

RGC Ref. No.:
UGC/IDS(C)15/M01/20
(please insert ref. above)

RESEARCH GRANTS COUNCIL
COMPETITIVE RESEARCH FUNDING SCHEMES FOR
THE LOCAL SELF-FINANCING DEGREE SECTOR

INSTITUTIONAL DEVELOPMENT SCHEME (IDS)
COLLABORATIVE RESEARCH GRANT

Completion Report
(for completed projects only)

Submission Deadlines:

1. Auditor's report with unspent balance, if any: within **six** months of the approved project completion date.
2. Completion report: within **12** months of the approved project completion date.

Part A: The Project and Investigator(s)

1. Project Title

Preparing for the launching of Esports: An interdisciplinary and holistic perspective in prevention of teenage gaming addiction problem based on Bronfenbrenner's Bioecological model in the era of Esports

2. Investigator(s) and Academic Department(s)/Unit(s) Involved[#]

Research Team	Name / Post	Unit / Department / Institution	Average Number of Hours Per Week Spent on this Project in the Current Reporting Period
Project Coordinator	Dr. FU Wai / Associate Professor	Department of Counselling and Psychology/ Hong Kong Shue Yan University	12
Co-Principal Investigator	Dr. LI Wang-on / Associate Academic Vice President (University Research)	Department of Counselling and Psychology/ Hong Kong Shue Yan University	10
Co-Principal Investigator	Dr. FONG Fu-fai / Head of Department (Approved by RGC, 2nd March 2022)	Department of Social Work/ Hong Kong Shue Yan University	10

	(Replacing Dr. Wong Fung-yee, ex-Head of Department who departs during project period)		
Co-Principal Investigator	Dr. YUEN Connie Man-ching / Left HKSYU in 2024	No Affiliation	10
Co-Principal Investigator	Dr. CHOW Tak-sang / Associate Academic Vice President (Teaching and Learning Development)	Department of Counselling and Psychology/ Hong Kong Shue Yan University	10
Co-Principal Investigator	Dr. NG Chi-ho / Left HKSYU in 2024	No Affiliation	10
Co-Principal Investigator	Dr. LAM Gigi / Associate Professor	Department of Sociology/ Hong Kong Shue Yan University	10
Co-Principal Investigator	Dr. TSANG Chung-kin / Assistant Professor Associate Head of Department	Department of Sociology/ Hong Kong Shue Yan University	10

(Please add row(s) as necessary.)

[#] Please highlight the approved changes in project team composition and quote the date of RGC approval for such changes.

3. Project Duration

	Original	Revised	Date of RGC / Institution Approval (must be quoted)
Project Start Date	1/1/2021	N/A	N/A
Project Completion Date	31/12/2023	N/A	N/A
Duration(in month)	36	N/A	N/A
Deadline for Submission of Completion Report	31/12/2024	N/A	N/A

4.4 Please attach photo(s) of acknowledgement of RGC-funded facilities / equipment.
N.A.

Part B: The Final Report

5. Project Objectives

5.1 Objectives as per original application

Objective 1: Review existing literature on e-entertainment, e-gaming, e-sports, internet addiction, gaming addiction, and the intervention and prevention of addiction.

Objective 2: Investigate impact of prolonged involvement on professional and recreational players.

Objective 3: Identify game features and promotion strategies from the perspectives of both the producer (business sector) and the consumer (e-game players, ordinary players).

Objective 4: Evaluate the impact of e-sports at the meso-level (families, NGOs, schools) and the exo-level (Key Opinion Leaders, e-sports and e-gaming companies, etc.).

Objective 5: Analyze the cultural, political and social impacts of e-entertainment.

Objective 6: Facilitate exchange between stakeholders (social workers, counsellors, psychologists, teachers, government representatives) through individual interviews and focus groups and by way of a sustainable development knowledge platform (SDKP).

Objective 7: Develop a holistic model for the prevention of gaming addiction based on Bronfenbrenner's Bioecological model.

Objective 8: Evaluate the effectiveness of the holistic prevention model and the SDKP.

