



SHUE YAN NEWSLETTER

樹仁
簡訊

重塑樹仁 博雅教育

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September 2020 Issue

*Reinventing Shue Yan's
Liberal Arts Education*

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專訪**

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Interview 專訪

**Academic Vice President
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explains how
liberal arts education
will be reinvented
at Shue Yan

學術副校長

孫天倫教授

闡釋如何重塑樹仁博雅教育



Professor SUN Tien-lun Catherine, Academic Vice President of Hong Kong Shue Yan University, said that Shue Yan will reinvent its liberal arts education with information and digital technology, as well as digital humanities. She believes that with the gradual application of information and digital technology to teaching and research, it will mark a new beginning of enhanced learning experience for students while simultaneously advancing university research.

In an interview with Shue Yan Newsletter, Professor SUN said that the reinvention of Shue Yan's liberal arts education means that in this Information Age, Shue Yan, as a liberal arts university, is striving to enrich teaching and learning through infusing information and digital technology, as well as the many tools available, in various disciplines. In time, Shue Yan hopes to carve a niche in digital humanities – the intentional collision of humanities with digital science.

Changes in pedagogy

Professor SUN pointed out that pedagogical changes will follow naturally when instructors start using information and digital technologies and tools. Their teaching approach is no longer limited to only their PowerPoint presentations, but also using a variety of immersive technology such as VR and AR. This also changes the landscape of the conveyance of knowledge, from a one-way pathway to a much more interactive experience with students. With the recent grant of HK\$22.6 million from the Quality Enhancement Support Scheme (QESS) under the Self-financing Post-secondary Education Fund, the University will be able to design 20 new courses with VR/AR content.

"These pedagogical changes utilizing immersive technologies will be quite exciting for students. For instance, taking the Zhoukoudian Site in Beijing which existed between 200,000 and 500,000 years ago, or Shanghai in the 1920s and 1930s, students won't just be reading about what life was like in those periods, they would be actually be able to experience them, and formulate in-depth reflections," Professor SUN said.

Professor SUN said that digital humanities is in fact not a brand new idea. As early as the 1940s, there were voices advocating the use of computers in analysing humanities and social science data. With the development of technology, digital tools and platforms such as DiRT (Digital Research Tools) and TAPoR (Text Analysis Portal for Research) have been widely used by researchers. In recent years, big data technology has entered the spotlight as it can provide researchers



"These pedagogical changes utilizing immersive technologies will be quite exciting for students."

with unprecedented amounts of data, which will enable the exploration into new research topics and research directions, such as hashtag research on social media.

Professor SUN also pointed out that learning how to apply big data and other technologies is very important for students, especially those of the Department of Journalism and Communication, because the industry

is in need of talents in this area to write news articles and conduct marketing campaigns.

Digital humanities bring about "dynamic effect"

In the interview, Professor SUN emphasised the importance of the dynamism in incorporating technology into disciplines for digital humanities. She said, "For example, in exploring the dynamic results of language learning through neuroscience, the learning response of second language learners would first be recorded through electroencephalography (EEG), so as to identify the parts of the brain different learners use for learning second language. Once identified, future learners may be subjected to targeted brain training before the actual learning occurs to optimize their learning experience. Under such dynamism, new knowledge might be generated, as well as new perspectives and directions for research."

Professor SUN also pointed out that the interdisciplinary dynamism could bring advantages to both teaching and learning. For example, in the interdisciplinary effort between history and archeology, digital technologies such as VR and AR have been adopted to create a refreshing learning experience for students. "With technology, we are able to transform textual descriptions or oral explanations of teachers into vivid and lifelike images. This kind of experiential learning not only produce better results, but also arouse students' learning interest."

New big data, AI & VR/AR labs

Professor SUN said that Professor CHAN Ching Selina, Associate Academic Vice President (University Research), received funding to establish a virtual Hungry Ghosts (Yulan) Festival museum. Her work significantly embodies Shue Yan's emphasis on digital humanities. The University's newly established facilities, including Big Data Laboratory, Social Robotics & Digital Living Lab and Virtual Reality Lab, have been opened for use since September. Amongst them, Big Data Lab and Social Robotics & Digital Living Lab have been made a reality thanks to a donation of HK\$20,000,000 from the iFREE GROUP. The establishment of these labs will become the major supporting force in promoting digital humanities at Shue Yan and facilitating the University's



mission to reinvent liberal arts education.

(For article on the laboratories and the interview with Professor Selina CHAN, see page 10 and page 15 respectively)

Government funding granted to develop online teaching

Speaking of supporting digital humanities and online teaching, Professor SUN said that the University will spend the \$22.6 million funding from the QESS to develop online teaching and assessment schemes. In order to enhance teachers' online teaching skills, Dr. CHAN Kit Sze Amy, Associate Academic Vice President (Teaching and Learning Development), also the person-in-charge of this project, is planning to establish a new online teaching platform and launch a series of lectures and workshops with the University's Advancement of Teaching and Learning Committee. *(For the interview with Dr. Amy CHAN, see page 20)*

Professor SUN would like to call for all teachers of the University to adopt digital technology and online teaching tools to elevate students' interest and effectiveness in learning.

Establishing a digital humanities research platform

Professor SUN also said that the University will seek research funding for establishing a digital humanities research platform to further the implementation of digital humanities. Under the platform, information and digital technologies suitable for teaching and research can



be identified through evidence-based research.

New undergraduate programmes

Talking about other academic developments, Professor SUN said in terms of the undergraduate programmes, the University plans to launch the Bachelor of Arts (Hons) in Media Design and Immersive Technologies and Bachelor of Science (Hons) in Applied Data Science in September 2021 and September 2022 respectively. The former will have a core focus on immersive digital media technologies such as VR/AR, whilst the latter will be more on the application of

Big Data technologies. There is no plan for other new programmes at present. (For more details about the two programmes, please see page 10)

"However, we will review the content of our existing curricula to make sure that they stay current with market needs. One such example is that we considering adding an e-commerce concentration to our Bachelor of Business Administration (Hons) Programme." Professor SUN said.

New taught masters' programmes

Talking about the postgraduate programmes, Professor SUN said the University plans to roll out 2 new programmes: Master of Social Science in Play Therapy in 2022 and Master of Social Work in 2023. Furthermore, the Department of History has been exploring the possibility of launching a Master's programme in urban history.

According to Professor SUN, the Periodic Institutional Review, which is conducted once every five years by Hong Kong Council for Accreditation of Academic and Vocational Qualification (HKCAAVQ) is going ahead in the current academic

year. HKSYU will choose a programme from each of the three faculties for review by the Council, and preparation work started last year with gathering feedbacks from heads, associate heads and programme directors. "We want to get as many of the stakeholders involved in developing our 5-year strategic plan. The first full draft of the report should be ready in November." She said.

The meaning of the Shue Yan Motto

In the interview, Professor SUN also talks about how Shue Yan acts on its commitment to its mission and motto under the impact of the COVID-19 pandemic on normal academic schedules and the acceptance of students for direct Year 3 entry.

"We sincerely hope that the culture of Shue Yan, its pedagogy and the quality interactions between faculty and students will enable the sowing of the seed of the University motto: cultivating virtues of benevolence; broadening horizon and knowledge. No matter when new students come to join us – at Year 1, 2, or 3, we will do our best to help them mature into honourable individuals who

are considerate, kind and benevolent, and would treat others with respect." She said.

According to Professor SUN, the concept of empathy as is encompassed in the motto refers to "the capacity to step into the shoes of another person and understand or feel what he/she is experiencing". She said: "This gives us the capacity to consider others' best interests, and is extremely useful when interacting with others and contributing in the best way possible to society."

"Broadening horizon and knowledge' in the motto can be interpreted as the pursuit of a broad-based knowledge garnered from different disciplines, as well as the ability for independent and critical thinking. To achieve this, students may, for example, gain insight into a number of fields through our General Education courses." She said.

Professor SUN emphasised that Shue Yan will remain loyal to its goals and missions in the journey of reinventing its liberal arts education, and attaches great importance in nurturing young talents who can think

香港樹仁大學學術副校長孫天倫教授表示，樹仁大學將會以資訊和數碼科技，以及「數碼人文」(digital humanities)，重塑樹仁的博雅教育。她相信，隨著資訊和數碼科技逐步應用到教學和研究上，將可為學生的學習經歷和大學的研究工作，開創一番新氣象。

孫天倫教授接受《樹仁簡訊》記者訪問時表示，重塑樹仁博雅教育(reinventing Shue Yan's liberal arts education)，是指在資訊和數碼年代，樹仁這一所教授人文與社會科學學科的大學(liberal arts university)，要把資訊和數碼科技元素注入各學科之中，以資訊和數碼科技的技術和工具，豐富教與學的內容。而由於發生這樣的變革，樹仁的人文與社會科學的教育和研究，自然要朝「數碼人文」的方向發展。所謂，「數碼人文」，是把資訊和數碼科技，應用到人文與社會科學的教與學和研究上，並讓科技與學科發生「碰撞」。而「碰撞」的結果，將可為學生帶來更高質的知識和更豐富的學習體驗；也可促進跨學科合作，為研究開拓更多可能性。樹仁希望能夠在「數碼人文」中確立自己的地位和特色。

教學法會發生變革

孫教授指出，在教學上，當老師開始運用資訊和數碼科技的技術和工具後，教學法(pedagogy)自然會出現變革。老師將不再單單按照PowerPoint投影片的內容宣讀一次，而會在教授過程中加入數碼內容，例如如短片、3D或VR(虛擬實境)等影像。老師將不再是知識的「輸送帶」，

他們會邀請學生一起去體驗(experience)甚至創造知識。最近，樹仁從自資專上教育基金下的「質素支援計劃」(QESS)，取得港幣2,260萬元撥款，將可為本校編製20門含VR/AR內容的科目。

「對於學生來說，我相信這會是會產生一些震撼的，因為知識的『質』提高了。利用VR和AR(擴增實境)等數碼技術，可





以建立虛擬博物館或重現歷史場景，例如可以讓學生重返距今50萬至20萬年前的北京周口店遺址，觀察我們遠祖北京人的生活情況；或重回上世二三十年代的上海，細察其祖父母使用的各種家具和烹飪器具。」孫教授說。

談到「數碼人文」，孫教授說，「數碼人文」一詞其實並不新鮮，早在1940年代，便有人提出利用電腦分析人文與社會科學學科數據。隨着科技的發展，DiRT (Digital Research Tools) 和TAPoR (Text Analysis Portal for Research) 等數碼工具平台已為研究人員所廣泛使用。近年大數據技術成為焦點，因為它能夠為研究人員提供前所未有的龐大數據，使新的研究課題和研究方向成為可能，例如社交媒體的主題標籤hashtag研究。

孫教授又指出，懂得應用大數據等技術，對學生，特別是新傳系同學來說，十分重要，因為行業正需要這方面的人才去採寫新聞和進行營銷。

數碼人文促進「碰撞」

孫教授在訪問中，特別強調「數碼人文」中科技與學科「碰撞」的重要性。她表示：「舉例說，語言學習與腦神經科學『碰撞』結果，是通過腦電圖記錄第二語言學習者的學習反應，既而找出不同學習者利用腦的哪一部分來進行學習，再通過在教學前的針對性腦部訓練活動，以提高學習效果。這類『碰撞』可以創造知識，也可以為研究提供新觀點和新方向。」

孫教授又指出，學科與學科之間的「碰撞」，也可為教與學帶來裨益，例如歷史學和考古學的「碰撞」，再加上VR和AR等數碼技術，可以為學生帶來全新的學習體

「這類碰撞可以創造知識，也可以為研究提供新觀點和新方向。」

驗。她說：「把文字的描述，或老師的口頭講解，轉化為生動逼真的影像，這種體驗性的學習，不但能產生更好的效果，並能提高學生的學習興趣。」

孫教授表示，協理學術副校長（大學研究）陳蒨教授較早時獲得撥款，建立香港潮州孟蘭勝會虛擬博物館。她的工作正好反映樹仁對數碼人文的重視。（陳蒨教授的報道見第15頁）



大數據、人工智能、VR/AR實驗室啟用

今年9月，仁大3個新實驗室陸續啟用，包括：大數據實驗室 (Big Data Lab)、社交機械人及數碼生活實驗室 (Social Robotics & Digital Living Lab) 和虛擬實景實驗室 (Virtual Reality Lab)。當中的大數據實驗室和社交機械人及數碼生活實驗室，由愛訊集團(iFREE GROUP)捐出港幣2,000萬元設立。這些實驗室的設立，將可推動樹仁利用資訊科技和數碼科技，重塑其博雅教育，以及發展「數碼人文」。（實驗室的報道見第10頁）

獲政府撥款發展網上教學

談到支援「數碼人文」和網上教教學方面，孫教授表示，大學會運用從「質素提升支援計劃」取得的2,260萬元撥款，



發展網上教學及評核方案。負責此項計劃的協理學術副校長（教學發展）陳潔詩博士，聯同大學的教與學發展委員會，將會搭建新的網上教學平台，並推出一連串的講座和工作坊，提升老師的網上教學技巧。（陳潔詩博士的報道見第20頁）

孫教授提請全校老師，在授課多使用數碼技術和網上教學工具，以提高學生的學習興趣和學習成效。

將設立數碼人文研究平台

孫教授又表示，為加強推動「數碼人文」，大學會尋求研究資金，設立「數碼人文」研究平台，通過循證研究，找出適合於教學和研究的資訊和數碼科技技術，再據此來制定樹仁的「數碼人文」策略，以及檢視各個課程的內容。

新學士學位課程

談到仁大其他方面的學術發展時，孫教授表示，在本科生課程方面，仁大計劃在2021年9月和2022年9月，分別開辦「媒體設計與虛擬實境科技（榮譽）文學士」（Bachelor of Arts (Hons) in Media Design and Immersive Technologies）課程，及「應用數據科學（榮譽）科學學士」（Bachelor of Science (Hons) in Applied Data Science）課程。前者以VR/AR等數碼媒體科技為核心，後者着重大數據技術的應用。除了這兩個課程外，目前沒有計劃開辦新的本科生課程。（有關兩個新課程的報道，見第10頁）

