

An Overview of Institutional Support to eSports Education

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HKU SPACE

School of Professional and Continuing Education The University of Hong Kong (HKU SPACE)

Established in 1957, HKU SPACE is the continuing education arm of the University of Hong Kong (*Ranking 36th Worldwide; 4th Asia - Times Higher Education*)

Our Vision

Lifelong Learning for a Better Future

Total enrolments in 2017/18 (full time plus part time)

87,211 (full-time equivalent: 18,426)

Academic levels

Certificate, Diploma, Associate Degree, Bachelor, Postgraduate

The first institution to develop recognized award-bearing eSports programmes since 2018

Wide coverage of media reporting



League of Legends no longer just a hobby with HK's first Diploma in eSports Science programme by Cyberport and HKU Space

The programme will help young people in Hong Kong who love video games to get a foot in the industry

By Edmund Ho | May 24, 2018



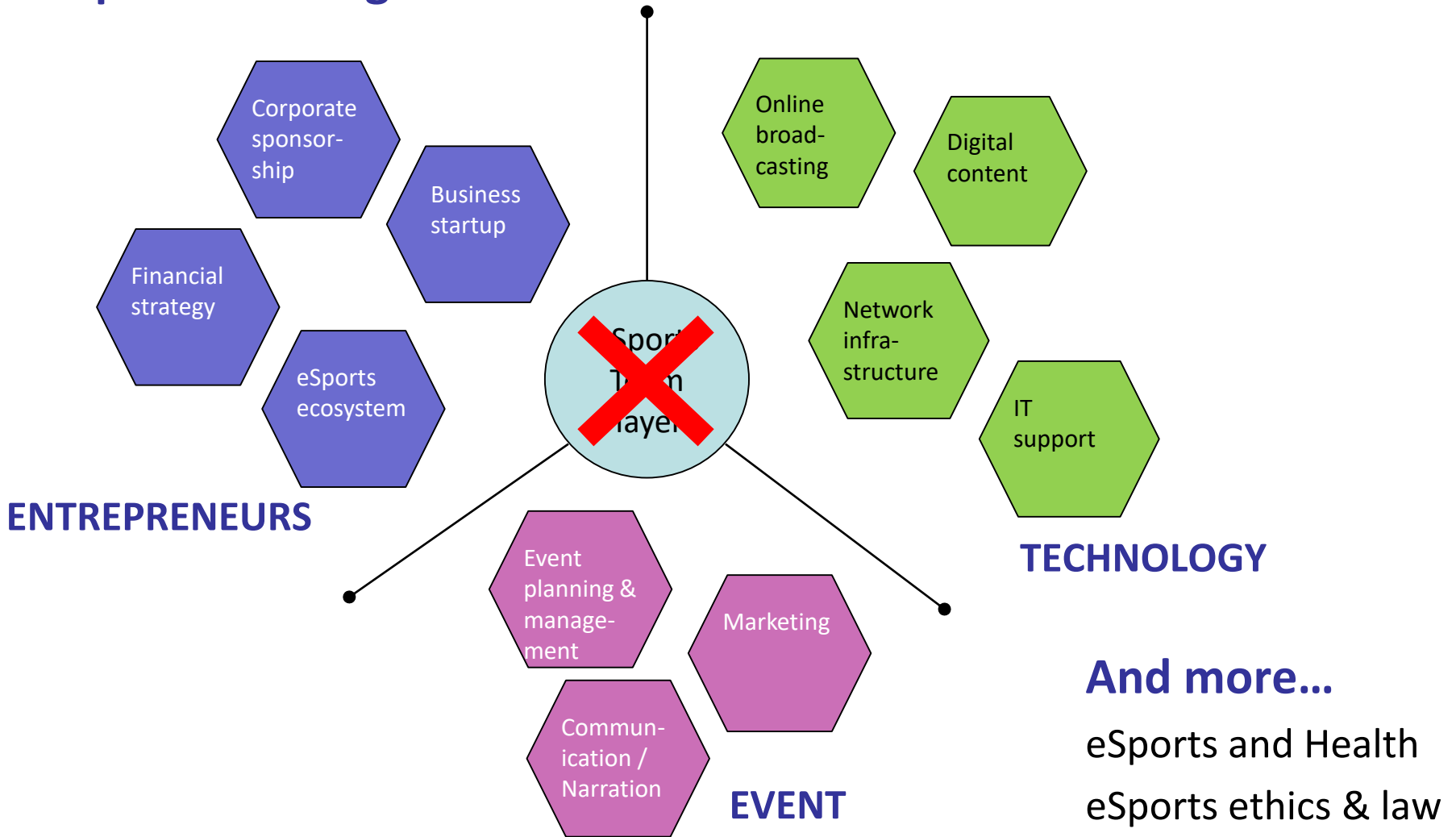
Our Mission

Promote eSports Culture & Well-structured eSports Education to nurture local tenants for the industry

Our Strategy

- Promote the positive image of eSports to public
- Programme Curriculum - Career Oriented
- Collaboration with industry – Cyberport, Mega eSports, and more.....
- Through-train Concept

Scope of Training



ENTRE-
PRENEURS

TECHNOLOGY
DEVELOPMENT

EVENT
PLANNING

ETHICS & LAW

eSports and
HEALTH

INTERNSHIP

Bachelor in eSports

(in collaboration with overseas universities)

(target launch date: 2021)

Higher Diploma in eSports (QF Level 4)

(major target students: secondary school graduates)

Diploma in eSports Science (QF Level 3)

(target students: adult learners)

**Foundation Certificate in eSports Science
(QF Level 2)**

(target students: members of Junior Police
Call, HK Police)

Future Plan

- Further strengthen the academic-industry collaboration
- Internship for students
- Setup an eSports stadium at HKU SPACE campus



Thank you!

Happy to take questions