5.2 Revised objectives

Date of approval from the RGC: N.A.

Reasons for the change: N.A.

5.3 Realization of the objectives

(Maximum 1 page; please state how and to what extent the project objectives have been achieved; give reasons for under-achievements and outline attempts to overcome problems, if any) (note: SC implies parts of section C, and last number is the item)

The eight objectives of the study has all been achieved (100%) before the reporting period (31 Dec 2024). After end date of the project (31 Dec 2023), the IDSC team has launched the sustainable development knowledge platform, which has been launched to schools, parents, and general public for self-checking tendencies towards egaming addiction, as well as tracking the knowledge related to recent development of esports in Hong Kong.

The project team has realized the objectives in the following ways. The eight objective is divided by phase 1 (Objective 1), phase 2 (Objective 2-5) and phase 3 (Objective 6-8). The project team achieved phase 1 (objective 1 *Review existing literature on e-entertainment, e-gaming, e-sports, internetaddiction, gaming addiction, and the intervention and prevention of addiction*) by fulfilling the following: a database for relevant articles in esports and gaming addiction on <https://idscesport.hksyu.edu/> (Appx 17), with a paper published in peer reviewed journal Leisure studies (SC8.1) and three conference presentation given. (SC9.3)

Objectives in phase two are fulfilled as follows. For *Objective 2: Investigate impact of prolonged involvement on professional and recreationalplayers*, the team (lead by Dr. Alex Li) has undergone a series of experiments (cognitive and neurological ones with fNIRS technique) with 122 average/novice gamers and 16 pro-gamers. In summary gamers has higher activation level than novice players. This study also indicates that pro-gamers are not necessarily egaming addicted, based on their neurological activities and psychological measurement of, gaming disorder symptoms (IGDS9), depression (BDI-II), impulsive behaviour (SUPPSP), affects (PANAS), and gaming experience (GEQ)(SC8.4). Also, the team (lead by Dr. Jason Chow) completed a study which retained 4,625 experience sampling responses from 265 participants, and the result indicates that multiple goal orientation (e.g. I pay attention to whether the new goal conflicts with my existing goals) is the key that prevents egaming addiction(SC8.5).

Objective 3: Identify game features and promotion strategies from the perspectives of both the producer (business sector) and the consumer (e-game players, ordinary players) is fulfilled by teams interview with 36 stakeholders including EAHK (representatives of Hong Kong team in Asian Games), egaming companies, event promoters, KoL and commentators, fanzine editors, and coaches, in qualitative interview (SC8.8), as well as 289 users responds for favourite games(SC9.10).

Objective 4: Evaluate the impact of e-sports at the meso-level (families, NGOs, schools) and the exo-level (Key Opinion Leaders, e-sports and e-gaming companies, etc.) is addressed by 6 completed focus group with schools (teachers, students, coaches) that leads to output for understanding ways to differentiate egaming addiction from potential esports player(SC9.1-2)

Objective 5: Analyze the cultural, political and social impacts of e-entertainments addressed by completed data collection with NGO, counselors, psychologists (N=36, 6 focus groups/ individual interviews equivalent) is completed in the reporting period. Results lead to conference presentations(SC9.4-6). Policy papers from China, Korea, Japan, EU, UK, USA concerning were reviewed and leads to journal submission to Journal Sports and Society and a manuscript (SC8.2, SC8.3) and conference presentation on culture and policies (SC 9.3,7-9), with a manuscript on philosophy (SC8.6).

Phase 3 Objective 6-8 are fulfilled with the following activities. Since the last project reporting period the Sustainable Development Knowledge Platform (SDKP) has been established. (Appx 1). The platform has been promoted to local anti-addiction counselling services (e.g. Yuk-Lai Centre) (Appx 2) and the Eastern District Association of Secondary School Principals (N=31) during their visit to HKSU. Up to the submission of this report (up to 18 Dec 2024), SDKP reach 3801 users (target in proposal: 1800), with 524 adopted the self-assessment of egaming addiction (ICD-11) with GADIS-A, and 129 parents filling the GADIS-Parent version (Appx 1). The project is presented in a press release and activity (Gaming and Beyond- Sustainable Development) on 13th– 14th September, 2024 (Appx 3), and is reported in MingPao on 20th October (Appx4), 2024. Suggestion for counselling is also completed for delivering to concerned NGOs and schools (Appx5). (Note: Appx means appendix item number).