「不過，我們會持續檢視現有課程，以確保課程內容配合市場的需要。例如，工商管理學（榮譽）學士課程將增設「電子商貿」（e-commerce）專修範疇（Concentration）。」孫教授說。

新授課式碩士課程

研究生課程方面，據孫教授表示，仁大計劃在2022年開辦遊戲治療碩士學位課程（Master in Play Therapy），以及在2023年開辦社會工作碩士課程（Master of Social Work）。此外，歷史學系正探討開辦都市歷史（urban history）碩士課程的可能性。

孫教授又提到，本學年，仁大要接受香港學術及職業資歷評審局每5年一次的「機構定期覆審」（Periodic Institutional Review）。校方會從3個學院中各選出1個課程，讓評審局審視。為了對覆審做好準備，校方已在去年開始，為制訂5年策略發展計劃，徵詢系主任、副系主任和課程主任的意見。「我們在制訂5年策略發展計劃時，會諮詢盡量多的持份者的意見。報告的初稿會在今年11月完成。」

樹仁校訓的意義

訪問中，孫教授也談到在新型冠狀病毒疫情影響下，以及本學年開始接受學生直接入讀三年級後，校方如何貫徹其教育使命；並同時闡釋了校訓「敦仁博物」的意義。

孫教授說：「不論學生留在樹仁2年、3年抑或4年，我十分希望通過樹仁的校園氛圍、教學方法和師生之間相處，能夠為學生播下『敦仁博物』的種子，使他們成為敦厚仁義、推己及人的仁人君子。」

推己及人

她解釋：所謂「推己及人」，是指站在別人的位置，以人的利益為出發點，去看這個世界，並與其他人溝通。所謂「博物」，是指「博學廣源、學問辨思」。

「推己及人，是指站在別人的位置，以人的利益為出發點，去看這個世界，並與其他人溝通。」

「博學廣源」即具備廣闊的知識和視野，而並非專注於某一學科。例如同學可以透過通識教育，涉獵不同領域的知識。「學問辨思」中，「學問」是指同學要懂得問問題；而「辨思」，是指要有獨立批判思考，例如懂得分辨「假新聞」。相信學生通過修讀通識科目，可以在如何達致「學問辨思」得到一些啟發。

孫教授強調，樹仁在重塑其博雅教育的過程中，並不會改變其目標和使命。樹仁明白，培訓出能夠作批判思考和獨立思考的年輕人，對社會十分重要。

01 The 3D cave in the VR Lab.
虛擬實境實驗室內的3D cave。



Shue Yan opens **THREE** advanced digital laboratories and will offer two degree programmes in immersive media design and in big data

仁大啟用 **3** 個 先進數碼實驗室

並將開辦 2 個
沉浸式媒體設計及
大數據課程



Three brand new laboratories have just been opened in September 2020 in Hong Kong Shue Yan University (HKSYU), focusing on how big data, artificial intelligence (AI), virtual reality (VR), augmented reality (AR), and robotic technologies can be applied to teaching, learning, and research in digital living. They include the Big Data Laboratory, the Virtual Reality Laboratory, and the Social Robotics & Digital Living Laboratory. And the University is going to offer two new undergraduate programmes focusing on digital media technology and big data in the 2021/2022 and 2022/2023 academic year respectively.

These labs are located on the 5/F of the High Block of the Research Complex (RHB). The Big Data Lab and the Social Robotics & Digital Living Lab are set up under a donation of HK\$20,000,000 from iF-REE GROUP. The Chairman of iFREE GROUP, Mr. Steven LOKE, who is also a member of HKSYU's Board of Governors announced.

In an interview with *Shue Yan Newsletter*, Professor Louis LEUNG, Head of the Department of Applied Data Science, said that the purposes of opening these labs are to support the launch of several new degree programmes including: the Bachelor of Commerce (Hons) in Financial Technology (BComm-FinTech) offered in this academic year, and Bachelor of Arts (Hons) in Media Design and Immersive Technology (MDIT) and Bachelor of Science (Hons) in Applied

Data Science (BSc-ADS) which are to be offered in 2021 and 2022 respectively. In addition, these advanced laboratories will facilitate the delivery of existing courses offered by other departments such as Blockchain in Business, Internet of Things, Digital Analytics for Marketing, and Data Journalism and Augmented Reality Enhanced News, to name a few. These state-of-the-art facilities will help drive the development of digital humanities and digital transformation of Shue Yan in

reinventing the liberal arts education.

Digital Humanities

Professor LEUNG said that education and research in humanities and social science have been dramatically changed in the information and the digital era. The use of big data extends the capabilities of research into the domain of computational social science which deepens our understanding of society and helps find actionable solutions

hidden in big data to social problems.

"Students who study in Shue Yan will surely benefit from the opening of these new labs not only enrich their learning experience but also enhance their competitiveness after graduation," Professor LEUNG added.

Big Data Lab

According to Professor LEUNG, the Big Data Lab aims to: (1) facilitate the delivery of courses for the BSc-ADS programme; (2) support the delivery of non-ADS courses which require the Lab for data analytics, data mining, machine learning, data visualization, and content demonstration; and (3) facilitate research projects related to big data.

The lab is equipped with IBM Cloud hybrid cloud solution which consists of both private cloud and public cloud. To ensure high availability and provide an expandable capacity for future development, IBM Cloud Pak® for Data on an on-premises private cloud cluster which consists of 3 master nodes and 3 compute nodes is deployed. IBM Cloud Pak® for Data is a fully-integrated data and AI platform that integrates data management, data governance, and analysis for greater efficiency and improved use of resources. It helps enable self-service collaboration across teams. It also provides end-to-end data workflows to help ensure that data is easily accessible for built-in AI and machine-learning models. With best-in-class data virtualization, users can query data more easily and more securely across multiple sources, on cloud or on-premises. In the IBM public cloud, the latest and most advanced AI software designed for different industries for research and teaching purposes is easily accessible.

Social Robotics & Digital Living Lab

Professor LEUNG said the goals of the Social Robotics & Digital Living Lab are: (1) to facilitate research projects related to social robotics and digital living in the context of social interaction from different perspectives; (2) to conduct research in the causes and effects in the use of socially interactive robots in personal settings such as home, health, workplace, and education; (3) to investigate user



engagement with and performance of social robots; and (4) to support the delivery of courses which require experimentations with programmable and multifunctional social robots interacting within social rules attached to its roles using techniques in artificial intelligence and machine learning.

Three social robots have been purchased, namely: Temi, Robotis Engineer Kit 1 & 2, and Zenbo Junior. Others are also being considered for research and teaching.

Designed in Israel and manufactured in China, Temi is a "personal robot" that can answer questions, play music, check weather, deliver things, and control smart home devices.

Robotis Engineer Kit 1 & 2 are from the Republic of Korea. They are under 50 cm tall and can be put on tabletops. It takes 6-8 hours to assemble and they can be dismantled and reassembled. Robotis Engineer Kit 1 & 2 can be programmed for a variety of applications for education and entertainment.

Zenbo Junior is a "small robot" by ASUS, Taiwan. It can be placed on tabletops also. Zenbo enables users to deploy robotic solutions for various business and education applications and to engage with customers and students. It can also be used as a smart appliance at home.

According to Professor LEUNG, Zenbo Junior will be used to showcase Shue Yan's latest technology facilities and her commitment to digital humanities in the official opening ceremony of the labs.

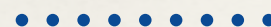
The opening ceremony is preliminarily planned for late 2020, depending on the pandemic situation in Hong Kong.

Virtual Reality Lab

The purposes of the Virtual Reality Lab are: (1) to facilitate the delivery of courses for the BA-MDIT programme; (2) to support the delivery of non-MDIT courses which require the VR Cave for immersive content demonstration and/or assignments; and (3) to facilitate research projects examining VR/AR applications in content design and content consumption from social, cognitive, and behavioral science perspectives.

The VR Lab is equipped with a 3D CAVE (4m) system, projectors, sensors, VR simulation workstation, mocap system, sound system, 3D glasses, portable VR backpack computers, and 6 high-end workstations with RTX 2080 super graphics for content development.

According to Professor LEUNG, while wearing the VR glasses and headsets in the VR cave, students can experience and interact with the technology and realize the power of it. It is expected that the students from the FinTech and Digital Marketing programmes will be the first batch of students to use the Lab for learning.



01 From left to right:

Robotis Engineer kit2 & kit1, Temi

機械人Engineer kit2(左1)、Engineer kit1(中)和 Temi。

Bachelor of Arts in Media Design and Immersive Technology (BA-MDIT) Programme

According to Professor LEUNG, if you like design and digital media technology and are looking for a university degree programme on these knowledge and skills, the BA-MDIT programme should be seriously considered.

BA-MDIT is a theory- and practice-based programme designed to give students extensive knowledge of the principles of media design, up-to-date professional knowledge and techniques of immersive technologies, and an understanding of the processes applied in the creative industries. It also aims to provide students with the analytical, critical, and ethical thinking skills required to conduct research and understand the needs of the audiences in virtual reality (VR) and augmented reality (AR) content and the VR/AR market. Furthermore, students are expected to learn the fundamentals in entrepreneurship in order to apply what they have learned to design a VR/AR product with business potential for a start-up.

According to Professor LEUNG, graduates of the BA-MDIT can work as transmedia designer, VR/AR application developer, user interface (UI)/user experience (UX) designer & developer, exhibition coordinator and multi-media producer in the areas of art direction, branding and advertising, content marketing, digital marketing, game design, and in broadcast news (see figure below).

The BA-MDIT programme is composed of four main areas of subjects: (1) foundation in journalism & communication; (2) UI/UX design; (3) VR/AR immersive technology; and (4) entrepreneurship.

Core courses of UI/UX design include: Principles of Interaction Design, Human Centered UI & UX Design, Professional Internship, and Capstone Project.

And core courses of VR/AR immersive technology include: Computer Graphic Design & Publishing, Understanding VR/AR (Unity 1 & Unreal 1), Asset Creation for VR/AR, and VR/AR Application Development (Unreal 2).

Professor LEUNG told *Shue Yan News-*

letter that VR and AR technologies are now being extensively applied in the broadcasting, entertainment, education, marketing, and retail sectors. For example, AR can effectively help extend the value of the product by allowing customers to experience and visualize it virtually.

Professor LEUNG also highlighted the importance of the entrepreneurship element of the programme and said, "We believe our graduates can create value and start-ups using immersive technology. They know the needs of the audience and the market, they know how to immerse audience in VR/AR content, and they know how to be entrepreneurs. Because we offer students a large number of core and elective courses in entrepreneurship, including Entrepreneurship and New Product Development for the Information Industry, Digital Entrepreneurship, Corporate Finance, e-Business Management, Digital Game Marketing, Advertising Strategies & Design, and The Road to Social Entrepreneurship, to name a few."

The BA-MDIT programme will be hosted by the Department of Journalism and Communication. Students of BA-MDIT must complete a minimum 125 credits to be eligible for graduation, including a 3-credit Professional Internship course and a 3-credit Capstone Project.

Professor LEUNG said this professional internship course enable students to apply their knowledge and skills to the real world.

Bachelor of Science in Applied Data Science (BSc-ADS) Programme

According to Professor Louis LEUNG, Head of the Department of Applied Data Science, the Bachelor of Science in Applied Data Science (BSc-ADS) programme, which is going to be launched in September 2022, aims to equip students with knowledge and skills to turn big data into meaningful insights, and to communicate the valuable information to the intended audience.

He said unlike other data science training programmes which primarily focus on applications of big data analytics in business, healthcare, transportation, bioinformatics, and energy, this new

undergraduate programme aims to nurture students with cross-disciplinary backgrounds not only in business applications but also applied in liberal arts to capture, process, and interpret large volumes of social data into valuable information to solve real-world problems.

"This proposed programme also aims to develop our students' capacity to imagine possible solutions using big data to problems of importance to humanity such as crime, hunger, poverty, racial justice, wildfire, and climate change," Professor LEUNG said.

Besides the foundation knowledge of applied data science especially in statistics, mathematics, computer programming, and big data tools, the BSc-ADS programme will focus on three core areas of knowledge: business analytics, digital humanities, and VR/AR visualization. Proposed core and elective courses of each of these areas include (to name a few):

(1) Business Analytics: Big Data Analysis, Block Chain for Business, Digital Analytics for Marketing, Internet of Things, Introduction to FinTech, and Customer Insights & Experiences

(2) Digital Humanities: Digital Humanities Theories & Methods, Social Media Data Analytics, Data Science Ethics, Social Problems, Criminology, Urban Sociology, and Social Psychology

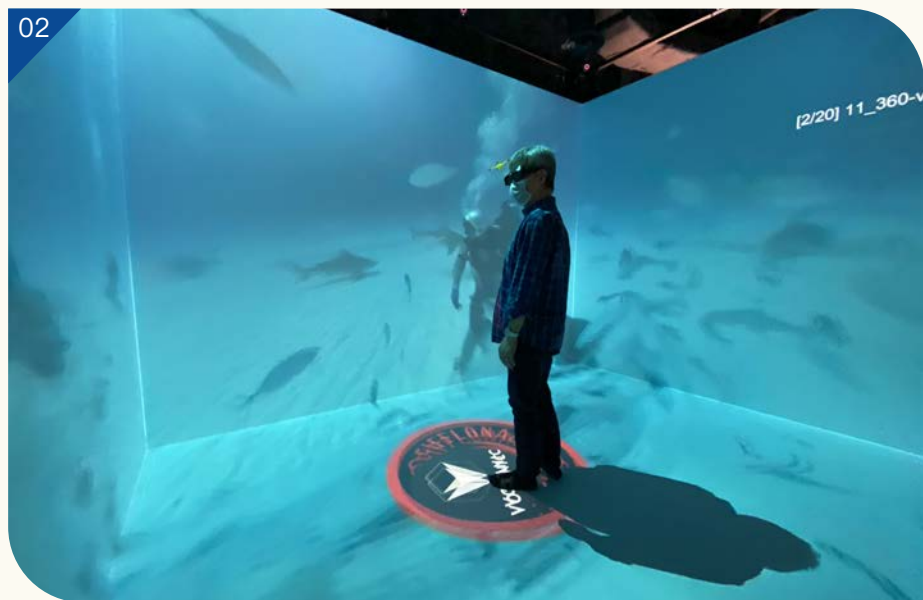
(3) VR/AR Visualization: Understanding VR/AR, Computer Graphics Design & Publishing, Visualization Analysis & Design, and Technological Change in Human Communication

Students of BSc-ADS must complete a minimum 125 credits to be eligible for graduation.

