



@AESIR

AR VR Game
Social Enterprise

@AESIR

info@aesir.hk

About AESIR

Founded by 90s digital media creators, AESIR aims to bring inclusion and happiness to society with Game creation.

From designing and publishing Hong Kong's first AR Positive Psychology Children's PlayBook "Happy Kingdom" to interactive motion sensor game "Magic Words" designed for children with dyslexia and the STEM Course design for non-Chinese students learning Chinese history, creators hope to create a more inclusive society through creative animation, interactive games, virtual reality (VR) and augmented reality (AR), to better serve group of diverse special needs and inject happiness to our livings.

Benefaceries

>500,000

person-time





Asia's Top 12 Social Entreprise

(DBS-NUS Social Venture Challenge, Singapore)

Global Top 500 Tech Startup

(HelloTomorrow, France)

Winner of Best Innovator

(iCan, Canada)

AESIR.hk focus on creating games for diverse groups of people with special needs using AR & VR technologies.

Co-design with health professionals, support happy, healthy and productive minds, for Special Educational Needs (SEN) in learning the life skills and positive habits.



九龍東醫院聯網
Smart Hospital
智慧醫院
應用服務供應商

Our Approach for IMPACT



Gamify repetitive trainings to make it Fun



SEN Child-centric instructional design



Collaborate with University Research Professionals

Awards



Clients



醫院管理局
HOSPITAL AUTHORITY



香港浸會大學
HONG KONG BAPTIST UNIVERSITY
工商管理學院 SCHOOL OF BUSINESS



香港中文大學
The Chinese University of Hong Kong



香港聖公會
HONG KONG SHENG KUNG HUI



香港青年協會
the hongkong federation of youth group



東華三院
Tung Wah Group of Hospitals
健康理財家庭輔導中心



Member of VTC Group
VTC 繼續成員



協康會
HEEP HONG SOCIETY



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Interactive solutions for training and development programs

Innovate with Technology: transforming Staff Training and Public Education in the Government





PUBLIC EDUCATION & PROFESSIONAL TRAINING

Training and Development

01 / Overview: Asthma Signal 智 · Smart九龍東醫院聯網系列- 全港首個兒童哮喘應用程式 Hong Kong's first Asthma App for Pediatrics

Designed together with Pediatric Doctors and Nurses for Children with Asthma, Asthma Signal aims to customize asthma treatment, control and care support for children with Asthma.

It includes an Augmented reality function to simulate the use of inhaler with step by step instruction guide and a web platform for Doctors and Nurse to monitor clients' situations.



01 / Gamified Mobile Applications with Data Analytical Dashboard

Mobile Game & Data Analytics

In order to enable pediatric doctors and nurses keep track on children with asthma status, we develop a game-based Asthma Action Plan recording mobile app to empower children and their families familiar with Asthma Care knowledge and facilitate a data-based support mechanism for Pediatric doctors and nurses feedback children's situations, saving time of doctors and nurses.