5.4 Summary of objectives addressed to date

Objectives (as per 5.1/5.2 above)	Addressed (please tick)	Percentage Achieved (please estimate)
Objective 1: Review existing literature on e-entertainment, e-gaming, e-sports, internet addiction, gaming addiction, and the intervention and prevention of addiction.	✓	100%
Objective 2: Investigate impact of prolonged involvement on professional and recreational players.	✓	100%
Objective 3: Identify game features and promotion strategies from the perspectives of both the producer (business sector) and the consumer (e-game players, ordinary players).	✓	100%
Objective 4: Evaluate the impact of e-sports at the meso-level (families, NGOs, schools) and the exo-level (Key Opinion Leaders, e-sports and e-gaming companies, etc.).	✓	100%
Objective 5: Analyze the cultural, political and social impacts of e-entertainment.	✓	100%
Objective 6: Facilitate exchange between stakeholders (social workers, counsellors, psychologists, teachers, government representatives) through individual interviews and focus groups and by way of a sustainable development knowledge platform (SDKP).	✓	100%

Objective 7: Develop a holistic model for the prevention of gaming addiction based on Bronfenbrenner's Bioecological model.	✓	100%
Objective 8: Evaluate the effectiveness of the holistic prevention model and the SDKP.	✓	100%

6. Research Outcome

6.1 Major findings and research outcome

(Maximum 1 page; please make reference to Part C where necessary.)

Major findings and research outcome are organized according to Bronfenbrenner's Bioecological model. (note: SC implies parts of section C, and last number is the item)

Micro-systems (Psychological Aspects). Neurological and cognitive studies. Study 1 concerning gaming addiction: our team (led by Dr Alex Li) conducted a cognitive and neurological (fNIRS) study with a first-person shooting game setting. In summary, the fNIRS results, which measure levels of oxyhemoglobin and deoxyhemoglobin, supported the psychometric results. In the middle of a first-person shooting game, there are significant differences in the activities in their right ($F_{(36, 343.5)} = 1.51, p=.03$) and left prefrontal lobe ($F_{(36, 343.5)} = 1.46, p=.05$). Novice participants' activities differ from those in other gamers and pro-gamers group. **(SC8.4)**.

Experiential sampling study. Study 2 (led by Dr Jason Chow) conducted an experiential sampling study to investigate patterns of gaming activity and its association with Multiple- and single-goal orientations, Trait Self-control, and Basic psychological need satisfaction. The finding suggests that multiple goal orientations will lead to less risk of subduing to desire to playing egames. In a contrary, trait self-control is not associated with major concerns with desires to play egames. **(SC8.5)**

Meso-systems (family, school, business sector and NGOs).

Analysis of business sector. Dr. Mark Ng Chi-ho's study (**SC8.8**) highlights the development of esports and egaming sectors of Hong Kong, describing promotional strategies, and analyses the sectors' needs and potential. Utilizing Business Ecosystem (BE) Framework, the study analyze in depth interview scripts of 25 representative of the field of esports (marketing agencies, event organizer, professional association, coach and trainers, game seller and promoter, and esports players), and come up with the following challenges viewed from the business sector: needs for Governmental investment, resistances from social discourses, education policy for professional development, and lacking of infrastructure and regulations. The sector is calling for incorporating esports to existing professional athletes subsidizing schemes.