According to Professor LEUNG, graduates of this programme can work as data analyst, data analytics consultant, data visualization specialist, digital marketing, market researcher, and various jobs in social science and humanity fields.

香港樹仁大學新建立的3個實驗室，已於2020年9月啟用。它們會專注大數據、人工智能、虛擬實景（VR）、擴增實景（AR）和機械人技術的應用和研究，以提高教與學的質素，並實現更優質的數碼化生活。另仁大計劃在2021/2022和2022/2023學年，分別開辦以數碼媒體科技和大數據應用為核心內容的學士學位課程。

3個新實驗室，包括：大數據實驗室、虛擬實境實驗室、社交機械人及數碼生活實驗室，位於研究院綜合大樓高座5樓。其中大數據實驗室和社交機械人及數碼生活實驗室，由愛訊集團捐出港幣2,000萬元設立。愛訊集團主席陸國權先生是仁大校董會成員。



在本學年成立應用數據科學系的系主任梁永熾教授，接受《樹仁簡訊》訪問時表示，大學設立這3個實驗室，其中一個目的是支援新開辦的學士學位課程，包括：在本學年開辦的金融科技（榮譽）商學士課程，以及將於2021學年開辦的媒體設計與虛擬實境科技（榮譽）文學士課程，及將於2022學年開辦的應用數據科學（榮譽）科學學士課程。另一個目的，是支援其他學系教授與科技有關的科目，如「商業區塊鏈」、「物聯網」、「營銷數碼分析」和「數據新聞及擴增實境新聞」等。這些先進的設施將可推動樹仁發展數碼人文（digital humanities）和重塑（reinvent）樹仁的博雅教育（liberal arts education）。

數碼人文

梁教授指出，進入資訊和數碼科技年代，教學和研究都發生急劇的轉變。大數據的運用，不但可以擴大人文與社會科學的研究範圍，推動循證實踐，深化學生對社會的認識，也能讓研究人員從數據的背後找出解決社會問題的方案。

梁教授說：「入讀樹仁的學生，肯定可以從這3個實驗室中，得到更豐富的學習體

驗，並能增強競爭能力。」

大數據實驗室

據梁教授表示，大數據實驗室的設立有3個目的：（1）支援應用數據科學課程的教學；（2）支援其他涉及大數據知識的科目的教學，包括數據分析、數據發掘、機器學習、數據視覺化等；（3）支援與大數據相關的研究項目。

大數據實驗室配備了由私有雲和公共雲組成的IBM Cloud混合雲集成環境。私有雲集群由3個主節點和3個計算節點所組成，以確保高可用性，並為將來的開發提供可擴展的容量。私有雲集群上部署了IBM Cloud Pak® for Data，它是一個完全集成的數據和人工智能平台，集成了數據管理和分析，以提高效率並改善資源使用。它有助於實現跨團隊的自助服務協作模式，還提供端到端數據工作流，以幫助確保內置的人工智能和機器學習模型可輕鬆查詢數據。用戶可以利用一流的數據虛化工具，更輕鬆、更安全地從多個雲集群中查詢數據。另一方面，在IBM公共雲中，用戶可以輕鬆地利用針對不同行業設計的最新和最先進的人工智能軟件，用於研究和教學目的。

社交機械人及數碼生活實驗室

梁教授表示，社交機械人及數碼生活實驗室的設立有3個目的：（1）支援與社交互動相關的數碼生活研究項目；（2）支援在家居、工作間和健康等個人層面上使用機械人的效果的研究；（3）支援使用者與社交機械人的互動研究；（4）支援需要進行社交機械人、人工智能和機器學習實驗的科目的教學。

他又說，實驗室至今已購置了3款機械人，包括：Temi、Robotis Engineer Kit 1 & 2和Zenbo Junior，並會繼續物色其他適用於研究和教學的機械人。

Temi由以色列設計，中國製造，屬於「個人機械人」（personal robot）。它能回答問題、播放音樂、報告天氣、送遞物件和控制智能家居設施。

Robotis Engineer Kit 1 & 2 是韓國產物，少於50厘米高，可放置在枱上。拆散和重新組裝需時6-8小時。在輸入程式後，可以應用於教育和娛樂上。

Zenbo Junior也是一種細小機械人，由台灣的華碩電腦生產。使用者可透過Zenbo的機械人技術，在商業上和教育上讓Zenbo分別與客戶和學生互動；也可以應用於智能家居中。

據梁教授表示，校方計劃在今年稍後時間，為3個實驗室舉行開幕典禮。屆時會利用Zenbo Junior展示樹仁的科技設施和發展數碼人文的決心。至於典禮的確實舉行日期，要視乎新型肺炎疫情的發展而定。

虛擬實境實驗室

仁大設立虛擬實境實驗室的目的有三：

（1）支援媒體設計與虛擬實境科技課程的教學；（2）支援其他需要通過VR Cave去了解沉浸式內容的科目的教學；

（3）支援把VR/AR技術應用於內容設計和內容消費的研究項目。

虛擬實境實驗室設有3D CAVE（4m）系統，投影機、感應器、VR模仿系統、動態捕捉系統、音響系統、3D眼鏡、背包式VR電腦和6部高效能的內容設計工作站。

據梁教授表示，同學來到VR Cave，可以配戴VR眼鏡或頭戴裝置，與VR科技互動，體驗其獨特的力量。預期金融科技和數碼市場學的學生，會是首批使用該實驗室的同學。

02 The 3D cave in the VR Lab.

虛擬實境實驗室內的3D cave。

03

Journalism & Comm (新聞與傳播)

- Introduction to Journalism & Mass Communication
- Digital Photojournalism
- Statistics for Communication
- Mass Communication Theories
- Communication Research Methods
- Mass Communication Law Media Ethics

UI/UX Design (用戶介面/用戶體驗設計)

- Principles of Interaction Design
- Human Centered UX & UI Design
- Professional Internship
- Capstone Project

VR/AR Immersive Technology (沉浸式 VR/AR 技術)

- Computer Graphic Design & Publishing
- Understanding VR/AR (Unity 1 and Unreal 1)
- Asset Creation for VR/AR
- VR/AR Application Development (Unreal 2)

Entrepreneurship (企業家精神)

- Entrepreneurship and New Product Development for the Information Industry
- Digital Entrepreneurship

03 Figure: Core Courses of the BA-MDIT Programme
表:媒體設計與虛擬實境科技(榮譽)文學士課程核心科目

媒體設計與虛擬實境科技(榮譽)文學士課程

談及新課程時，梁教授表示，媒體設計與虛擬實境科技(榮譽)文學士課程，適合對設計和數碼媒體科技感興趣的青年人修讀，因為課程的設計結合理論和實務，讓修讀者不但掌握媒體設計基本原理、最新的沉浸式媒體技術(immersive technologies)和知識，而且能夠把這些知識和技術應用到創意媒體工業上。

梁教授又表示，除了知識和技術外，懂得如何研究和探知受眾和市場對虛擬實境(VR)和擴增實境(AR)技術的需求，也十分重要。因此，本課程也着重訓練學生在進行分析研究時所需的分析思維、批判思維和道德思維能力。

據梁教授表示，完成修讀該課程的畢業生，可從事跨媒體設計、VR/AR應用開發、用戶介面/用戶體驗(UI/UX)設計和開發、展覽統籌、品牌推廣、內容營銷、數碼營銷、遊戲設計和廣播新聞等工作。

四大學科範疇

媒體設計與虛擬實境科技課程，由4大學科範疇構成，包括：(1)新聞與傳播；(2)用戶介面/用戶體驗設計；(3)沉浸式VR/AR技術；及(4)企業家精神。

屬於「用戶介面/用戶體驗設計」範疇的核心和選修科目包括：互動設計原理、以人為本的用戶介面/用戶體驗設計、專業實習、畢業研究項目(Capstone Project)等。

「沉浸式VR/AR技術」的核心和選修科目有：電腦圖像設計與出版、VR/AR原理(Unity 1 & Unreal 1)、VR/AR資源創建、VR/AR應用程式開發等。

梁教授特別指出，企業家精神科目是課程的一個重要元素，因數碼媒體知識和技能能創造價值。

他說：「我們相信畢業生可以把學會的媒體技術，轉化為價值，而且有能力創業，因為他們知道受眾和市場的需要，知道如何利用VR/AR內容去感染受眾。更重要的是，他們知道如何創業，因為我提供了多個與創業相關的科目，包括：資訊行業的創業與新產品開發、數碼創業精神、公司財務、電子商貿管理、數碼遊戲營銷、廣告策略與設計、社會企業家精神等。」

該課程將由新聞與傳播學系開辦，2021年夏季招生，9月開課。修讀的學生需要完成125個學分的課程，才能畢業，當中包括到外間公司實習。

梁教授指出，實習科目讓同學把在課堂中學到的知識和技能，應用到現實世界中，能增強同學的競爭能力。

應用數據科學(榮譽)科學學士課程

梁永熾教授表示，仁大計劃在2022年9月開辦的應用數據科學(榮譽)科學學士課程，將以大數據為核心內容，修讀的同學不但能夠利用所學的知識和技能，把大數據轉化為有意義的資訊，而且能夠把這些資訊，以有效的方式傳遞給受眾。

他指出，目前不少數據科學課程，把大數據技術應用到商業、醫療、運輸、生物信息學和能源等領域上。而仁大的課程，則強調把學生訓練成為跨科學的應用數據專才，不但能夠把大數據技術應用到商業上，而且能夠應用到人文科學上，通過分析社會大數據，加深對社會的認知，以協助解決社會問題。「我們期望修讀這一課程的同學，能夠利用大數據，為社會上的犯罪、飢餓、貧窮、種族正義、山火和氣候變化等問題，提供解決、改善或舒緩的方案。」梁教授說。

根據建議中的課規劃，修讀的學生除了可選修統計學、數學、電腦程式和大數據工具等應用數據科學的基礎科目外，還可以修讀以下3個核心領域的科目，包括：(1)商

04



業分析；(2)數碼人文；和(3)VR/AR視像。建議中的相關核心和選修科目包括：

①商業分析：大數據分析、區塊鏈、數碼營銷分析、物聯網、金融科技入門、客戶洞見和體驗。

②數碼人文：數碼人文理論與方法、社交媒體數據分析、數據科學倫理、社會問題、犯罪學、都市社會學、社會心理學。

③VR/AR視像：VR/AR原理、電腦圖像設計及出版、視像分析與設計、人文傳播的科技轉變。

學生需完成修讀課程中125個學分的科目，才能畢業。

據梁教授表示，該課程的畢業生，可從事以下工作：數據分析、數據分析顧問、數據視像、數碼營銷、市場研究，以及多種與人文與社會科相關的工作。

04 Professor Louis Leung with Temi at the 5/F of the High Block of the Research Complex.
梁永熾教授與機械人Temi在研究院綜合大樓高座5樓。



The new horizon of research and knowledge transfer in Shue Yan

empowered by data and digital technology

數據和數碼科技應用

將把樹仁學術研究和知識轉移帶上新台階

The Research Office of Hong Kong Shue Yan University (HKSJU) will make more effort to promote the use of big data and digital technology to do research, to present research findings and to achieve knowledge transfer as the three laboratories on big data, AI and VR come into operation in this academic year, according to Professor CHAN Ching, Selina, Associate Academic Vice President (University Research).

• • • • •

"We will continue to improve our research infrastructure for reinventing the liberal arts education"

In an interview with *Shue Yan Newsletter*, Professor CHAN says, in the past year, HKSJU received research donations of around HK\$12.5 million, and the majority of the funding is from iFREE GROUP. The donation will help HKSJU to achieve the "Place" and "Programmes" elements of the University's five year strategic plan, whereas "Place" stands for research infrastructure and "Programmes" stands for new degree programmes where technologies are at the core of the curricula.

The three new labs that come into operations in this academic year are the Big Data Lab, Social Robotics & Digital Living Lab and Virtual Reality Lab.

The University will offer two new undergraduate programmes in the upcoming 2021 and 2022 academic years, with technology being the core element of the curricula. They are the Bachelor of Arts (Hons) in Media Design and Immersive Technology (BA-MDIT) and the Bachelor of Science (Hons) in Applied Data Science (BSc-ADS).

"We will continue to improve our

research infrastructure for reinventing the liberal arts education of HKSJU through developing and promoting research in digital humanities." Professor CHAN said.

To carve a niche in digital humanities

Professor CHAN says the University will aim to promote the use of technology in research and tailor departments' research and teaching activities to apply relevant technology and skill sets, as well as promote interdisciplinary research projects. Moreover, the University will encourage humanities and social sciences researchers to use digital technology and methods to present research findings,

promote knowledge transfer, and generate social impact.

"Hopefully, digital humanities could become another niche of Shue Yan in ten years." Professor CHAN said.

According to Professor CHAN, Dr. HUI Yew Foong of the Department of Sociology had done a digital humanities project early in 2011 and 2015 in Singapore. This project, "Project for the Documentation of Bukit Brown and She Ong Cemeteries", emerged from the decision of the government to remove some graves in two cemeteries in order to build a new highway. The project was a multi-disciplinary one, using epigraphic studies, genealogy studies, ethnography, oral history, architectural history, media studies and visual sociology to record the pattern of location of the graves of different Chinese ethnic groups, the inscriptions and cultural features of graves and the memories associated with the cemetery. A website was set up to share information from the documentation work.

Professor CHAN says in order to make possible the collaboration across disciplines among Shue Yan scholars and to promote the use of technology in research, the Research Office will set up

"There will be virtual guided tour services of the Yulan Festival after you enter the museum"

"research clusters" to facilitate discussion and exploration. She believes that the "clusters" will also promote the use of digital methods to present research output and knowledge transfer.