02/ Mixed Reality AED Simulation Learning

自動體外心臟除顫器(AED) MR模擬訓練

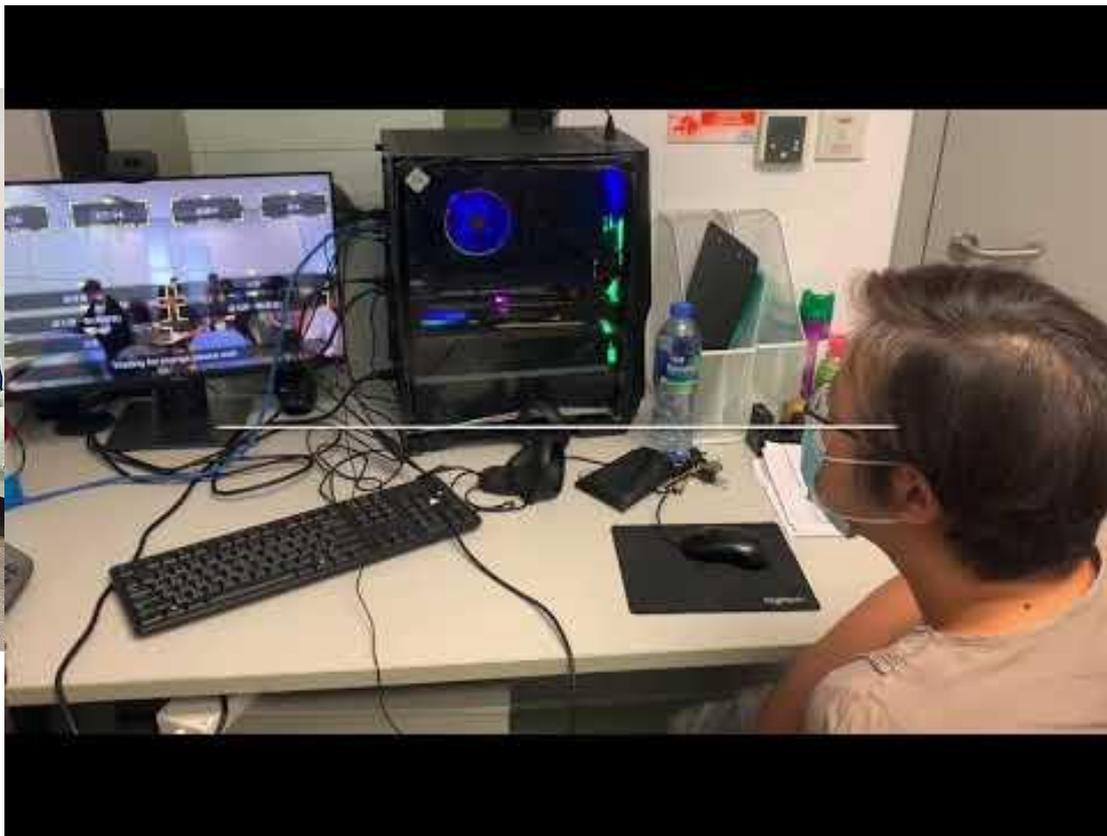
Sudden cardiac arrest can happen to anyone, at any time. With VTC HoloLens Mixed Reality AED and CPR training, player can learn when and how to use an automated external defibrillator (AED).

Mixed Reality Application developed with Game Engine- Unity and operated on Windows OS HoloLens, it brings reality and virtual world into different medical scenarios and enable public practice the AED Operation in an interactive manner to rescue people in distress as always.



03/ Virtual Reality Training for Social Anxiety Disorder

VR模擬訓練





PUBLIC EDUCATION

FOR EDUCATION

一帶一路山水園

教育

04/ HAPPY KINGDOM 快樂王國

A newly developed playbook built on **augmented reality technology** to help improve emotional literacy of children with mental disorder in their journey of rehabilitation.

The augmented reality (AR) playbook caters the needs of speech and psychotherapy clinics, special schools, mainstream kindergartens and primary schools with students with special education needs (SEN), and parents of SEN children. Target beneficiaries are SEN students. The full package includes a colourful publication, a mobile app and other functions such as a backend data collection mechanism. The theme of the first AR playbook is about positive psychology.



AR Playbook & Mobile App

04/ HAPPY KINGDOM 快樂王國

Through this AR playbook, SEN children will learn about and be encouraged to have positive thinking. At the same time, the children can record the occurrence of incidents that made them happy with the mobile app on a daily basis. A specially-designed Kinect motion game has been co-designed with the SEN groups.

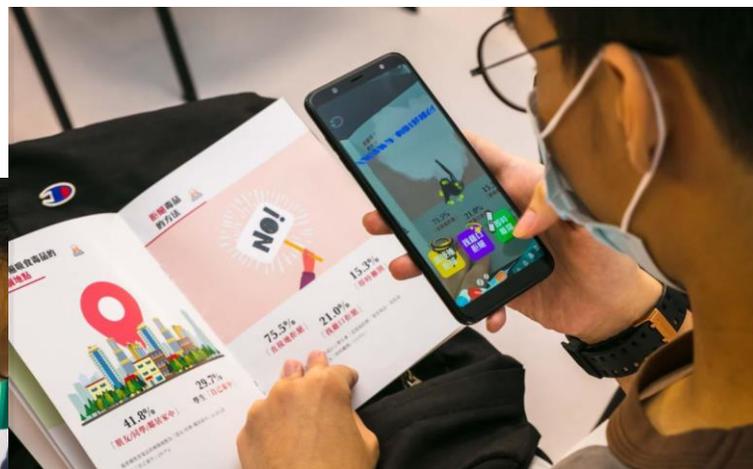


05/ Beat Drugs with AR VR

校園VR及AR 體驗防毒計劃

香港公開大學（公大）護理及健康學部獲「禁毒基金」撥款開展「護理學生抗毒服務訓練工作坊」，為逾三百名護理學學生提供抗毒工作的專業培訓。

AR VR 應用程式是由香港禁毒基金資助，香港都會大學護理及健康學院開發的。中學生能透過擴充實境的互動遊戲，加強認識吸毒的風險和害處，提升對毒品的危機意識，並建立遠離毒品的態度。



06/ The Belt and Road 一帶一路

AR Belt and Road (S.T.R.E.A.M. Learning Program) takes Matteo Ricci, an Italian Jesuit priest and one of the founding figures of the Jesuit China missions, as key learning theme.