Analysis of consumer behavior. The team conducted a survey with a sample of 289 secondary school students from both online and on-site data collection (**SC9.10**). 19.63% falls into the ICD-11 criteria on egaming addiction, 55.54% have expenditures on games (average monthly expenditure = \$2519.0, median = \$125.0, 20% spend more than \$900 per month). For preference of games, 21.49% participates games which have international esports events (e.g. League of Legends), while others spend on non-esports event games including role play games(19.84%), minigames on platform (e.g. Minecraft) (18.18%), mini-games on social media (14.05%), shooting game (14.88%), music games (5.79%), fighting games (2.48%) and sport games (e.g. NBA2K) (2.48%). Emerging trend of horror game (e.g. Identity V, 第五人格) is noted from the data analysis of open-ended answers.

Qualitative interviews with NGO, teachers, counselling professionals From interview with NGO, counsellors, counselling psychologists, clinical psychologists, teachers, and representative from esports sectors on the issues on perception to esports, general gap in diagnosis includes 1) majority of counselling and educational professionals did not understand that only a limited number of games could be defined as esports, and those with loot box are in general not included in esports sector. 2) esports players life trajectory indicates that teachers and counselling professionals in school settings often presented a negative image to esports, thus deteriorating trust among them. 3) Monetary spending for esports players is usually one-off (e.g. spending on high speed devices) while for egaming addicted teenagers the major source of spending is on loot box. **(SC9.1-2, SC9.4-6)**.

Macro-systems (Policy, Chronosystem). Dr. Lam Gi's comparative study found that compare to other areas (e.g. Korea, Japan, US), Hong Kong in general lacks a policy on esports, and development of esports is largely dependent on if esports are included in major games (e.g. Asian Games, or Esports Olympics 2025). Obstacles to esports' inclusion into Hong Kong Institute of Sports includes variety of games involved, and the position from International Olympic Committee. (**SC8.1-3, SC9.3, SC9.7, SC9.9**.) Dr. Tsang Chung-kin's study found that gaming (and egaming) is often linked to negative discourse towards teenagers. However, recently it appears to involve a transition from top-down portrayals of victimhood to recognizing young individuals as empowered participants in Hong Kong's socio-political arena (**SC8.7, SC9.8**). Dr. Fu Wai's work on applying philosophical analysis observe the difficulty of changing perceptions to esports from psycholinguistic perspective **(SC8.6)**.

SDKP. Finally, apart from research output, Sustainable development knowledge platform (SDKP) on esports and egaming (<https://idscesport.hksyu.edu/>) is launched on March 2024, reaching 3841 readers online.

6.2 Potential for further development of the research and the proposed course of action (*Maximum half a page*) (*Note: Appx indicates Appendix items*)

The IDSC team will have the opportunity to present the SDKP to a delegate of 200 secondary school principals (coordinated by Prof. Leo Hue Ming-tak of Department of Counselling and Psychology, Hong Kong Shue Yan University) on 8th of January and this will attract more collaboration opportunities. (**Appx 6**)

On the other hand, the project has successfully linked Esports Association of Hong Kong, the representative of esports in Asian Game and in future Esports Olympics. The continuing collaboration between the team and esports sectors will lead to further development of tailor-made sports psychology for esports athletes. (**Appx 3, Appx 14**) The IDS(C) team will continue to work on future project on psychology related to esports development (e.g. sports psychology) and will apply for relevant international funding sources like Videogames and Esports Foundation for their annual research fund (<https://www.vef.gg/funding>). Also, the team will submit proposals to Hong Kong Institute of Sports concerning sustainable development of Esports in Hong Kong in year 2025.

6.3 Research collaboration achieved

(Please give details on the achievement and its relevant impact.)

The research team has initiated collaboration with EAHK, Student Esport Association of Hong Kong, and famous local esports players like Dennis Wong, as well as game event organizer Retro.hk. The press release forum and event Gaming and Beyond - Sustainable Development from Games to Esports (13-14 September, 2024), with the exhibition of vtuber (virtual YouTuber, which use AI generative cover to mask the youtuber's face) culture of Hong Kong (**Appx3**). The event reached 101 participants who attended on site and 187 participants access the event through the SDKP. The event attracted the interest from Mingpao and concerning interview and reports are released in MingPao on 17th Oct 2024. (**Appx4**)

The work from IDSC team leads to the invitation of Dr. Fu Wai (project PC) to be invited as executive committee board member of Zion Social Services Limited, which oversees local anti-gambling counselling centre Yuk-Lai Centre (勵勵軒) that would like to expand their service to the problematic behaviors of looting box in egaming in youth population (since 2022). Future collaboration and data-collection through SDKP were under further discussion on year 2025. (**Appx 2**).