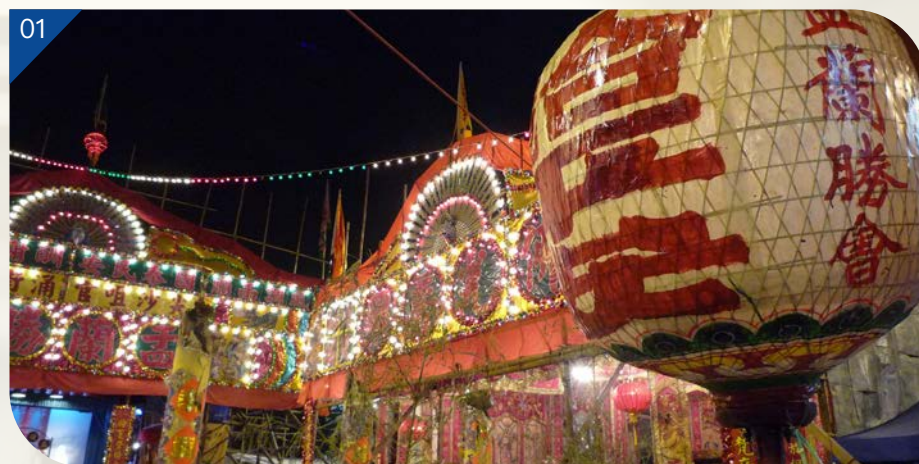
Virtual Yulan museum

In fact, Professor CHAN is doing a digital humanities project by herself. The name of the project is "Three Celebrations of the Chaozhou Hungry Ghosts (Yulan) Festival: Research, Transmission, and Promotion". One of the main output of the project is the establishment of a virtual Hungry Ghosts Festival museum. Upon its completion in the summer of 2022, it will likely be the first virtual intangible cultural heritage museum in Hong Kong.

The celebration of the Yulan Festival held by the Hong Kong's Chiu Chow Community has been inscribed onto the national Representative List of the Intangible Cultural Heritage (ICH) of Humanity in 2011, and is also on Representative List of the ICH of Hong Kong.

The project received more than 1 million Hong Kong dollars under the Intangible Cultural Heritage Funding Scheme from the Intangible Cultural Heritage Office of the Leisure and Cultural Services Department.

According to Professor CHAN, besides studying and documenting the process of organizing the festival, site layout and use, contents of the religious ceremonies, performance of Chiu Chow operas, the techniques of bamboo shed theatre building and paper crafting, she will also analyse how Hong Kong's collective memories and economic history are



embedded in the festival. Finally, she will establish a virtual Yulan museum which displays her research findings and provides a virtual tour.

"A documentary and video clips of Yulan Festival will be put into the virtual museum website, as well as comic strip, animation, drawings, old photos and text. There will be virtual guided tour services of the Yulan Festival after you enter the museum where you can interact with the environment. You can stop whenever you like to explore and experience a ceremony or an artefact if you have interest, and a video clip, a comic strip or photos will come out." Professor CHAN said.

She hopes the virtual museum and other digital output of the project will promote knowledge transfer. The project will enhance the understanding of national intangible cultural heritage, the relationship between the past and present, as well as the intriguing connection between Hong Kong and Mainland China. Through the analysis of this unique cultural tradition of the

01 Paper crafting is one focus of Professor CHAN's study on Yulan Festival.

「製作技藝」是陳蒨教授研究潮籍盂蘭勝會時的焦點之一。

02 The virtual Hungry Ghosts (Yulan) Festival museum is expected to be opened in the summer of 2022.

陳蒨教授的盂蘭虛擬博物館,計劃在2022年夏季開放給公眾參觀。

Chiu Chow people in Hong Kong, Hong Kong's migration history, collective memories, and its complex identities will be delineated.

The societal benefits of academic research

In the interview, Professor CHAN also talks about the philosophy of academic research at HKSYU.

Professor CHAN says the philosophy of academic research at Shue Yan can be illustrated with the University's motto, which reads "Cultivating virtues of benevolence; broadening horizon and knowledge". "Cultivating virtues of

benevolence” refers to the ideology of spreading kindness and tolerance, which materialises in Shue Yan’s number of research projects that benefit different sectors of society, such as the range of colleague led projects that focus on grassroots, disadvantaged and marginalised groups. The findings of these research projects help empower and improve the lives of those who are disadvantaged, as well as serve as references for the government in its policy making processes, which will help bring upon a society with harmony and a better, more equitable world.

She contends that, the University has achieved this goal to certain extent, take for instance, the Developing and Validating a Parent-Focused Intervention to Enhance the Executive Function Skills of Young Chinese Children from Low-Income Families Project, where Dr. CHAN Chi-keung, Alex from the Department of Counselling and Psychology held the title of Principle Investigator who published the *The Key for Building Children’s Future: Cultivating the Executive Function Skills of Young Children* manual to inspire parents from low income households on their parenting style following the completion of the project. Other examples include the People without identity: Exploring the social experiences of asylum seekers in Hong Kong Project, which was overseen by Dr. LAU Pui-yan, Flora from the Department of Sociology, and the research on teenage recreational drug use conducted by Prof. CHEUNG Yuet-wah, Head of the Department of Sociology and Dr. LI Hang. These are all projects that can offer invaluable insight to the government into its policymaking in the relevant areas.

Promoting interdisciplinary research

She explains that, “broadening horizon and knowledge” refers to taking a global and holistic perspective when developing research projects. In particular, the University encourages interdisciplinary research, participation in international academic conferences and publishing articles in International journals and books through academic publishers.

Professor CHAN says, “the University has conducted a considerable number of interdisciplinary and interuniversity

research projects in recent years and it is my wish to see even more of them in the future, I believe colleagues from different disciplines and fields benefit from exchanges and discussions as the experience helps broaden the horizons of one another as well as inspire great chemistry for prospective projects. For instance, the history and cultural studies of Hong Kong may benefit from a more entertaining and engaging display through the strengths of the Department of Journalism and Communication, namely, media production with the introduction of technologies such as AR, VR and Big Data.”

Promoting research within departments

Speaking of how to promote researches between colleagues, Professor CHAN explains that, on a personal level, academic researches entails determination and perseverance. On departmental level, an environment favourable to the inception of new research projects entails a culture and an atmosphere that invite colleagues to share preliminary ideas and altruistically help and encourage each other, which has been a reality in the Department of Counselling and Psychology. A departmental research committee was established in the 2018-2019 academic year, which I believe has been helpful in creating a favourable culture and facilitating coordination between colleagues.

She adds that, on the grander scale, the university has established the Centre of Interdisciplinary Research in Evidence-based Practice to facilitate interdisciplinary and evidence-based researches

She also takes on a proactive role to facilitate joint projects. “When I become aware of the similarities between the interests in researches of my colleagues from different disciplines, I would help coordinate and facilitate opportunities for exchanges, such as coffee meeting, Zoom meeting in order for them to share and discuss their ideas over a topic of common interest as well as explore the possibility of developing any new research projects.” Professor CHAN says.

The current university procedure for



colleagues to apply to government departments or other organisations for research funding is that, the colleague would first submit the research proposal to the head of department. Upon receiving feedback from the head of department and amending the proposal, it would then be submitted to the University Research Office, to be reviewed by Professor CHAN, who would advise on the research topic and the proposal. External experts in the relevant field would also provide advice should the need arise. The application for funding is made only when the proposal has been finalised following the amendments. Professor CHAN believes that the procedure is effective in enhancing the quality of research projects and proposals, as well as the Chance of securing funding.

Academic Researches - Getting Undergraduate Students Involved

As to how undergraduate students may participate in researches, she points out that, the University encourages undergraduate students to learn and explore through researches and there are multiple ways they can become involved, these include completing conference papers under supervision and attending the relevant international conference while publishing the paper, or co-writing journal articles under supervision, which are to be published in academic journals.

In addition, students may directly participate in their professors' research projects, in tasks such as data collection. Speaking of funding for researches, Professor CHAN says, not only does the University encourage colleagues to apply for grants from the University Grants Committee, it is also fully supportive of colleague's applications for funding to government departments and other organisations, such as the Public Policy Research Funding Scheme as championed by the Policy Innovation and Coordination Office, the Innovation and Technology Fund, the Lord Wilson Heritage Trust and the Intangible Cultural Heritage Fund. The University also advocates research collaborations between its colleagues and the private sector or social enterprises. Not only is this category of projects beneficial to the transfer of knowledge, it is also beneficial to social enterprises and the public. Moreover, colleagues may also obtain grants for their research through external private bodies and funds.

"Shue Yan University is a teaching-led research-active university, and we believe that research and teaching complement one another, and therefore, all teaching members of staff are expected to teach in a research-informed manner. Furthermore, staff in professorial track are required to publish one refereed article every two years," Professor CHAN explains.



隨着大數據、人工智能和虛擬實境3個新實驗室在本學年落成啟用，樹仁大學研究辦公室將加強推動學術人員利用科技進行研究和呈現研究成果，並達致更有效的知識轉移。



仁大協理學術副校長（大學研究）陳蒨教授接受《樹仁簡訊》訪問時表示，仁大去年獲得港幣1,250萬元的研究捐款，當中大部分來自愛訊集團（iFREE GROUP）的捐助。這些捐款協助大學達致其5年策略發展計劃中兩個「P」領域下的目標，即「Place」場地設施和「Programmes」課程。

場地設施方面，包括本學年啟用的3個新實驗室：大數據實驗室（Big Data Lab）、社交機械人及數碼生活實驗室（Social Robotics & Digital Living Lab）和虛擬實境實驗室（Virtual Reality Lab）。而在課程方面，則包括將分別於2021年和2022年夏季招生的「媒體設計與虛擬實境科技（榮譽）文學士」課程和「應用數據科學（榮譽）科學學士」課程。

陳教授說：「我們會繼續改善研究基礎設施，以支援和推動數碼人文（digital humanities）研究，以重塑樹仁的博雅教育。」

在數碼人文中佔一席位

陳教授又表示，仁大會着力推動學術人員在研究中利用科技，引導各學系在研究和教學活動中多採用數碼技術，並鼓勵跨學科研究。此外，大學也鼓勵人文與社會科學研究人員，利用數碼科技呈現他們的研究成果，達致知識移，並產生更大的社會效果。

她說：「我希望樹仁在10年後，能夠在數碼人文研究中佔一席位。」

陳教授提及，社會學系副系主任許耀峰副

教授早於2011年，便開展了跨學科的數碼人文研究，對象是新加坡兩個華人墓地。他採用銘文研究、族譜和家譜研究、建築歷史、民族誌、口述歷史、媒介研究和視覺社會學等方法，記錄不同華裔族群的墓葬模式、碑文、墳墓文化特質和墓地記憶，之後把相關資料上載至一個網站，以便與對新加坡華人墓葬感興趣的人士分享研究成果。

「我們會繼續改善研究基礎設施，以支援和推動數碼人文研究」

據陳教授表示，為了促進跨學科研究，大學研究辦公室將組織不同的「研究群」（research clusters），讓研究人員可以就不同的研究課題進行交流，討論跨學科協作的可能性，以及探討如何在研究項目中注入科技元素。她相信，這些「研究群」也有利於研究人員探索採用什麼數碼技術，去呈現他們的研究成果，實現知識轉移。

虛擬孟蘭勝會博物館

事實上，陳蒨教授本人正進一項名為「三個潮籍孟蘭勝會：研究、傳承與推廣」的



03 The three new labs are located on the 5/F of the High Block of the Research Complex. 3個新實驗室位於研究院綜合大樓高座5樓，圖為5樓的走廊。

數碼人文研究。項目的其中一個主要成果，是建立一個網上孟蘭勝會虛擬博物館。當博物館在2022年夏季啟用時，將相當可能是香港首個虛擬非物質文化遺產博物館。

據陳教授表示，香港潮人孟蘭勝會已於2011年被列入國家級非物質文化遺產代表性項目名錄，目前也是香港非物質文化遺產代表作名錄的項目。

陳教授的項目，獲「非物質文化遺產資助計劃」撥款資助超過100萬港元。該計劃由康樂及文化事務署轄下的非遺辦事處批核。

陳教授研究的3個潮籍孟蘭勝會包括：潮州公和堂孟蘭勝會、三角碼頭孟蘭勝會和尖沙咀官涌街坊孟蘭勝會。研究和記錄的主要內容包括：勝會的籌辦過程、場地佈局、宗教流程、潮劇安排、戲棚搭建技藝和製作技藝等。此外，她會分析孟蘭勝會如何承載社區的集體回憶和香港的經濟歷史。最後，她會建立一個虛擬博物館展示研究成果和孟蘭勝會虛擬實景的導覽。

「我會把孟蘭勝會紀錄片和短片放入虛擬博物館。其他展品還有孟蘭勝會的漫畫、動畫、舊照片和文字等。館內還有虛擬導賞服務。在博物館內，你可以置身孟蘭勝會的場景之中，和現場環境互動，隨時點擊你想深入了解和體驗的展品，例如一項儀式或一件勝會文物，之後你便可以看到短片、漫畫、相片等等的相關內容。」陳教授說。

陳教授希望，虛擬博物館和其他數碼化研究成果，能夠加深公眾對香港潮籍人士獨

特的傳統文化的認識，並能推廣國家級的非物質文化相關知識，讓公眾了解歷史與當下的關係，內地與香港不可分割的關聯，藉此明白宗教文化活動所蘊含的移民歷史故事、港人的集體回憶和複雜的身份認同。

研究應對社會帶來裨益

在訪問中，陳教授也談到樹仁的學術研究理念。

陳教授表示，樹仁學術研究的理念和目標，可以用校訓「敦仁博物」來闡明。「敦仁」是鼓勵發揚寬厚仁愛的精神，進行對社會上不同群體有益的各類研究計劃，例如不少同事開展草根階層、弱勢群體或邊緣群體的研究項目，這些計劃的成果可以改善基層市民的生活，讓他們充權，也能夠為政府的政策措施提供改善參考，增進社會共融，有助於建設一個美好公平的世界。

她指出，樹仁在這方面已取得一定的成果，例如由輔導及心理學系陳自強博士出任首席研究員的「為基層家庭的家長制訂一種可增強幼童執行功能的介入方法」項目，在完成後發表了《建立孩子未來的鑰匙：培育幼童的執行功能技巧》實用手冊，支援低收入家庭家長教導子女。又例如，由社會學系劉珮欣博士主持的「沒有身分的人——在香港尋求庇護人士的生活經驗」項目，以及由社會學系系主任張越華教授和李鏗博士進行的有關青少年吸毒的研究，都能為改善政府的相關政策措施帶來啟示。

