

CITE Research Symposium 2026
" Co-evolving Futures: Agency in Learning and Collaboration "
16 May 2026 (Saturday) – Day 2
Runme Shaw Building, The University of Hong Kong
Parallel Sessions (Part 2)

Time	RMS 202	RMS 203	RMS 204	RMS 205	RMS 206
10:30 - 11:30	<p>10:30 - 11:30 Workshop/ Interactive Session</p> <p>AI-assisted Teaching Series – Introduction to Learning Design Patterns for AI-assisted Teaching</p> <p>by Alex Gu, Luhan Zhang and In-SMART project schools 【Cantonese】</p> <p>Abstract</p>	<p>10:30 - 11:00 Tech in Practice</p> <p>JC GoAI - A holistic large scale AI education programme for primary and secondary students in Hong Kong #22</p> <p>by Paul Yau and Daniel Lai</p> <p>Abstract</p> <p>11:00 - 11:30 Tech in Practice</p> <p>From Visual Blocks to Python Code: Teaching Computer Vision Through LiteAI and YOLOG in Practice</p> <p>by Shaokun Liang, Jinming Liang and Leming Liang #37 【Cantonese】</p> <p>Abstract</p>	<p>10:30 - 11:30 Workshop/ Interactive session</p> <p>Vibe Coding For Teaching And Learning: A Hands-On Workshop On Interactive Educational Design By Zesen Gao #8</p> <p>Abstract</p>	<p>10:30 - 11:30 Workshop/ Interactive Session</p> <p>Enhancing Primary Students' Learning Motivation Series - Sharing Session on Learning Scenarios</p> <p>by Hongfeng Liu, Jane Mok and IDEALS project schools 【Cantonese】</p> <p>Abstract</p>	<p>10:30 - 11:30 Workshop/ Interactive Session</p> <p>Digital Education Series: Designing and Analysing STEAM Learning Journeys Using the IDEALS Platform</p> <p>by Irene Feng and Rachel Ko 【Cantonese】</p> <p>Abstract</p>

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Abstracts

Workshop/ Interactive Session

AI-assisted Teaching Series – Introduction to Learning Design Patterns for AI-assisted Teaching

Alex Gu – The University of Hong Kong; Luhan Zhang - The University of Hong Kong; In-SMART project schools

How can teachers seamlessly integrate AI into daily lesson design? This session shares practical AI-integrated learning design patterns and authentic school cases. It enables teachers to effortlessly embed AI elements into teaching and learning, cultivate students' AI literacy under the OECD framework, and consolidate their core disciplinary knowledge and skills.

Tech in Practice

JC GoAI - A holistic large scale AI education programme for primary and secondary students in Hong Kong

Paul YAU - The Hong Kong Jockey Club; Daniel LAI - The Hong Kong Jockey Club;

JC GoAI is a city-wide AI education project created and funded by The Hong Kong Jockey Club Charities Trust. The presentation will cover the project mission, components including teaching & learning resource development, teacher PD, use of AI tools and evaluation design. The curriculum co-design process with 60+ experts & teachers to empower teacher agency will be shared. It supports 300 schools, 100K+ students, 2,200 teachers, 11K parents.

Workshop/ Interactive Session

Vibe Coding For Teaching And Learning: A Hands-On Workshop On Interactive Educational Design

Zesen GAO – The University of Hong Kong;

This 60-minute interactive workshop introduces vibe coding as a low-barrier approach to creating lightweight interactive teaching and presentation aids. Using Canva Code as the main demonstration environment, participants will learn how to express needs clearly in natural language, generate and refine a small interactive component, and embed it into a presentation. The session will benefit educators, students, and educational support staff interested in practical AI literacy and interactive educational design.

Workshop/ Interactive Session

Enhancing Primary Students' Learning Motivation Series - Sharing Session on Learning Scenarios

Hongfeng LIU - The University of Hong Kong; Jane MOK - The University of Hong Kong; IDEALS project schools

Many primary school teachers face the challenge of low student learning motivation. This seminar addresses this pain point by sharing authentic and innovative learning contexts that foster student inquiry and engagement, as tried out in local schools. Teachers will present practical curriculum units, implementation tips, and classroom insights. Participants will gain transferable teaching ideas, explore strategies to motivate learners, and exchange experiences in designing authentic learning contexts.

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Workshop/ Interactive Session

Digital Education Series: Designing and Analysing STEAM Learning Journeys Using the IDEALS Platform

Irene FENG - The University of Hong Kong; Rachel KO - The University of Hong Kong;

Through hands-on activities, this interactive workshop immerses participants in using the IDEALS platform (an eLAFP deliverable funded by the QEF) to improve teaching and learning. Participants will design a meaningful STEAM learning journey for students, assign learning tasks in an e-learning environment, and leverage design-aware learning analytics to inform pedagogical decisions.

Tech in Practice

From Visual Blocks to Python Code: Teaching Computer Vision Through LiteAI and YOLOG in Practice

Shaokun LIANG - Foshan Shunde Jianhai Primary School; Jinming LIANG - Guangzhou SCA School; Leming LIANG - Guandong Polytechnic Normal University;

This practitioner session demonstrates how visual programming can help learners quickly understand and apply core computer vision workflows before transitioning to code. Using LiteAI and YOLOG, presenters will show evidence-based teaching practices for image display, color recognition, edge and shape detection, face detection, OCR, and YOLO-based object detection. The session is designed for educators seeking practical, low-barrier ways to teach AI and computer vision.