With the launching of SDKP of the project, the research team has demonstrated to 25 secondary school principals of Eastern District on 20 Jun 2024 (**Appx 18**), and have seminars in 1 local secondary school (Tuen Mun Catholic Secondary School) on 12 Sep 2024 (**Appx 8**), and information booth in 1 local secondary school (Precious Blood Secondary School) on 10 Jul 2024. (**Appx 7**). A guideline and suggestion for intervention concerning egaming is developed and will distributed to the school network of PC and Co-PIs (e.g. internship site, participating schools, NGOs and counselling services) for frontline service professionals' reference. (**Appx 5**).

Also, collaboration is found between co-PI (Dr. Jason Chow) and Dr. HUI Chin-ming (Associate Professor, Department of Psychology, Chinese University of Hong Kong and Mr. JIANG Wen (PhD candidate, Department of Psychology, Chinese University of Hong Kong) (**SC8.5**). Dr FU Wai also initiate a collaboration to investigate esports from the perspective of indigenous Chinese philosophy with Dr. TSE Chiu-yui (Associate Professor, Department of Philosophy, National Chengchi University) (**SC8.6**). Dr. Mark Ng

7. Layman's Summary

(Describe in layman's language the nature, significance and value of the research project, in no more than 200 words)

With the increasing attention to esports from both Business sector and International Olympic Committee, the tension between promotion of esports (esports sector) and anti-egaming discourses (from educational, counselling and social work professionals) is becoming more intense. This study aims at developing a sustainable development knowledge platform (<https://idscesport.hksyu.edu/>) that aims at bridging the gap between the two sectors. A series of study is conducted at micro-level (psychological level), meso-level (school, community, business sector) and macro-level (international policy, historical / chrono-level). The project finds knowledge gaps within mental health professionals on the nature of esports, the emerging need for esports psychology, and the changing macroscopic context that esports are going to be elevated as a national pride, and thus leads to changes in systems and social value system towards egaming as a whole. Significance of this project is to provide an exchange platform to both esports sectors and anti-addiction counselling sectors, and provide research informed suggestions for counselling that is rooted from local context.

Part C: Research Output

8. Peer-Reviewed Journal Publication(s) Arising Directly From This Research Project

(Please attach a copy of the publication and/or the letter of acceptance if not yet submitted in the previous progress report(s). All listed publications must acknowledge RGC's funding support by quoting the specific grant reference.)

The Latest Status of Publications				Author(s)(denote the corresponding author with an asterisk*)	Title and Journal/Book (with the volume, pages and other necessary publishing details specified)	Submitted to RGC (indicate the year ending of the relevant progress report)	Attached to this Report (Yes or No)	Acknowledged the Support of RGC (Yes or No)	Accessible from the Institutional Repository (Yes or No)	This is a Collaborative Work (Yes or No)
Year of Publication	Year of Acceptance (For paper accepted but not yet published)	Under Review	Under Preparation (optional)							
2024	2023	NA	NA	*Dr. Gigi LAM Mr. WONG Oscar Wai-kuen (project research assistant)	Lam, G., & Wong, O. W. K. (2024). Esports development ecosystem in Hong Kong: an application of a systems thinking literacy approach. <i>Leisure Studies</i> , 1–18. https://doi.org/10.1080/02614367.2024.2328086	Manuscript attached in 15 Dec 2023 report.	Yes [Attachment SC8.1]	Yes	Yes	N/A
2024	2023	NA	NA	*Dr. Gigi Lam Mr. WONG Oscar Wai-kuen (project research assistant)	Lam, G., & Wong, O. W. K. (2024). Cross-country comparison of the esports industry in China, South Korea and Japan. <i>Sport in Society</i> , 1–26. https://www.tandf.co.uk/journals/titles/14690727.htm	Manuscript attached in 15 Dec 2023 report	Yes [Attachment SC8.2]	Yes	Yes	N/A