推動跨學科研究

陳教授說，至於「博物」，是指放眼世界，開展研究，尤其鼓勵跨學科；並多參與國際學術會議，通過交流和借鑑，提升自己的研究水平；以及多在國際性的期刊發表論文，或在學術出版社出版專書。

「樹仁近年開展的跨學科、跨院校的研究項目，為數不少，我希望在將來見到更多。我相信不同學系和學科的同事通過交流和討論，可以迸發出火花，擴闊彼此的眼界。例如，新傳系長於影視製作，且會引入AR、VR和大數據等技術，相信可為香港的歷史和文化研究帶來更加多姿多彩的呈現方式。」陳教授說。

營造研究氛圍

談到如何推動更多同事開展研究，陳教授表示，從個人層面來說，從事學術研究需要毅力和持之以恆。從學系的層面來看，需要一種氛圍和文化，讓同事之間樂於交流初步的想法，互相幫助、互相激勵，這樣才會對研究的展開產生積極的作用，

輔心系在這方面一直做到很好。在2018–2019學年，各學系成立了本身的研究委員會（research committee），相信對研究氣氛的形成和同事之間的協作會有幫助。

她續稱，在大學層面，校方已成立「跨學科循證實踐研究中心」（Centre of Interdisciplinary Research in Evidence-based Practice），推動跨學科和循證研究，而她本人也會扮演主動聯繫和撮合的角色。

「當我見到不同學系同事的研究興趣相近時，我會做聯系和推動的工作，例如組織coffee meeting、Zoom meeting等，讓他們可以就一個有共同興趣的主題做交流討論，探討合作開展研究項目的可能性。」陳教授說。

按照大學目前的做法，同事如有意申請政府或其他組織的研究撥款，可先把研究建議書交給系主任審閱，在聽取系主任的意見，對建議書進行修改後，會交給大學研究辦公室，由陳教授審閱，她會就研究課題和建議書提供意見。如有需要，會邀請校外相關專家提供建議。當建議書完成修改後，才會向有關方面提出申請。陳教授相信，這一做法有助提高研究項目和建議書的水平，增加獲得撥款的機會。

鼓勵本科生參與研究

至於本科生如何可參與研究，陳教授表示，大學鼓勵本科生通過研究和探索進行學習，他們的參與可以有多种方式：在老師指導下完成撰寫會議論文（conference paper），藉此參加國際學術會議，並發表論文；在老師指導下完成撰寫期刊論文（journal article），在學術期刊發表。此外，同學也可以直接參與老師的研究項目，例如收集數據資料等。

談到研究撥款，陳教授表示，校方除了鼓勵同事申請研究資助局的撥款外，也支持同事申請政府部門和其他組織的研究經費，例如政策創新與統籌辦事處的「公共政策研究資助計劃」、創新及科技基金、衛奕信勳爵文物信託研究撥款計劃、非物質文化遺產中心研究基金等。大學也鼓勵同事與商界和社會企業合作開展研究項目，這類研究不但有利於知識轉移，也可讓社企和市民受惠。此外，同事也可以通過外間私人機構或基金會取得研究資助，開展研究。

陳教授說：「樹仁是一所『教學主導、熱衷研究』，即teaching-led research-active的大學，相信「教研相長」，要求所有老師要以研究支撐教學（to teach in a research-informed manner）。對於『學術職級』（Academic Ranks）的同事，更要求他們定期發表期刊論文。」



Shue Yan receives \$22 million government funding

to strengthen online teaching and learning capacities

仁大獲政府撥款

2 2 0 0 萬 元 增強網上教學

The functions of existing three online learning platforms, Moodle, Panopto and Zoom, will be connected together in one online communication solution, and courseware will be developed to facilitate the adding of VR/AR and game contents to lectures, after a HK\$22 million project funded by government completed by the end of 2023, according to Dr. Amy Chan, Associate Academic Vice President (Teaching and Learning Development) of Hong Kong Shue Yan University (HKSYU).

In an interview with *Shue Yan Newsletter*, Dr. Amy CHAN said this project - "Development of Online Teaching, Learning and Assessment Solutions" - will also benefit the development of digital humanities in Shue Yan as information and digital technology will be infused in teaching and learning.

According to Dr. CHAN, the project is funded by the Quality Enhancement Support Scheme (QESS) under the Self-financing Post-secondary Education Fund, total funding is HK\$22.65 million. The project will commence in January 2021 and will end in December 2023.

Dr. CHAN said face-to-face teaching in the latter half of the first semester and the whole second semester of the 2019-2020 academic year had been disrupted by social events and coronavirus pandemic. The most popular virtual communication solutions, Panopto and Zoom, were used by HKSYU, but both of them allow a minimum degree of participation from students. Other solutions, such as Adobe Connect, enables in-app quizzes and active participation from students, but the annual subscription charge is too

costly for HKSYU and other non-profit self-financing institutions. So, HKSYU decided to lead the effort to seek funding to strengthen the online teaching capacities with other three self-financing institutions, namely, the Caritas Bianchi College of Careers, the Caritas Institute of Higher Education and UOW College of Hong Kong.

According to Dr. CHAN, three programmers, two project coordinators and one research assistant will be employed under this project, and will station in HKSYU. The outputs of the project will be shared among HKSYU and the other three institutions.

All learning platforms connected

One of the main tasks of the project is to combine the functions of Moodle, Panopto and Zoom together plus an online proctoring system, so as to make teaching, learning and assessment be done in a single platform.

Dr. CHAN said, at present, many students are using their smart phones to participate in online lectures. When there is online exercise or multiple choice task, students

need to leave the lecture to complete the task, and connect to the lecture again after they finished.

"Constructing an online communication solution is the first priority of the project. It is expected this task can be completed within twelve months, that is, by the end of 2021," Dr. CHAN said.

VR/AR & Gamification included

Another task of the project is to develop a courseware to facilitate the development of VR/AR contents that suit various teaching needs and purposes, as well as different applicable devices, such as Oculus Quest. The courseware may be widely applied to different courses.

Moreover, the project will also design 20 online and blended-learning courses informed by game elements and VR/AR technology (these courses will be shared by all participating institutions).

"Gamification in education pedagogy is being promoted as an effective way to engage students in their study. One of the ways to gamify a course is to make use of virtual reality (VR) and augmented reality (AR)," Dr. CHAN said.

SYU has already built a VR cave at the Research Complex. Oculus Quest will be purchased by the grant money to facilitate student participation and sustainable development in the future.

Furthermore, under the project, hands-on workshops will be organized for teaching staff to teach them technical skills on online teaching such as production of animation, and seminars on conceptual framework of online teaching pedagogy and gamification of course contents will also be provided.

Just speaking does not work

When talking about online teaching pedagogy, Dr. CHAN shared her experience in an online course about Buddhism she enrolled this summer provided by a famous university in the U.S.A.

"I logged in edX and viewed the first lecture on my Mac. The professor stood in front of a backdrop and talked on and on. After around ten minutes, I found that it was so boring. I told myself to hang on. But within a minute, I decided to log out. This experience let me realize that, in an online course, you should not speak continuously for more than ten minutes. You must pause regularly and provide your students with other activities or have some interaction with them. A poll question, a short task, a video clip or a short group discussion in the Breakout Rooms would be good." Dr. CHAN said.

Digital humanities

Talking about digital humanities, Dr. CHAN said humanities has already entered the information and digital era. Technology is not only used for teaching, learning and research in humanities and social sciences, it is also the entry point or interface for the general public to be informed of academic research output on history, culture and fine art.

She hopes Shue Yan's teaching staff will equip themselves with information and digital technologies and make both their teaching and research relevant to the 21st century.

香港樹仁大學獲政府撥款2,200萬元發展網上教學。計劃其中一項是發展新網上教學平台，不但會綜合目前3個網上教學平台Moodle、Panopto和Zoom的功能，而且會增強仁大的教學科技應用能力，讓教學中加入VR/AR和遊戲元素成為可能。

協理學術副校長（教學發展）陳潔詩博士接受《樹仁簡訊》訪問時表示，該計劃的推行，也有助於大學發展「數碼人文」（digital humanities），因為資訊和數碼科技可通過該計劃滲透教與學之中。

陳博士表示，該計劃名為「發展網上教學及評核解決方案」，獲政府自資專上教育基金屬下的「質素支援計劃」撥款2,265萬元。計劃期由2021年1月至2023年12月。

陳博士說，在2019–2020學年，先後出現社會事件和新型肺炎疫情，令正常的面對面教學無法進行，仁大於是採用了國際間最多院校使用的Panopto和Zoom系統，進行網上教學，但這兩個系統只能支援非常有限的師生溝通。市面上雖然有Adobe Connect等具備問卷和多項溝通功能的系統可供使用，但對於仁大等非牟利自資院校來說，費用頗為昂貴。因此，仁大決定牽頭聯同3間自資院校，向「質素支援計劃」申請撥款，提升網上教學能力。這3間院校分別是明愛專上學院、明愛白英奇專業學校和香港伍倫貢學院。

根據計劃，3名式程員編寫員、2名計劃協調員和1名研究助理，會受僱並留駐仁大，負責計劃的執行，而計劃的成果將由仁大和其餘3間院校共同分享。

連繫3個網上教學平台

據陳博士表示，計劃第一項要完成的工作，是發展一套網上教學平台，集合Moodle、Panopto和Zoom這3個網上教學平台的功能，再加上網上評核，讓教學和評核可以在1個平台中進行。現時，不少同學利用手機參與網上授課。如果要在課堂中間做測驗或閱讀網上資料，學生必須要離開課堂，待完成後再重新進入，頗為不便。

她說：「因此，建立一個集合教學及評核的平台，是該計劃的首要工作。按進度，這一工作要在12個月內，即2021年12月底前完成。」

VR/AR及遊戲化內容

陳博士又表示，計劃的另一項工作是發展教材軟件（courseware），讓老師可以因應不同的教與學的需要，在教材和授課時加入VR/AR內容及遊戲，或採用Oculus Quest等VR裝置。教材軟件可廣泛使用於各個課程。

此外，該計劃也會設計出20個網上學習及「混合學習」（blended-learning）科目，內容會融入遊戲和AR/VR技術。這些科目將由參與計劃的院校分享使用。

陳博士說：「在教學中引入遊戲化（gamification）已被確認為提高學生投入程度的有效方法。而遊戲化可以通過AR/VR技術來實現。」

仁大已在研究大樓興建VR Cave，在計劃之下，仁大會購買Oculus Quest供同學使用。

為配合網上教學的發展，大學將舉辦一系列手把手的工作坊，教導老師網上教學所需的技巧，例如製作簡單動畫；並會舉辦講座，講解網上教學法和遊戲化的相關概念和知識。

不能不停地講課

在訪問中，陳博士分享了她在暑假期間修讀一個網上課程的難忘經歷。這經歷讓她深深感受到，老師只講不行。該課程是有關佛學的，由一所美國知名大學開辦。

她說：「當天我用電腦打開第一課的短片。教授在一個淨色的背景前講課，我聆聽着。約10分鐘後，我無法再集中精神，因為實在太沉悶了。但我叫自己忍耐。可是，在不足一分鐘後，我不得不離開。這一經歷使我明白到，在網上教學，你不能不停地講課超過10分鐘，你應稍作停頓，與學生互動，或加進一些活動，一個簡單投票、一條短片或小組討論等皆可。」

數碼人文

談到「數碼人文」，陳博士表示，人文與社會科學學科早已進入資訊和數碼年代。資訊和數碼科技技術，不但用於教與學和研究上，也是公眾了解歷史、文化和藝術，以及學者研究成果的切入點。

陳博士希望各老師能夠把資訊和數碼科技的技術，應用到教學和研究上，以適應21世紀的發展。🌟

An interview with the newly appointed Associate Vice President (University Administration)

Professor CHEUNG Siu-Keung

專訪新任協理副校長 (大學管理) 張少強教授

The first of July 2020 marked Prof. CHEUNG Siu-Keung's commencement as the Associate Vice President (University Administration). In the following interview with Shue Yan Newsletter in late July, Prof. CHEUNG shared his duties, plans and goals for his new role.

Q: Reporter of Shue Yan Newsletter
C: Professor CHEUNG Siu-keung

Q: Could you talk about your major duties and responsibilities in this new role?

C: First of all, I am very grateful the University recognises my abilities and for the trust they have given me. I dare not make any solid promises; however, I am fully committed with all my heart to do my best in this new job. My major duties and responsibilities cover: campus development, infrastructures and facilities management, international affairs and exchange schemes, placements and internships schemes, as well as general administration coordination and management.

Q: What have you worked on so far ever since you started this role?

C: Since the commencement in July, my prime duty has been focused on setting up various arrangements, ensuring a proper set of infrastructures and facilities for a smooth student admission process at the time of the unprecedented and devastating COVID-19 pandemic. Next up, a series of contingency measures at different response levels were implemented in time for the development of the pandemic. I have been responsible for assisting the University to gradually restore its usual mode of lecture and also

to make contingency plans ensuring our campus environment is safe for all teaching and learning activities. My other major projects include the coordination of a number of regular and individual events, specifically, through designing and optimising a number of workflows to enhance the communication and connection among different departments and offices. The allocation of university infrastructures and facilities at the same time determine different methods and processes to enhance the efficacy of support systems and intradepartmental coordination.

Q: Would you like to talk about your goals for your new role?

C: My work has been focused on teaching and academic research in the past and this new appointment has placed a new aspiration for me, not only on a personal growth in my career but also a representation of new expectations from the University. I became a member of Shue Yan University in the Sociology Department to develop my academic and research career in 2004. I gradually worked my way up to become a Profes-

sor. Up to the current point of my career as the Associate Vice President (University Administration), the University has given me tremendous support and opportunities to extent my skills over the years, allowing me to develop my strengths on different spectrum. Looking ahead from the current perspective of our society, it is expected that my work will be challenging, but I would remain adamant steadfast and be fully committed to engaging my duties.

