業、傳統娛樂業等。

香港數碼娛樂協會最初是由多間本地數碼娛樂公司所組成，主要目的是提供多元化的合作平台以擴闊營商空間。

自從香港數碼娛樂協會成立後，積極安排各種類型的活動和類別，包括：

- 香港資訊及通訊科技獎：數碼娛樂獎
- 國際會議
- 香港數碼娛樂傑出大獎
- 海外推廣
- 本地推廣
- 香港數碼娛樂協會官方網站
- 研討會及訓練計劃

## Enquiry 查詢

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## Acknowledgement 鳴謝

### Final Judging Panel 評審委員會

#### Chairman of Judging Panel 評審委員會主席

**Hon Duncan CHIU (Functional Constituency, Technology and Innovation, Legislative Council of the HKSAR)**  
邱達根議員 (香港特別行政區立法會 功能界別 - 科技創新界)

#### Deputy Chairman of Judging Panel 評審委員會副主席

**Mr Kenny CHIEN (Chairman, Hong Kong Software Industry Association)**  
錢國強 先生 (香港軟件行業協會 會長)

#### Members of Judging Panel 評審委員會成員

Ms Jersey YUEN (Assistant Head, Create Hong Kong of the Government of the Hong Kong Special Administrative Region)  
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Mr LS CHEN, Eddy (President, Esports Association Hong Kong)  
陳龍盛先生 (香港電競總會會長)

Mr LF SEE, Orange (Vice-chairman, Hong Kong Digital Entertainment Association)  
施凌鋒 先生 (香港數碼娛樂協會副會長)

Mr Wallis WONG (Vice-chairman, Hong Kong Digital Entertainment Association)  
黃嘉亮先生 (香港數碼娛樂協會副會長)

Mr S HUI, Eddy (Vice Chairman, Hong Kong Designers Association)  
許迅 先生 (香港設計師協會副主席)

(\* In Arbitrary Order 排名不分先後)

## Acknowledgement 鳴謝



### Animation and Visual Effects, Entertainment and eSports Software and Interaction Design Assessment Team I

#### 電腦動畫及視覺特效、娛樂及電子競技軟件、互動設計首輪評審委員會

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王文暉先生 (遊戲奇蹟)

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蘇國鋒 博士 (香港中文大學)

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### Animation and Visual Effects Assessment Team II 電腦動畫及視覺特效二輪評審委員會

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(\* In Arbitrary Order 排名不分先後)



## Acknowledgement

### 鳴謝

## Entertainment and eSports Software Assessment Team II

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Mr TL NGAI, Tinson (Vocational Training Council (Lee Wai Lee))

魏子糧 先生 (香港專業教育學院 (李惠利))

## Interaction Design Assessment Team II

### 互動設計二輪評審委員會

#### Chief Assessor 主評審員

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#### Members 成員\*

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馮子昌 先生 (美國電影電視工程師學會)

Dr CF HO, Jeffrey (The Hong Kong Polytechnic University)

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Mr PT WONG, Terence (Hong Kong Design Institute)

黃培達 先生 (香港知專設計學院)

Ms Teresa KWONG (Hong Kong Arts Centre)

鄺珮詩女士 (香港藝術中心)

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中華人民共和國香港特別行政區政府 政府資訊科技總監辦公室

Leading  
Organiser  
籌辦機構



Hong Kong Digital  
Entertainment Association  
香港數碼娛樂協會

Hong Kong Digital Entertainment  
Association  
香港數碼娛樂協會

Awards  
Supporting  
Organisations  
大會支持機構



Hong Kong Applied Science and  
Technology Research Institute  
Company Limited  
香港應用科技研究院有限公司



Hong Kong Cyberport  
Management Company  
Limited  
香港數碼港管理有限公司



Hong Kong Science and  
Technology Parks Corporation  
香港科技園公司



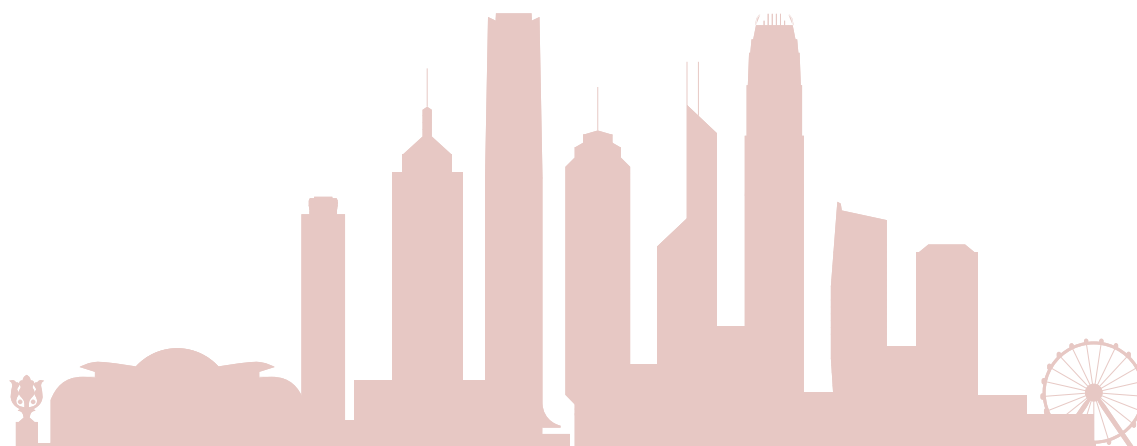
Hong Kong  
Trade Development Council  
香港貿易發展局



Innovation and  
Technology Commission  
創新科技署



Invest Hong Kong  
投資推廣署





HONG KONG  
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Supporting  
Organisations  
(In Arbitrary Order)  
支持機構  
(排名不分先後)



香港中文大學專業進修學院  
School of Continuing and Professional Studies  
The Chinese University of Hong Kong



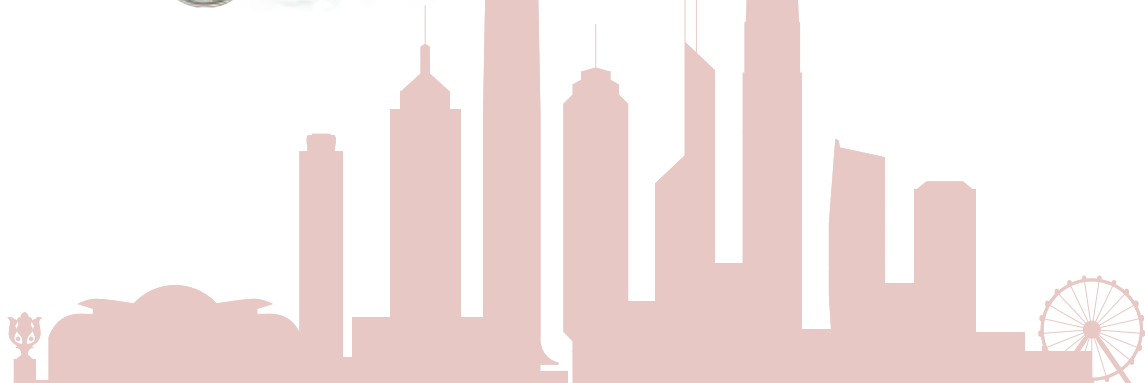
創意藝術學系  
Department of Creative Arts



DEPARTMENT OF ELECTRONIC & COMPUTER  
ENGINEERING



Members of VTC Group VTC 機構成員







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Supporting  
Organisations  
(In Arbitrary Order)  
支持機構  
(排名不分先後)



Scoring System  
評分系統