					online.com/eprint/ V2ZPQVP5ZCXJ ZZ7CFDGE/full?target=10.1080/17430437.2024.2424559					
NA	NA	Y	NA	Dr. Gigi Lam	Esports ecosystem in the United States. <i>Leisure/Loisir (under reviewing)</i>	NA	Yes [Attachment SC8.3]	Yes	Yes	No
NA	NA	NA	Y	Dr. Alex Li	What are the effects (neurological, physiological and psychological) of prolonged involvement in e-gaming? (manuscript under preparation)	NA	Yes [Attachment SC8.4]	Yes	Yes	Dr FU Wai (Project PC)
NA	NA	NA	Y	Dr. Jason Chow	Experiential sampling study on patterns on egaming activity and its association with Multiple- and single-goal orientations, Trait Self-control, and	NA	Yes [Attachment SC8.5]	Yes	Yes	Dr. HUI Chin-ming (Associate Professor, Department of Psychology, Chinese University of Hong Kong) Mr. JIANG Wen (PhD Candidate, Department of Psychology, Chinese University of Hong Kong)

					Basic psychological need satisfaction					
NA	NA	NA	Y	Dr. Fu Wai	從白馬非馬到電競非競的論辯：中國名家哲學的社會學應用	NA	Yes [Attachment SC8.6]	Yes	Yes	Dr. TSE Chiu-yui (Associate Professor, Department of Philosophy, National Chengchi University)
NA	NA	NA	Y	Dr. Tsang Chung Kin	Youth Discourses in RTHK's Hong Kong Connection(1980s-2010s) – Morality, Market and Material Enjoyment	NA	Yes [Attachment SC8.7]	Yes	Yes	NA
2025 (in press)	2024	NA	NA	Dr. Marg Ng	Ng, M. (2025). The business ecosystem of the esports industry in Hong Kong. In M. Law (Ed.), <i>E-business unplugged: Enhancing interactive online experiences with live streaming and social media</i> . Dr.	NA	Yes [Attachment SC8.8]	Yes	Yes	Collaborative book project (Chief Editor: Dr. Monica Law, Department of Business Administration, Hong Kong Shue Yan University)

					Francis Cheung Business Analytics Research Centre.						
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9. Recognized International Conference(s) In Which Paper(s) Related To This Research Project Was / Were Delivered
(Please attach a copy of each conference abstract)

Month / Year / Place	Title	Conference Name	Submitted to RGC (indicate the year ending of the relevant progress report)	Attached to this Report (Yes or No)	Acknowledged the Support of RGC (Yes or No)	Accessible from the Institutional Repository (Yes or No)	This is a Collaborative Work (Yes or No)
16-18 Jun 2022 Online conference (Covid arrangement)	Collision of perspectives concerning esports	Annual Conference 2022 of Society for Qualitative Inquiry in Psychology (Section of Div. 5 APA)	(Submitted by 16 Jun 2022)	No	Yes	Yes	Yes (Collaboration between Dr. FU Wai, and research assistants Mr. LAU Hin-long and Mr. WONG Oscar Wai-kuen)
26- 31 Jul 2022, Online conference (Covid arrangement)	電競與心理健康：香港心理學界、社會工作界與電競業界觀點的敘事研究	第九屆海峽兩岸暨港澳地區高校心理輔導與諮詢高峰論壇	(Submitted by 16 Jun 2022)	No	Yes	Yes	Yes (Collaboration between Dr. FU Wai, Dr. FONG Fu-fai of the IDS(C)team, and research assistant Mr. LAU Hin-long)
6-7 Dec 2022 Hybrid Conference (Covid Arrangement) Singapore	Esports Development Ecosystem: An Application of a Systems Thinking Literacy Approach in Hong Kong”	Asia-Singapore Conference on Sport Science (organized by East Asia Research and supported by Southern Cross University, Australia)	(Submitted by 15 Dec 2023)	Yes [Attachment SC9_3]	Yes	Yes	Yes Dr. Gigi Lam and Mr. Oscar Kwai Kuen Wong