As an educator, my greatest aspiration has not always been about achieving or attaining anything specific for myself, instead it was to help my students to achieve their aspirations; their life goals, to do what they want to do, to be who they want to be. While today I speak as a member of the university administration, my aspiration remains similar. It is to en-



sure that our campus is a place that is well managed and that operates smoothly, for students and staff of Shue Yan to pursue their aspirations, goals and dreams. If setting my goal is to achieve other people's goal, I do feel that it is worth to pursue this ultimate goal. This can bring me tremendous joy and gratification as well.

Q: I would like to now switch to the specifics, can I ask you to talk about the progress on the renovation project for the Main Academic Building?

C: The renewal project of the second floor of the Main Academic Building saw its completion in mid-July. At present, this kind of renewal projects are normally carried out during the summer break every year. I would certainly hope to see a speed up process if the resources are available.

Q: In support to facilitating students and graduates to start up new businesses, the university has created the pot@hksyu co-working space, since July 2019, how would you describe the current status of this project?

C: Situated in RHB106, 1/F, High Block of Research Complex, the pot@hksyu has been opened for a year now. I am currently reviewing how we can make use of this initiative as an advantage and be further utilised to create more value and opportunities for our students. My preliminary plan is to establish a collaboration with pot@hksyu providing learning opportunities via internship with the business partners in the co-working space.

Q: What new developments can we expect from the Study Abroad Scheme?

C: I am still familiarising myself with the Study Abroad Scheme and other international exchange schemes, I would definitely make an announcement to the students if there is any updates or developments. However, what I can say at this point is that, the existing international exchange schemes will remain unchanged.

2020年7月1日，新任協理副校長（大學管理）Associate Vice President (University Administration) 張少強教授履新。他於7月下旬接受了《樹仁簡訊》專訪，談及他的職責、初步工作計劃和目標。

問：《樹仁簡訊》記者

張：張少強教授

問：請問你的主要職責和工作是什麼？

張：首先，我十分感謝大學對我的信任，對我工作能力的肯定。我不敢承諾什麼，但我確會盡心、盡力、盡意，做好我的工作。我的主要職責和工作涉及以下幾方面：校園發展、設施及設備、國際事務及交流、工作實習，以及一般的整體行政統籌和管理工作。

「要盡力做到這一個校園是一個運作良好的校園，好讓在樹仁讀書的同學和工作的教職員，都可以追求自己的抱負」

問：你上任至今主要處理什麼事務？

張：我在7月上任後，首要工作是要在前所未有的新型冠狀病毒疫情衝擊下，妥善安排場地、設施和設備，務求大學招生能夠順利完成。接着就是要因應疫情發展，執行大學在不同層面的應變措施，協助大學在新學年逐步恢復正常的上課模式，並同時在校園的不同地方及各個課室，提供特別的應變安排，好讓全校的學生和教職員健康有所保障，可以安全地回校上課或工作。其他的主要工作就是要統籌各項的恒常和個別活動，包括設計和優化工作流程、加強與各學系和單位的溝通和聯繫、調配大學設施和設備、提高後勤支援效率和部門與部門之間的協作。

問：你為新工作定下了什麼目標？

張：我一直從事教學和學術研究工作，是次任命是大學對我有新的期望，也是我的個人事業有新的發展。我在2004年來到樹仁教社會學，開始我的學術及研究生涯，一步一步晉升至教授，到今天出任協理副校長（大學管理）一職，樹仁一直給了我很多空間和支持，讓我的才能有多方面的發展。鑑於當前的社會氣氛，我預期面前的工作會是艱巨的，但我會沉着應戰，積極面對，希望不負眾望。

一路以來，身為一位老師，我最大的抱負並不在於自己想做到什麼、得到什麼。我最大的抱負反而是可以令到我的學生追求得到他們的抱負，做到他們想做的事、實現他們想要實現的人生志願。到了今天，成為了一名大學的行政工作者，我最大的抱負也是相似的。這就是要盡力做到這一個校園是一個運作良好的校園，好讓在樹仁讀書的同學和工作的教職員，都可以追求自己的抱負，完成自己的計劃和夢想。我相信以完成別人的目標作為自己的目標，應是很值得做到的一個目標，同樣可以帶來莫大的喜悅和滿足感。

問：我想轉問一些具體的事情，主教學樓的翻新工程進展如何？

張：主教學樓2樓的翻新工程，已在7月中完成。目前，此類翻新工程一般都只能在每年的暑假進行，但我希望在資源許可下，可以加快翻新進度。

問：大學為支援學生和校友創業而設立「初創共享工作間」pot@hksyu，已於2019年7月啟動，此計劃的運作情況怎樣？

張：「初創共享工作間」位於研究院綜合大樓高座1樓RHB106，運作至今已有1年。我正檢視經驗和成果，看看下一步如何可以把計劃推動和發揮得更好。我初步的構思是希望「工作間」可以與大學的工作實習掛鉤，即由校方與「工作間」內的機構商討，接受同學實習，增加學生的實習機會。

問：境外學習計劃(Study Abroad Scheme)會有什麼新發展？

張：境外學習計劃和其他屬於「國際事務及交流」範疇的事務，我仍在了解當中，如有新的安排和發展，我會盡快向同學公布，但可以肯定的是，現時既有的境外學習計劃會繼續舉辦。☺

張少強教授 閒來愛看文學作品和電影

01



從張少強教授在2004年出任社會學系兼職講師算起，他加入樹仁這個大家庭至今已有16個年頭。

張教授在香港浸會大學完成學士和哲學碩士課程後，在英國愛丁堡大學（University of Edinburgh）取得社會學博士學位，之後回港曾在好幾家大學任教，其後轉到樹仁社會學系，初期出任兼職講師，繼而成為全職教師，於2006至2013年擔任質性社會研究中心總監，2008至2012年擔任社會學系副系主任，2017年擔任大學的工作實習總監，2018年晉升為教授，同年成立專為全校推動工作實習課程的工作實習辦公室。2020年2月出任助理學術副校長（Assistant Academic Vice President），同年7月晉升為協理副校長（大學管理）。

張教授主力從事香港研究，透過考掘社會歷史、地方故事和常人事跡，反省（後）殖民主義、（後）冷戰格局、民族主義及愛國主義。對土地、宗族、性別、國家管治、城市發展，大眾文化批判及民間生活狀況，尤感興趣。張教授亦曾任香港電台電視節目《獅子山下經典重溫II》評論嘉賓、《光影我城IV》節目主持、《鏗鏘集》「歷史的補白」講者。

為學術研究曾在籠屋生活12個月

張教授對《樹仁簡訊》記者說，作為學者，他很喜歡挑戰不同的研究課題，並嘗試運用不同的研究方法來進行研究，但他最喜歡做的研究始終是民族誌研究，透過親身參與和實地考察，認識研究對象和蒐集資料。

為了體驗研究對象的生活狀況，他在準備大學本科研究搬運工人的畢業論文時，就當了搬運工人好幾個月。到了讀碩士課程的時候，論文是研究香港籠屋的，他就走

到籠屋去，住了12個月。讀博士課程的時候，他仍繼續這樣一類的民族誌研究，搬入一條新界圍村居住來研究新界圍村。

喜愛中國文學

學術以外，張教授鍾情於中國文學。他喜愛的作家有魯迅，以及作為詩人的毛澤東。他辦公室的書架上就擺放了一整套魯迅全集，牆上也掛起了一幅毛澤東的肖像。

張教授閒來也喜愛看電影，他在課堂上解釋為什麼要有社會學這門學科時，往往會引用的「活着，從來都不是一個人的事」這句話，其實就是來自他愛看的功夫電影。

熱愛跑步

張教授說：「我可以用很學術的語言，從概念的層面來解釋何謂社會學，但如果是要一語道破，這一句話可以說是最直接、清楚而又扼要的。它講出了這個世界要有



02

社會學的原因，我作為一名社會學家要思考的根本課題是什麼。」

張教授另一個人喜好就是跑步。他中學時期是學校長跑隊的成員，畢業後一直有保持跑步習慣。加入樹仁後，他還每年參加陸運會。除了強身健體外，他說跑步也可以讓自己抖擻精神，定期有一段悠然自得的個人時間。

01 2006年張少強教授與社會學系四年級學生上完最後一課後，在課室合照留念。今天的張教授與14年前的他看來變化不大。

02 熱愛跑步的張少強教授（右1），在2005年首次參加大學的陸運會。

Interview with Professor David W. K. Yeung, the new Head of the Department of Economics and Finance

Professor David W. K. YEUNG, Distinguished Research Professor of Hong Kong Shue Yan University (HKSYU), assumed the post of Head, Department of Economics and Finance, on 1 September 2020, replacing Professor Tony Yu who had just retired. He was previously the head of the Department of Business Administration, a position he held since joining HKSYU in January 2010. Professor YEUNG is also the Director of the SRS Consortium of Advanced Study in Dynamic and Cooperative Games, a joint platform formed by the Hong Kong Shue Yan University, the Russian Academy of Sciences, and St. Petersburg University. He recently accepted an exclusive interview with a reporter from Shue Yan Newsletter and talked about his views on the future development, and programmes and courses of the Department of Economics and Finance.

楊榮基教授專訪

經濟及金融學系新任系主任



Reporter: Shue Yan Newsletter reporter
YEUNG: Professor David W. K. YEUNG

Reporter: Generally speaking, what are your goals or views on the development of the Department of Economics and Finance?

YEUNG: First of all, the end of university education is the beginning of lifelong learning. The knowledge acquired in the classroom will not be adequate anymore if it is not updated and even replaced. I hope that the students trained by the Department of Economics and Finance (the Department) have the passions of lifetime learning and serving the society. The development of the Department will be aligned with the mission and vision of HKSYU, and the content and structure of the curriculum will be adjusted and updated as needed.

Reporter: After the introduction of the FinTech Programme, does the Department have plan to introduce another new undergraduate programme?

YEUNG: In the 2020/2021 academic year, the Department launches a new undergraduate programme, Bachelor of Commerce (Honors) in Financial Technology, which is in line with the development of the society and the job market. Its curriculum has a good integration of information technology (IT) and big data subjects. Further, with future social and economic development in mind, we do have plans for another new undergraduate programme. More information will be made available later.

Reporter: Do you have plan for a taught

master programme?

YEUNG: The Department of Economics and Finance has plans to offer a taught master's programme. The programme I had in mind is a Master of Science (MSc) programme, which will include applied economics, economic policy, decision science, and optimization theory in the curriculum.

Reporter: Economics programme existed since Shue Yan was founded. After the 2006 curriculum reform, the Economics Department was renamed Economics and Finance. Will the Department add any new contents such as IT and big data to the curriculum?

YEUNG: The newly launched financial technology courses come timely to meet social and job market needs.

Their contents include IT, and big data applications and analysis. With the establishment of the new Big Data Lab in September this year, the Department will add the trendy information technology and big data contents and applications to the conventional economics and finance courses. The Department has maintained contact with organizations in the trade, such as the Hong Kong FinTech Society and the Hong Kong Blockchain Society, to keep its understanding of their needs current.

Furthermore, the Department will also consider setting up an economic concentration option to provide opportunities for students who are interested in a more intensive study of economic subjects.

Reporter: You are an expert in game theory. Will you add any new courses relating to game theory and economics and finance?

YEUNG: To enable students to understand the application of game theory in economics and finance, the Department is going to offer a new course, Game Theory for Economic Analysis.

Reporter: In terms of qualification recognition, graduates of the Department who had completed the specified subjects will be eligible for the award of a certificate or diploma by the Hong Kong Institute of Bankers (HKIB). Do you plan to expand the qualification recognition arrangements?

YEUNG: What is mentioned is about full exemption of course or examination requirement. Students can obtain a professional qualification without taking any courses or examinations beyond those of their HKSYU programmes. According to the existing arrangements with HKIB, students who have obtained a BA (Hons) in Economics and Finance degree and completed two designated elective subjects will be awarded the Advanced Diploma for Certified Banker or the Professional Diploma for Certified Banker qualification.

In addition, many local and overseas professional institutions in, for example, accounting, company secretarial and administration, recognize HKSYU's courses. Students can obtain exemptions



from specific courses of the institutions in order to accelerate the acquisition of relevant professional qualifications if they had taken the "equivalents" in HKSYU. We have been active in seeking these recognitions. Going forward and as usual, we will maintain contact and through consultation with various professional institutions to expand the bandwidths of qualification recognition. All to the benefit of our students.

Reporter: How will you strengthen the relationship between the Department and students and alumni of the Department of Economics and Finance?

YEUNG: I believe what the students are looking for when they attend activities organized by the Department are experience and knowledge sharing, and new perspectives on society and the world in general. Thus, the Department had arranged and will continue to arrange different seminars and forums from time to time, inviting different guest speakers or hosts. Of course, the alumni of the Department are good targets and contacts. We will take advantage of all appropriate opportunities to organize activities such as alumni forum, career talk, and high table dinner, etc. Through these activities, I hope our students can build networks and obtain guidance.

Reporter: What are your expectations for the future of the Department?

YEUNG: The Department has launched research-based masters and doctoral programs in economics. From resource

allocation and academic development perspectives, it is a big step forward. By ensuring the quality of the programs with a commitment to make continuous improvements, I am confident that the Department will be able to nurture outstanding scholars in the field of economics.

For the Department as a whole, I hope that it will emerge as full-fledged department comprises programmes from undergraduate to postgraduate levels as well as post-doctoral research facilities, including:

- ① *Three or more undergraduate programmes relevant to our time;*
- ② *One or more taught master's programmes;*
- ③ *A research-based master's programme in economics;*
- ④ *A PhD programme in economics; and*
- ⑤ *Postdoctoral and advanced research posts.*

The above-mentioned SRS Consortium for Advanced Study in Dynamic Cooperative Games is indicative of our commitment to frontier research and scholarship.

Reporter: You are an economist and a mathematician. What is your view on the subject of economics?

YEUNG: Economics is an extremely complex academic discipline, involving many different areas and paradigms which are varying over time. Its difficulty surpasses that of many difficult areas in mathematics, and it has a profound impact on humankind. When we look at the world today, the disastrous economic consequences of pollution, ecological destruction, waste of natural resources, depletion of water resources, financial bubbles, uncontrolled inflation, widening income disparity between the rich and the poor, the national debt crisis, fragile economic systems, and substantial quantitative easing, etc. follow one after another. The study of economics can help to make a better world, a better future for generations to come. We desperately need wisdom to face this formidable challenge. The Bible says: "The Lord detests dishonest scales, but accurate weights find favor with him. When pride comes, then comes disgrace, but with humility comes wisdom." (Proverbs 11:1-2).

