

# Technical Seminar on Gamified Manufacturing



8 November 2024  
14:30-17:00

HKPC Inno Theatre  
1/F, HKPC Building,  
78 Tat Chee Avenue,  
Kowloon

Cantonese

Free Event

## INTRODUCTION

This technical seminar brings together industry experts and academic scholars to share their expertise on leveraging gamification to drive innovation and excellence in future manufacturing operations.

Key highlights include:

1. Discover the core concepts and proven benefits of gamification for manufacturing (GfM), gleaned from case studies of successful implementations.
2. Learn how to seamlessly integrate emerging technologies like CAD/CAM, virtual reality, Industrial IoT, AI and Human Machine Interface (HMI) to build a holistic, gamified manufacturing ecosystem.
3. Explore strategies to nurture and engage the next generation of manufacturing talent by creating immersive, game-based work environments in the Greater Bay Area.

Please seize this invaluable opportunity to equip your organization with the knowledge and practical solutions to revolutionize your factory and cement your position as an industry pioneer through the power of gamified manufacturing.

**Interested parties are welcome to join us for visits to the Celesphere and Future Manufacturing Hall after the seminar. Limited quota available. Please register promptly!**

## ENROLMENT METHOD

Please scan the QR Code or click below link to Enrol Now!

Registration link: <http://rb.gy/w7oalg>



## HONOURABLE SPEAKERS & MODERATOR



**Dr LEE Lik-hang** (Speaker)  
*Assistant Professor, Department of Industrial and Systems Engineering, The Hong Kong Polytechnic University*



**Mr Roy Long-hei LIM** (Speaker)  
*President, Tung Hing Automation Investment Ltd.  
Founder, Robocore Technology Ltd.*



**Ir Dr Howard H H CHEUNG** (Speaker)  
*Senior Lecturer, Department of Data and Systems Engineering, The University of Hong Kong*



**Prof George Q. HUANG** (Moderator)  
*Director, Research Institute for Advanced Manufacturing  
Chair Professor, Smart Manufacturing, The Hong Kong Polytechnic University*

## AGENDA

Time	Activities	Speaker / Moderator
	Welcome Speech	
14:30 - 16:00	Core Concepts and Applications of Gamification in Manufacturing with Sharing on Successful Cases	Dr LEE Lik-hang
	Integrating Emerging Technologies for a Gamified Manufacturing Ecosystem	Ir Dr Howard H H CHEUNG
	Gamification for Manufacturing – The Next Generations' opportunities and challenges	Mr Roy Long-hei LIM
	Q&A	Prof George Q. HUANG
16:00 - 17:00	Guided Tour (Limited quota available, please register promptly) 1. Celesphere 2. Future Manufacturing Hall	

## Supporting Organisations