27-30 Jun 2023 University of California Santa Cruz Campus USA	A strange career? Ethnography of professional esports player in Hong Kong	Annual Conference 2022 of Society for Qualitative Inquiry in Psychology (Section of Div. 5 APA)	Submitted by 15 Dec 2023	Yes [Attachment SC9_4]	Yes	Yes	No (Dr. Fu Wai as the sole author)
27 Jul 2023-4 Aug 2023 Bangkok, Thailand	Esports Versus Gaming Addiction: Juxtaposition Of Perspectives From Counseling Professionals And From The Esports Sectors	2 nd Thailand International Conference of Psychology (Organized by Faculty of Psychology, Chulalongkorn University, Thailand ; and Department of Psychology, Graduate School of Arts & Letters, Tohoku University, Japan)	Submitted by 15 Dec 2023	Yes [Attachment SC9_5]	Yes	Yes	No (Dr. Fu Wai is the sole author)
3-5 Aug 2023 San Francisco, USA Hybrid Mode (Poster Presentation)	Rethinking Diagnostic Criteria In ICD-11: Perspectives From Esports Stakeholders	Annual Convention of American Psychological Association 2023 Organized by American Psychological Association	Submitted by 15 Dec 2023	Yes [Attachment SC9_6]	Yes	Yes	No (Dr. Fu Wai is the sole author)

5-6 Dec 2023 Singapore	Cross-Country Comparison InAsia: Lessons And Implications For Esports Sustainability In Hong Kong	Asia-Singapore Conference on Sport Science (organized by East Asia Research and supported by Southern Cross University, Australia)	Submitted by 15 Dec 2023	Yes [Attachment SC9_7]	Yes	Yes	Yes. Dr. Gigi Lam and Mr. Oscar Kwai Kuen Wong
14-15 Jun 2024 Hong Kong	Navigating Youth Narratives: The Transformative Discourse Of RTHK From The 1980s To 2010s	Annual Conference of the Society for Hong Kong Studies (SHKS)	N/A	Yes [Attachment SC9_9]	Yes	Yes	No. (Dr. Tsang Chung Kin is the sole author)
7 Dec 2024 Hong Kong	Esports Development Ecosystem: An Application Of A Systems Thinking Literacy Approach In Hong Kong	Hong Kong Sociological Association 24th Annual Meeting, held by Hong Kong Sociological Association	N/A	Yes [Attachment SC9_8]	Yes	Yes	No. (Dr. Gigi Lam is the sole author)
27-29 Jun 2025 Hong Kong (abstract submitted for oral presentation)	Junior Secondary School Students' expenditure on egaming, preference of games, and prevalence of gaming addiction based on ICD-11 criteria	The Hong Kong College of Psychiatrists	N/A	Yes [Attachment SC9_10]	Yes	Yes	No (Dr. Fu Wai is the sole author)

10. Whether Research Experience And New Knowledge Has Been Transferred / Has Contributed To Teaching And Learning
(Please elaborate)

Part of findings is incorporated with teaching material for PSY508 (Contemporary Issues in Psychology) week 6:VirtualReality, and PSY214 (Qualitative Research Methods in Psychology). This also provides hands on training for class PSY311 (research internship) for undergraduate students. Dr. Steve Fong, Head of Department of Social Work in HKSU, is also active in promoting research finding into practice of anti-addiction activities and youth works with esports as interventional pathways (e.g. in Course SW471-472 Field Work, SW310 Working with at risk and hidden youth). Dr. Tsang Chung-kin, who is currently Associate Programme Director ofBSSc (Hons) in Arts, Culture and Technology, is incorporating his research finding in the project (**SC8.7, SC9.9**) to the teaching of courses including SOC208 Hong Kong Society and Culture, SOC415 Film, Television and Society, and general education course GEA105 The Making of Hong Kong Chinese Culture.