香港樹仁大學卓越研究教授楊榮基教授，在2020年9月1日出任經濟及金融學系系主任，接替退休的余赴禮教授。楊教授之前是工商管理學系系主任，他自2010年1月加入樹仁後，一直出任該職。楊教授是「SRS跨國動態合作博弈高研平台」總監，該高研平台由香港樹仁大學、俄羅斯科學院和聖彼得堡大學聯合組成。楊教授最近接受《樹仁簡訊》記者專訪，談及他對經濟及金融學系未來發展、課程內容和經濟學這門學問的看法。

記者：《樹仁簡訊》記者

楊：楊榮基教授

記者：首先想請你談談，你對於經濟及金融學系的發展，有什麼目標或看法？

楊：從大方向出發，大學課程的終結正是終身學習的開始。在課室所學的知識，如畢業後不延續學習和更新，可能很快就便不敷應用。我希望經融系培訓出來的學生，能夠不斷學習，服務社會。而學系的發展，要配合樹仁的使命與願景，課程的內容和結構要能因應需要，作出調整及更新。

記者：學系有沒有計劃繼金融科技（Fin-Tech）課程後，再增設新的學士學位課程？

楊：經融系在2020-2021學年開辦了新的學士學位課程——金融科技（榮譽）商學士課程Bachelor of Commerce (Honours) in Financial Technology，以配合社會的發展和同學就業的要求。課程融入了IT 和大數據（big data）科目。現階段，我們有計劃考慮設計一個符合將來經濟發展需求的新學士學位課程，稍後在合適的時間，會透露多一點資料。

記者：你們有沒有構思開辦授課式碩士課程（taught master program）？

楊：經融系是有計劃開辦授課式碩士課程的，將會考慮一個Master of Science (MSc) 課程，會涉及應用經濟、經濟政策、決策科學和優化理論等範疇。

記者：樹仁的經濟學課程，與樹仁同齡，2006年改革課程內容後，改稱為經濟及金融學。請問學系會否在課程中加入科技和大數據等新內容？

楊：新開設的金融科技課程，就是為了配合社會的發展和同學就業的需要，課程內容具備資訊科技、大數據應用和分析等內容。隨著新的大數據實驗室（Big Data Lab）於9月成立，經融系將會在經濟及金融學課程中，加入資訊科技和大數據的應用，配合新的教學和社會發展。學系在增設科目前，會接觸業界組織，如Hong Kong FinTech Society和香港區塊鏈學會（Hong Kong Blockchain Society），了解業界的需要。

另一方面，學系亦會考慮在經濟及金融學

課程中，多設一個經濟學主修（Economic concentration）選項，為有興趣多修經濟科目的同學提供機會。

記者：你是博弈論game theory的專家，會否為經濟及金融學課程開設game theory的新科目？

楊：為使同學能認識博弈理論在經融方面的應用，學系準備開辦博弈與經濟分析（Game Theory for Economic Analysis）科目。

記者：在資格承認方面，經濟及金融學課程畢業生完成修讀指定科目，可獲香港銀行學會Hong Kong Institute of Bankers (HKIB) 頒發證書或文憑。你們有否計劃擴大資格承認的安排？

楊：以上提及的是整個資格的認可，即在修畢指定課程後，毋須再修讀額外科目或參加考試，便可獲取專業證書。按現在與HKIB的安排，同學如獲得BA (Hons) in Economics and Finance學位並修畢兩個指定的選修科目，便可獲頒Advanced Diploma for Certified Banker 或 Professional Diploma for Certified Banker的資格。

此外，很多香港和海外專業組織，都認可樹仁的科目，如會計、公司行政和秘書等，同學可以因此獲豁免修讀某些學會的課程，加速獲取有關的專業資格。這些資格認可的工作，我們在過往和現在都積極地進行，未來會因應課程的發展和不同專業對學歷的要求，保持與專業組織的聯繫與磋商，目的是希望同學學習的成果，能得到更多和更廣泛的認可。

記者：你們將如何加強學系和同學與經融系校友的聯繫？

楊：我相信同學希望從學系舉辦的活動中，可以取得一些寶貴經驗的分享、最新的知識、對社會和世界的一些新看法。為做到這一點，經融系過去不時安排不同的講座和研討會，邀請不同的嘉賓作為講者或主持。當然，經融系校友亦是我們聯繫的好對象，所以我們會把握一切合適的機會，用不同的方式，在這方面多作努力，如alumni forum、career talk和high table dinner等，希望同學可透過這些活動，獲得更多人際網絡構建和接受指導的機會。



記者：你對經融系的未來，有什麼期望？

楊：經融系已開辦了研究式經濟學碩士和經濟學博士課程。無論在資源的投放和學術的發展方面，已是一項重要的跨越。透過確保課程的質素和不斷的精益求精，將可以培育出優秀的經濟研究學人。

在學系整體來說，我期望經融系發展成為一個由學士課程到博士后研究的「一站式」（one-stop）學系，並且具有：

- ① 3個或以上與時並進的學士課程；
- ② 1個或以上的授課式碩士課程；
- ③ 研究式經濟學碩士課程；
- ④ 研究式經濟學博士課程；
- ⑤ 博士后研究和高研。

高研我們已經有了，就是由樹仁、俄羅斯科學院和聖彼得堡大學聯合組成的「樹仁·俄科院·聖彼得堡SRS動態合作博弈高研合作平台」（SRS Consortium for Advanced Study in Dynamic Cooperative Games）。

記者：你是經濟學者，也是數學家，你如何看待經濟學這門學問？

楊：經濟學是一門深奧而複雜的學問，涉及很多不同而又不斷變化的範疇，比很多艱深的數學更難，且對人類有極深遠的影響。環看今天，瀕臨災難的污染、生態的破壞、天然資源的浪費、水源的消失、金融泡沫、失控通脹、貧富懸殊、國家債務危機、脆弱經濟體系、大幅量化寬鬆等等的負面經濟後果接踵而來。研讀好經濟學來締造更美好的世界，可以說是刻不容緩。我們極需要有智慧來面對這項極困難的挑戰。《聖經·箴言》有謂：「詭詐的天平為耶和華所憎惡；公平的法碼為他所喜悅。驕傲來，羞恥也來；謙遜人卻有智慧。」（《箴言》11:1-2）

Journalism & Communication Curriculum

enriches with digital media content, unwavering to practical training and morality

新傳系課程 加強數碼媒體內容

同時注重實務訓練和道德操守

左起：林援森博士、李家文博士、蘇啟智老師。

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The Department of Journalism and Communication has steadfastly enriched its curriculum by enhancing teaching on production of digital media contents, and will further unwaveringly improve practical training and stress on the importance of upholding high ethical standard in the Programme to equip students with capability to succeed in the fast-changing industry, according to the newly appointed Head, Dr. LEE Ka Man, Kaman, and two Associated Heads of the Department during an interview with Shue Yan Newsletter.



Dr. LEE said six news courses related to digital media technology and data analytics were added to the curriculum in recent years, including Data Journalism & AR-enhanced News, Visualization Analysis & Design, Computer Animation in Journalism & Communication, Computer Graphic Design & Publishing, to name a few. Upon the launch of the new Bachelor of Arts (Hons) in Media Design and Immersive Technology programme hosted by the Department in the 2021-2022 academic year, more electives related to big data and VR technology will be offered to students of the existing Bachelor of Arts (Hons) in Journalism and Mass Communication (JMC) programme. Compared with other tertiary institutions offering similar programmes, Dr. LEE said mandatory internship of two to three months outside the campus was a major characteristic of the JMC programme. Although the University suspended the internship exercises due to the outbreak of COVID-19 pandemic this year, the Department would pay more efforts to

help current cohort of year three students prepare for the internship in next summer.

"The emphasis on the good balance between theory and practice of the JMC programme is one of the reasons attracting DSE candidates and graduates of Associate Degree programmes to choose our programme. Therefore, our graduates have long been reputable in the industry. We will continue to strengthen our network with the industry and connection with alumni so as to explore more opportunities of internship for students. It is hoped that the dedications by former heads, teaching staff and alumni to actualize Shue Yan's motto - Cultivating virtues of benevolence; broadening horizon and knowledge - will never be in vain." Dr. LEE said.

Listen to students' voice

According to Dr. LEE, being a journalism and communication student in the digital era, it was equally important to possess

knowledge and skills of digital production as well as maintain good relationship with instructors in the university.

"In the chaotic social environment, we, as university academics, realize that we need to listen to and communicate well with students. The existence of citizen journalism where each individual can be journalist in some sense implies that the roles of professional journalists to act as the fourth estate, emphasize professionalism and reflect the truths impartially should be further highly respected. For all members of public with diversified political orientations to embrace free media, it is necessary for them to improve their media literacy. Additionally, journalists should grasp the opportunities to establish mutual trust with the young generation. I believe our teaching team is able to help students learn necessary skills and knowledge adaptable to the social changes," Dr. LEE said.

Emphasize internship

Dr. LAM Wun Sum, Associate Head of the Department, responsible for internship affairs for years, said enhancing students' capabilities in digital media could benefit to both their adaptability to industries' changes and development of their competitiveness during the internship and after graduation.

"We will ensure our internship programme includes companies and organizations with diversified backgrounds, such as

those having VR-related businesses. In fact, traditional media have changed a lot. For example, being a reporter of a traditional media should be multi-tasking and possess versatile skills such as photo-taking, live shooting, etc. Our students are trained to be all-rounded so that they are capable enough to work as an intern,” said Dr. LAM.

Committed to ethical training

Mr. SO Kai Chi, Edgar, another Associate Head of the Department told Shue Yan Newsletter that, it was equally important to cultivate students with knowledge and skills of digital production, as well as provide ethical training when facing the challenges of ongoing digitalization in mass communication.

“In an ever-changing era in which rapid technological advancement such as the uses of AR and VR in mass communication becomes predominant, it is our Department’s obligation to uphold the conventional beliefs, including commitment to professionalism and practicing with high ethical standard,” said Mr. So.



02 Front row (from left to right): Ms. LI Xiaojin Jenny, Ms. KWOK Mei Mei Mimi, Dr. LEE Ka Man Kaman, Dr. TONG Suk Chong Crispy, Dr. YUEN Man Ching Connie
Second row (from left to right): Dr. TSUI Tung Keith, Mr. WAN Kwok Fai, Dr. LAM Sui Ki, Anthony, Professor WONG Chung Ming, Mr. But Chor Fai, Dr. LAM Wun Sum, Mr. HO Yung Sang Vincent
Third row (from left to right): Mr. SO Kai Chi Edgar, Mr. WONG Wai Kit Vicky, Mr. CHEUNG Chung Wah Paul, Professor LEUNG Wing Chi Louis, Dr. LEUNG Kai Ip Danny, Mr. CHENG Yat Yue Leo

新傳系團隊：

前排：李曉瑾老師、郭美美老師、李家文博士、唐淑莊博士、袁文貞博士
第二排：徐東博士、尹國輝老師、林瑞琪博士、黃仲鳴教授、畢礎暉老師、林援森博士、何戎笙老師
第三排：蘇啟智老師、黃偉傑老師、張仲華老師、梁永熾教授、梁啟業博士、鄭逸宇老師

新聞與傳播學系新任系主任兼專業應用副教授李家文博士，與兩位新任副系主任，接受《樹仁簡訊》訪問時表示，為協助學生在數碼時代中一展所長，樹仁的新聞與傳播教育已進一步加強了數碼媒體內容，而學系同時會強化實務訓練和道德操守。

李家文博士表示，為加強培訓學生的數碼媒體能力，新傳系近年已先後開設6個涉及數碼媒體技術和數據分析的新科目，包括數據新聞及擴增實境新聞、視角分析與設計、電腦動畫、電腦圖像與出版等。而隨着新的「媒體設計與虛擬實境科技（榮譽）文學士」課程將於2021年9月開辦，將會有更多與大數據和VR技術相關的科目，供新傳系同學選修。

李家文博士指出，不少大學均有開辦新聞傳播課程，而樹仁多年來悉心安排同學到外間的新聞傳播機構實習，為期2至3個月。面對今年疫情，校方以學生的健康為首要考慮，第一次暫停校外實習。系方在新學年會投入更多資源，讓三年級學生能有更充份準備，迎接明年實習的寶貴機會。

「很多文憑試考生和副學位課程畢業生選擇樹仁新傳系，其中一個考慮因素，是樹仁新傳系力求理論與實踐並重，重視實務培訓，畢業生在業界有良好的聲譽。我們

會繼續拓展新傳系在新聞傳播界的人脈，加強學系與校友的聯繫，為學生開拓更多實習機會，發揮敦仁博物的精神，不負多年來各位系主任、老師及校友的付出及努力。」李家文博士說。

老師願意聆聽

李家文博士又指出，在數碼年代，掌握數碼媒體知識和技巧固然重要，但師生之間的溝通和交流也同樣重要。

她說：「在這個紛亂的社會中，我們的老師會多聆聽和多與學生交流。現今有公民記者，人人都可以拿手機去拍攝。傳媒人重視第四權，強調新聞專業，重點在於如何以持平、求真的態度揭露社會的陰暗面。要讓不同政治理念的市民都切實感受到新聞自由的可貴，受眾要提升傳媒素養之餘，新聞教育工作者亦同時要把握機遇，和年輕人建立互信，包括教導學生把一格格的畫面、一條條的片段，變成有意思、有力量的新聞故事。相信我的整個

團隊可以令到學生感受到這4年學到的東西，可以與社會銜接。」

專責處理學生校外實習事宜的副主任兼助理教授林援森博士表示，學系加強培訓學生的數碼媒體能力，不但能配合行業的變化，也能幫助同學在實習以致畢業後，都能爭取好表現。

「我們會繼續多找一些不同類型的實習機構，包括VR公司，以更緊貼外面的轉變。事實上，傳統的機構也有很大的變化，例如現時的記者，拍攝已是必然，近年甚至在採訪時要懂得做live，用相機去做影像的傳送，這是全天候的要求。我們的課程裏已加入了這些元素，讓同學出去實習時，已掌握相關的技巧。」林援森博士說。