Co-creating the Belt and Road drawing map based on The Landscape Map of the Silk Road with Secondary school students, aims to bring in Science, Technology, Religious Studies, Engineering, Arts and Maths learning outcome.

"Belt and Road Landscape Map"

"Belt and Road Landscape Map" is a re-design artefact based on the Silk Road Landscape Map from Ming Dynasty (1524-1539), currently preserved in the Forbidden City Museum. The original Map is drawn from Jiayuguan in the east and Tianfang City in the west (the Islamic holy city of Mecca).

Including the history of Catholic missions, the Map is extended to Europe with Geomatics software, adding in relevant Belt and Road cities. The Map helps teachers and students study the "Silk Road" history as well as Catholic missions in the east, provider visual learning support for the future " Belt and Road" development.



06/ The Belt and Road 一帶一路

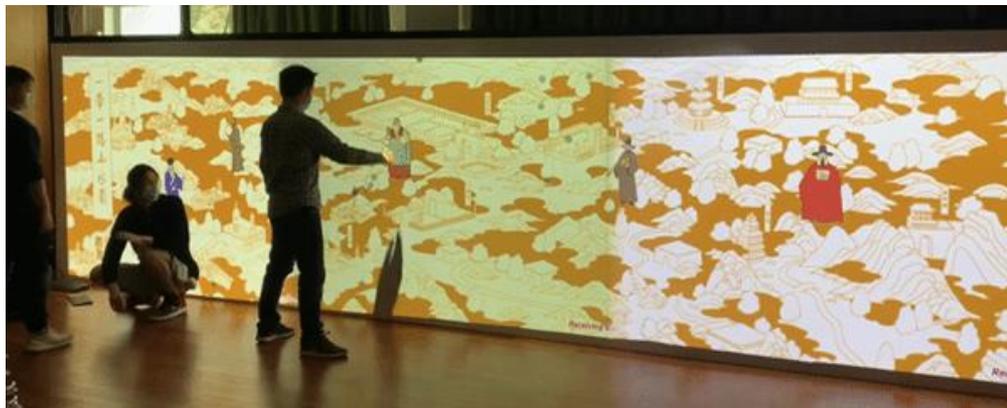
Our concept as an embroidery brand who explores new ways of passing on culture / tradition and the possibility of new embroidery with our local school partners. We hope that the Hong Kong "East-meet-West" culture and tradition will be succeeded by, **looking, listening, feeling, using and enjoying** the beauty of the forms and sounds of Cantonese language and traditional techniques.



Front



Back





COMMUNITY

VR immerses the user in a 3D environment in which they hear, touch, smell, and taste stimuli.

07/ TREE PORTAL

The project employs the “citizen science approach” (「公民科學形式」) to propagate tree knowledge in plain language with the aid of plenty of annotated drawings. In addition, the project adopts “life education approach” (「生命教育形式」) at primary and secondary schools to connect urban trees with life changes and personal growth to enhance their willingness to make commitments and contributions to fellow citizens and the community at large.

The mobile App “Tree Portal” is developed to facilitate learning of key concepts and skills of Visual Tree Assessment (「目視樹木評估」) by citizens and students.



07/TREE PORTAL

The App embodies a platform for users to record and upload tree assessment results and photographs.

Participants can become knowledgeable citizen tree wardens to help the government and other organizations to monitor the health condition and performance of trees.

The data submitted by citizens and students will be analysed and distilled in reports to be shared with the relevant authorities, the community, and fellow scientists and practitioners at the international level.



08/ Learning Empathy Through Virtual Reality

通過虛擬現實培育同理心

Empathy enables us to learn from others' pain and to know when to offer support. Similarly, a(VR) appears to allow individuals to step into someone else's shoes, through a perceptual illusion called embodiment, or the body ownership illusion.

AESIR.hk working with Centre for Adolescent Mental Health Prevention and Intervention, Christian Family Service Centre to bring an immersive embodied virtual reality (EVR) experience for community education about mental health with empathy.





AR VR 劇本殺

Community Program for Elderly Care



快樂
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KINGDOM
王國

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