The team is active in providing talks and seminars to local secondary schools (e.g. **Appx 7, Appx 8, Appx 18**), and education stake holders to use the SDKP for self-assessment and parental service. As mentioned in Part B section 6.2. Students mentioned in section11 are active in developing teaching materials for these talks.

The team is also discussing further plans to incorporate the major findings into regular school seminars , talks , and part of training in training program provided for EDB by Department of Counselling and Psychology, HKSU. Further discussion will be held on 8th Jan 2025. (**Appx 6**)

11. Student(s) Trained
(Please attach a copy of the title page of the thesis)

Name	Degree Registered for	Date of Registration	Date of Thesis Submission / Graduation
	N.A. Special Note: These students served as interns and facilitated the following: development of the SDKP, organization of events, and establishment of impact to the project, yet their MPhil/ PhD studies are independent from this project.	N.A.	N.A.

12. Other Impact

(e.g. award of patents or prizes, collaboration with other research institutions, technology transfer, teaching enhancement, etc.)

Event Gaming and Beyond (13-14 Sep, 2024) was reported in Mingpao, 17 Oct 2024. (Appx. 4)

The PC of the project was invited by Asian Provocation (a radio in Germany) for interviews on research finding through the network with psychologist Ayoto Ataraxia. (26 Sep, 2024). (Appx 9)

Collaboration with other research institutions: Presentation of research output in Society of Qualitative Inquiry in Psychology 2023 (SC8.4) lead to the collaboration of “internationalizing qualitative psychology” (Appx 10) and leading to the sharing on “Redwood gathering” in Society of Qualitative Inquiry in Psychology 2023 (Appx 11).

Receiving a letter from APA about good comments from audiences of the presentation (Appx 12).

Collaboration with Frank Esport team. Frank Esport team is the only Hong Kong based team participating Asia Pacific Competition of League of Legends. The team is kind to offer the following webinar: *An online webinar on esports* was organized in 19 Jul 2022 with Mr. Skywalk Wong Chun-Him (coach of Frank Esport and Hangzhou Asia Game Hong Kong team for League of Legends competition) and Holo (player of Frank Esport). 18 participants from secondary school sectors, esports stakeholders, and counseling professionals attended this webinar. (Appx 15).

Observations on Kwai-Tsing Esports Competition. The Home Affairs Department (Kwai Chung and Tsing Yi Chapter) kindly organized the research team to observe the career training sections by guest speaker 老星 (KoL and official commentator of Hangzhou Asia Game esports sections) and Bella (KoL and official commentator of Hangzhou Asia Game esports sections). (Appx 13).

13. Statistics on Research Outputs

	Peer-reviewed Journal Publications	Conference Papers	Scholarly Books, Monographs and Chapters	Patents Awarded	Other Research Outputs (please specify)			
No. of outputs arising directly from this research project	2 (published) 1 (submitted under review)	10	1	0	Type	No.		
					Manuscripts under preparation	4		
						Sustainable Development knowledge platform with online		
						1		

					self assessment Guideline for counselling	1
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14. Public Access Of Completion Report

(Please specify the information, if any, that cannot be provided for public access and give the reasons.)

Information that Cannot Be Provided for Public Access	Reasons
Students' name in Section 11	The students have not consented the team to disclose their names.

15. Technology Transfer Plan (Optional) *(Please write on separate page)*

For project coordinator who may wish to apply for funding support from the Government's Innovation and Technology Fund at a later stage, he/she may provide a technology transfer plan or an update of the technology transfer plan previously submitted in the proposal in a separate page. The plan/update will be passed to the Innovation and Technology Commission for advance information. This update will not be assessed by the RGC. The update should include information such as:

1. Are there any applications that can be spawned from the new ideas evolved? If yes, what are these potential applications?
2. Are there any potential users identified for the new ideas evolved?
3. Are the new ideas evolved patentable or capable of protection by IP laws?
4. Details of the technology transfer activities conducted during the report period.

Not Applicable. (This project does not involve development of new technology).