另一位副系主任兼專業應用副教授蘇啟智先生指出，面對數碼時代的新挑戰，除了數碼知識和製作技巧的訓練外，新傳系也會同時堅持培養學生的道德操守。

「在新時代下，有太多新的科技，有太多新的攝錄器材，還有AR和VR技術等。但同一時間，我們要保持新傳系的傳統，包括我們的專業、我們對新聞傳播的操守。」蘇啟智先生說。

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路 —— 正是由人走出來



跨學科副修 出路更廣
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疫 情 下 招 生 難 度 提 高

本地申請人仍上升兩成



香港樹仁大學今年共收到約5,000個入學申請，總申請數字與去年相若；如只計算本地生申請，則較去年增加20%。招生事務處形容今年招生特別困難，但由於樹仁擁有良好的教學聲譽，加上能夠為學生提供全面的學習支援，例如工作實習和海外交流機會，因此仍然是最具吸引力的私立大學。

招生事務處總監梁小姐接受《樹仁簡訊》記者訪問時表示，過去一年，受社會事件和新型冠狀病毒疫情影響，很多升學展覽和在中學舉行的升學講座，均無法舉行，招生處惟有在互聯網和社交媒體增加曝光率，包括Google搜尋、Facebook、Instagram和WeChat等都有樹仁宣傳蹤跡，希望大眾從不同渠道認識樹仁。

利用公共交通工具宣傳

除了互聯網和社交媒體外，戶外廣告和平面廣告，也是招生處把訊息傳播給學生、家長和老師的主要途徑。

「今年我們首次在電車車身賣廣告，希望加強港島區市民對樹仁的印象。此外，我們也採用巴士媒體宣傳，例如巴士車身、巴士站和到站顯示屏，都可以見到樹仁的廣告。在街上見到『樹仁』經過，感覺很新鮮，而且很親切。」梁小姐說。

平面廣告方面，報章雜誌的升學指南，是必然之選，例如《明報》的「文憑試考生升學指南」和《星島日報》的「選科指南」，都有樹仁的招生資訊。以上兩間機構所舉辦的虛擬升學展覽，招生處也有參加。

「我們的同事在這類虛擬展覽舉行期間，一直留守在電腦旁邊，準備即時回答學生和家長透過chat room提出的問題。查詢內容多涉及不同課程的入學要求，以及如何繳交留位費等。」

梁小姐又表示，雖然中學不再舉行面對面的升學講座，但有個別學校轉為舉行Zoom升學簡介會，招生處樂於接受這類會議的邀請，在網上介紹樹仁課程內容和收生程序。

高年級入學申請人升八成

雖然面對不少困難，但梁小姐形容今年招生的成績還好。例如本地申請人數，就比去年上升20%，相信申請人數增多，與大學接受網上申請有一定關係。至於直接申請二年級和三年級入學的人數，更比去年大幅增加一倍，由約500人增至約1000人。另一方面，部分獲錄取學生的學業成績相當不錯，例如有學生文憑試成績為19至20分，而直接入讀二年級和三年級的副

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學位學生中有部分GPA達3.6和3.7。

梁小姐指出，樹仁本學年新開辦的兩個學士學位課程——金融科技（榮譽）商學士課程和工商管理學（榮譽）學士課程：人力資源管理與應用心理學，在6月終於順利通過政府的審批程序，供學生報讀。儘管宣傳期很短，都能夠於重重難關下收到超過100份一年級入學申請。

明年招生將更為艱巨

展望明年，梁小姐表示，2021年參加文憑試的學校考生人數，將會進一步減少，招生工作將會更為艱巨，但相信樹仁憑藉以下因素，在自資院校中仍然具吸引力，包括：樹仁是香港首間和歷史最悠久的私立大學，擁有良好的聲譽；教學質素和設施正不斷提升；所有課程都設有工作實習科目；已有推行多年的境外學習計劃，為學生提供海外交流機會。

招生處會繼續與各部門及學系緊密合作，為明年50周年的招生工作作合適的規劃和部署。

01 這張海報內的樹蔭代表樹仁的護蔭，而穿着不同衣飾的人則代表樹仁學生。在樹蔭下是未畢業的學生在學習，而走出了樹蔭的則代表樹仁畢業生已能夠從事不同種類的工作。「路——正是由人走出來」當中的人與樹仁的仁同音，份外有意思。

04



02 梁小姐小姐手中拿着的升學指南，有樹仁大學的招生海報（左頁）。設計棄用常見的大學師生或標誌性建築物相片，改為採用一幅由招生處團隊設計且別具深意的圖畫。

03 04 疫情下，申請人等候辦理手續時要隔一個座位就坐，保持社交距離。

寶馬山道
交通燈啟用
加強過路安全

與社區共建無障礙設施

2020年7月24日，寶馬山道近賽西湖大廈巴士站的交通燈，正式啟用，為樹仁大學師生和居民帶來了更大保障。而對於樹仁大學協理副校長（學生事務）葉秀燕女士來說，這組交通燈更了結她19年來的心願。

故事要由2001年7月說起。當年，時任樹仁助理學生事務主任的葉秀燕女士，接到上司指示，代表樹仁學生事務處向運輸署發出信件，要求在巴士站附近路面增設輔助行人過路設施，以保障學生安全。信件副本發給東區區議會交通及運輸事務委員會主席朱漢華先生。

學生事務處着力跟進此事，源於2000年10月，先後發生兩宗樹仁學生在巴士站下車後，在巴士車頭過馬路時被從後駛至的車輛撞倒的意外。其中一名受傷學生，盤骨破裂，要留院兩個多月。事實上，該段路面平日也經常出現人車爭路的險象。

當時在葉秀燕女士心中，當局如要增設輔助行人過路設施，交通燈當然是一個較佳的選項。

其後，運輸署工程師聯同朱漢華先生和樹仁代表，一同到該段路面實地視察。之後運輸署和警方進行研究，結論是該段道路設計符合標準，附近也設有過路安全島，沒有需要增設輔助行人過路設施；但會增加交通標誌和道路標記，以提高道路安全，包括：在巴士站附近路面劃上雙白線，指令車輛不能扒頭；在該段路面髹上減慢車速的道路標記；增設減慢車速的交通標誌。當局也希望樹仁校方提醒學生，利用安全島過馬路，以免發生危險。

爭取設置無障礙過路設施

葉秀燕女士對《樹仁簡訊》記者表示，2017–2018學年，樹仁出現了兩件事情，促使校方再次向政府提出增設輔助行人過路設施的要求。一是大學招收了視障和有其他特殊需要的學生；二是位於研究院綜合大樓內的新宿舍啟用後，增加了大批需要使用該段路面往返校園的宿生。

「2017年9月開課後，我們發現視障同學過馬路不安全。安全島沒有燈號和聲響，對視障同學沒有幫助。我們於是提出增設『無障礙設施』的訴求，要求政府加建發聲交通燈。我們並發信給當時本區的區議員邵家輝先生，尋求他的支持。邵議員不但贊同我們的訴求，並致函運輸署，要求展開可行方案研究。」葉秀燕女士說。

2017年12月，校方致函運輸署，明確表示需要設置發聲交通燈，以保障學生，特別是視障學生和其他有特殊需要學生的安全。

02



2018年2月，運輸署代表聯同邵議員到現場視察。2019年初，政府決定在巴士站附近增設一組電子發聲交通燈，並同時移動賽西湖大廈巴士站和豐林閣巴士站的位置，以作配合。工程在2019年9月展開，預期2019年年底竣工，但受社會事件和新型肺炎疫情影響，延至今年7月竣工。

這一組電子發聲交通燈，其發聲裝置可給視障人士提示行人燈號狀態，並可隨環境噪音水平自動調節輸出音量，減低對附近居民的滋擾。

葉秀燕女士表示，對於交通燈最終能夠設置，大學要感謝運輸署等政府部門、東區區議會、立法會議員邵家輝先生、區議員阮建中先生以及寶馬山的居民。交通燈的啟用，不但可進一步保障學生和居民的過路安全，也進一步推動寶馬山成為無障礙社區。

雖然葉秀燕女士的心願已了，但她仍一再提醒同學往返校園過馬路時必須要小心謹慎，注意安全。🙏

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01 賽西湖大廈巴士站附近的交通燈落成啟用，了結葉秀燕女士19年來的心願。

02 2003年2月25日，葉秀燕女士（右1）與樹仁學生事務委員會代表、運輸署工程師和朱漢華議員，視察寶馬山道賽西湖大廈巴士站附近路面。

03 葉秀燕女士向《樹仁簡訊》記者講述校方爭取增設輔助行人過路設施的歷史。

仁大 2019/2020 年度

頒發 320 萬元獎助學金

新增 9 個獎助學金項目

香港樹仁大學在2019/2020學年，向355位同學共頒發439個獎助學金，總金額超過320萬元。新增的獎助學金有9個，其中7個由校友及其家人捐贈，其餘2個由社會賢達和機構捐出。

01



新增的獎助學金包括：

- 陳劉鳳儀女士紀念獎學金
- 陳劉鳳儀女士紀念成績進步獎
- 陳劉鳳儀女士紀念助學金
- 孫伊婷女士獎學金
- 孫伊婷女士服務獎學金
- 吳松源獎學金
- 彭熾紀念獎學金
- 馮百福基金有限公司成績進步獎
- 陳廷驊基金會服務獎

仁大協理副校長（學生事務）葉秀燕女士表示，大學對校友、社會賢達和機構一直以來的支持和捐贈，表示感謝。

受疫情影響，仁大今年沒有舉行獎助學金頒獎典禮，但學生事務處已分批邀請得獎同學領取現金支票，並安排他們在特設的背景拍照。該處稍後會將照片寄送給獎助學金捐贈者，以答謝他們的慷慨支持。

另外，2019/2020年度共有227名仁大學生獲得由自資專上教育基金設立的「自資專上獎學金計劃」獎學金，總金額為437萬元。^{en}

02



01 蘇清心同學獲頒孔慶熒、梁巧玲獎學金、香港會計師公會獎學金和中銀香港助學金。

02 李瑋傑同學獲得商業電台金禧獎學金。

03 龔寶穎同學獲得孔慶熒、梁巧玲獎學金及中銀信用咭（國際）有限公司服務獎學金。

03



法商系同學到律師行實習

法律技能和工作態度都有新認知

法律與商業學系4年級學生高思敏Celia，在今年5月，通過學系和工作實習辦公室的安排，到律師事務所進行為期3個星期的實習。實習時間雖然不長，但已大大開闊了Celia的眼界，不但加深了對律師行運作的認識，而且從多位律師同事身上學到認真嚴謹的工作態度，以及案例查考（legal research）技巧。

Celia對法律有濃厚的興趣，目標是要成為執業律師，所以在2019-2020學年開課後，一口氣參加了學系為實習科目LAW 323: Internship舉辦的簡介講座，以及學生事務處舉辦的2個就業講座，學習溝通技巧、面試技巧和面試衣着。2019年11月，她申請在下學期修讀實習科目。

法商系的實習科目提供兩類機構給同學選擇，一是律師行，二是商業機構。Celia選擇了前者。

今年2月，學系通知Celia，她獲安排到位於銅鑼灣的蘇龍律師事務所So, Lung & Associates實習；但受新型冠狀病毒疫情影響，實習推遲到5月初疫情稍為紓緩後才能展開。

案例查考

Celia的實習期為期3周，星期一至五上班，每天約9個小時，合共120小時，符合實習科目的課程大綱要求。

Celia實習期間其中一項主要工作，是案例查考，她形容這是實習中最困難的工作。

「我在大學雖然參加過模擬法庭比賽，在課堂上也學過案例查考，自以為已掌握了一些搜尋技巧，誰不知遠遠達不到上司要求。」Celia說。

Celia感受較深的一次，涉及一宗工傷民事索償案件，她的律師行代表僱主一方。受傷的僱員工作時弄傷了手指，導致指骨骨折。與訟雙方對賠償責任沒有爭議，問題只在賠償金額上。她的上司要求她和另一位實習同學，搜尋同類案件的法庭判例。她開始搜尋時由於過份注重「骨折」這一關鍵詞，花了一兩個小時，還沒有找到適用的資料。之後把注意力轉移到「手指骨」，最後找到一些她認為有參考價值的案例，誰不知上司看後的評語是毫無用處，因為出現骨折的部位，是僱員其中一隻手的第4隻手指的其中一條指骨，其他指骨，沒有參考價值。

「我事後發現，因為我在大學進行legal research時，通常先由老師提供一些資訊，我們再去搜尋，或在模擬法庭比賽中預先知道爭議問題所在。而在該次legal research中，關鍵詞要由你去確定。當你經驗不足或掌握不好時，一開始錯了方向，就會浪費很多精力和時間。」Celia說。

參與人工智能試驗計劃

另一項讓Celia感受頗深的經歷，是參與律師行利用人工智能技

術編寫律師信的試驗計劃。她的工作是把資料輸入電腦，讓人工智能系統生成信件內容，再由律師同事查閱。律師行之後開會，檢討系統成效，Celia作為試驗計劃的參與者，也曾在會上發言。

Celia憶述，當日的會議，所有參加者都用英語發言，他們各自對自己負責的範疇都準備得非常充份。

「他們說話時條理分明，神態從容不迫，充滿自信。我感受到他們都有一度『氣場』，是權威和令人信服。」Celia說。

認識自己的不足

Celia表示，這次實習期雖然只有3周，但讓她學習了不少案例查考和法律研究技巧，也加深了對律師工作和律師行運作的認為。更重要的，是讓她知道自己的不足，以及從事律師工作應有的態度。

「我發現我的律師上司和其他律師同事，工作非常認真和嚴謹，這與我平日在大學裏學習有很大分別。他們的英語能力很好，說話時很有自信。以上這些，都是我要急起學習的。」Celia說。

Celia表示，她會繼續以成為執業律師為目標。她計劃在完成樹仁的課程後，先工作數年，然後報讀本地的法律博士（Juris Doctor）課程，再修讀法學專業證書（Postgraduate Certificate in Laws，簡稱PCLL）課程，逐步實現自己的執業夢想。

「敦仁博物」

「數碼人文」

