

Centre for the Advancement of Information Technology in Education

The Centre for the Advancement of Information Technology in Education (CAITE) is celebrating its 6th anniversary in 2010. Through these years, we have identified great success in the development of various game-based learning platforms.

Success of Various Online Learning Platforms

Collaborated with the Education Bureau of Foshan and the Department of Education of Taipei City Government, CAITE has launched two projects entitled “Project-based Learning for Hong Kong–Foshan School Pairs on a Game-based Collaborative Learning Platform” and “Project-based Learning for Hong Kong–Taiwan School Pairs on a Game-based Collaborative Learning Platform” respectively. The successful closing ceremonies held on 13 March 2010 and 1 April 2010 had concluded students’ achievement as well as schools’ effort and support in the projects. All guests were impressed by the outstanding project artifacts displayed in the project-sharing sessions.

In the coming academic year, we will continue the projects in Foshan and Taipei, and extend it to schools in Beijing. We envisage fostering the application of Learning Villages to the whole Chinese community.

Farmtasia II is another online learning platform developed by CAITE. It is a near real-life online interactive world modelled upon a set of multi-disciplinary domains. The simulation environment of a farm in Farmtasia II provides an immersive experience for students to acquire different subject knowledge and skills.

In order to explore the transfer of learning in Farmtasia II, a case study was conducted upon a project entitled “Immersion Learning with Farmtasia II in Liberal Studies for Junior Secondary Students” in 2009. As revealed by the findings, transfer of learning did occur between Farmtasia and authentic environment. Students’ prior experience in Farmtasia affected their performance in new tasks. Furthermore, a positive relationship was found between the availability of prompted questions and the level of learning transfer. Students, with the provision of prompted questions by teachers, showed a greater extent on learning transfer. It was also found that the transferred learning included, but not limited to, problem-solving abilities, critical thinking habit, and other higher-order skills.

In order to draw more public attention to the two pioneering education systems, CAITE will strive to refine them and further promote them in future.



The simulation environment in Farmtasia was created on the basis of real data. Each point on the map referred to a city. Students could make their own decision on where to build their farm.



Students formulated various investment and operational strategies to output both high-quality and quantity farm products to the market in order to make profit, and at the same time, to collaborate with other farm managers to protect the environment.